

SOFTLIMIT

The SOFTLIMIT directive enables segmenting the license count into two pools. Checkout requests that exceed the specified softlimit will respond differently to the application than those within the specified softlimit.

The value specified in the SOFTLIMIT directive must be less than the value specified in the [COUNT](#) directive.

This directive can be used only with network licenses; accordingly, the COUNT directive *must* be set if SOFTLIMIT is set.

Usage and recommendations

Softlimit licensing lets you segment a network license pool into two ranges: normal licenses (the specified softlimit number) and overdraft licenses (licenses exceeding the specified softlimit and up to the specified license count).

When the number of licenses in use exceeds the softlimit, LMX_Checkout() will start to return LMX_SOFTLIMIT instead of LMX_SUCCESS. This information can be used to initiate a response, such as alerting end users when they are in an overdraft state and should be careful about their usage.

For example, with 5 softlimit licenses and a network license count of 10, checkout requests 1 through 5 will return LMX_SUCCESS. Checkout requests 6 through 10 will return LMX_SOFTLIMIT, indicating an overdraft state. Checkout requests over 10 will be denied.

One use of softlimit licensing might be to make a distinction for billing purposes, where a certain number of licenses are sold at full price, and the rest are sold at a reduced price. You would then use the pay-per-use log to verify the actual usage.

Softlimit licensing may also be used to implement a more lenient license model, which permits temporary overdraft licenses only in the event of license server failure.

For example, say the softlimit is 10, and the count is unlimited. If all 10 licenses are in use, further checkout requests will be denied by default. However, if the license server is restarted, new users could obtain licenses before the original 10 users invoke their heartbeat. With softlimit, you can allow temporary overuse to ensure that when the original users invoke the heartbeat, they regain their licenses. Further requests are then denied until the license count is once again less than the softlimit. This allows users who were using the server before the failure to continue their work without interruption.