

License Statistics Agent

The information on this page refers to License Statistics v6.17 and newer, which introduced the License Statistics Agent Server mode. If you are using an earlier version, please refer to the [documentation for earlier versions](#).

License Statistics Agent is a License Statistics add-on tool that communicates between applications and License Statistics, running as a service in the background. that can run in either End User or Server mode, as described below.

License Statistics Agent can be used only on Windows, but is compatible with both Windows and Linux server installations of License Statistics. See [Installing and configuring License Statistics Agent](#) for details on installation and configuration.

See [Reviewing and managing License Statistics Agents](#) for information on viewing a report of all agents in use.

If you have issues with License Statistics Agent, try reviewing the log file in the hidden directory "C:\ProgramData\X-Formation\License Statistics Agent\logs" to attempt to determine the cause of the issue. If you need help resolving an issue, please send the log and any additional information to [X-Formation Support](#) as discussed in [Reporting a Bug in License Statistics](#).

[Installation of the License Statistics Agent](#) is unlimited, but only one agent can be installed per host.

End User Agent mode

License Statistics End User Agent is installed on the end user hosts.

End User Agent currently supports:

- [Autodesk license usage monitoring](#)
- [Custom Application monitoring](#)
- [License Harvesting](#), a separately purchased License Statistics add-on that helps reduce license usage by tracking and closing idle applications on end-user hosts

Server Agent mode

The License Statistics Server Agent is installed on the license server host.

Server Agent currently supports [License Server Management](#), including Start/Stop/Restart of the server, directly from the License Statistics UI (currently available only for FlexNet and LM-X license managers).