

# LMX\_Admin\_UploadLicense

The LMX\_Admin\_UploadLicense function uploads a license file to the server.

## Prototype

```
LMX_STATUS LMX_Admin_UploadLicense
(
    LMX_HANDLE LmxHandle,
    const char *szLicenseFilename,
    const char *szLicenseContent
);
```

## Parameters

### LmxHandle

[in/out] LM-X handle.

### szLicenseFilename

[in] The name under which to save the license file on the server side, with an lic extension; for example, filename.lic. If this parameter is empty, then the name is automatically generated on the server side. The maximum length of the filename can be up to LMX\_MAX\_NAME\_LENGTH.

### szLicenseContent

[in] License file content. The maximum length of the license file content can be up to LMX\_MAX\_LONG\_STRING\_LENGTH.

## Return values

On success, this function returns the status code LMX\_SUCCESS.

On failure, this function returns an error code in the format described in [SOAP API return codes](#).

## Remarks

This function sends license file content to the license server that is specified in [LMX\\_OPT\\_LICENSE\\_PATH](#) and saves the license file to the default location on that license server. This license file will then be used automatically upon the next license server restart. Only paths set through [LMX\\_SetOption](#) and LMX\_OPT\_LICENSE\_PATH will be used; all other paths will be ignored. This ensures full control of which server the license will be uploaded to.

If the license file already exists, the new license file will overwrite the existing license file. This also makes it possible to remove a license file of the same name by replacing it with an empty file.

(Note: License file upload can also be done using the LM-X web-based UI as described in [Managing licenses](#).)