Locking

You can lock a single feature to multiple machines (license servers and/or clients) by using multiple <CLIENT_HOSTID> and <SERVER_HOSTID> tags. For each machine, you can lock the feature to multiple items (Ethernet HostID, custom HostID, etc.). For example, you can make a local license that works on multiple specified client machines or a floating license that works on multiple servers.

For example, to create a node-locked local license that will work on two known systems, you can lock against multiple, different items on each host in the following format (this example locks against Ethernet and hostname HostIDs for system 1, and username and custom HostIDs on system 2):

```
<CLIENT_HOSTID>
   <SETTING ETHERNET="123..."/>
   <SETTING HOSTNAME="ALPHA1"/>
</CLIENT_HOSTID>
<CLIENT_HOSTID>
   <SETTING CUSTOM="ABCDEF..."/>
   <SETTING USERNAME="joe user"/>
</CLIENT_HOSTID>
```

If you make the license counted and specify both <CLIENT_HOSTID> and <SERVER_HOSTID> tags, the license can be hosted only on a specific license server machine offering licenses to a known client. Effectively, this is double system locking. You may also allow any license server to host the license by excluding the <SERVER_HOSTID> tag, and allow only certain clients to use the license from the server by specifying multiple <CLIENT_HOSTID> tags.

You can use the setting SETTING HOSTIDS to specify multiple HostIDs within the CLIENT_HOSTID or SERVER_HOSTID tags. For example:

```
<CLIENT_HOSTID>
   <SETTING HOSTIDS="IPADDRESS=192.168.64.121,HOSTNAME=Alpha1,ETHERNET=C8A516AD01AFC9FA"/>
</CLIENT_HOSTID>
```

This setting lets you more easily specify a greater number of HostIDs. You can use the output of LMX_HostidSimple as the value for this setting.