Token-based licensing

Token-based licensing lets you specify that a particular feature should use one or more other licenses to fulfill checkout requests. Token-based licensing applies only to network licenses.

A token-based license is a pointer, or reference, to a real license. This enables you to specify any number of individual token-based licenses that make use of the same real license.

When the license server gets a request for a token-based license, it uses one or more other licenses (as specified in the license file) to fill the request, rather than directly using a license for the originally requested feature. The feature that is used to allow the checkout is referred to as a *token dependency*.

When a normal network license is checked out, the license appears in the license file with a count. For example:

```
FEATURE MyFeatureA
{
VENDOR = MyCompany
COUNT = 5
KEYTYPE = EXCLUSIVE
MAJOR_VERSION = 1
MINOR_VERSION = 0
...
}
```

However, when a token-based license is checked out, it appears in the license file without a count, and instead includes a dependency on one or more other features that are used to allow the checkout. For example:

```
FEATURE MyFeatureB
{
VENDOR = MyCompany
KEYTYPE = TOKEN
MAJOR_VERSION = 1
MINOR_VERSION = 5
TOKEN_DEPENDENCY = "FEATURE=MyFeatureA VERSION=1.0 COUNT=5"
...
}
```