

# Upgrade licenses

*The information on this page refers to v5.0 and later, which introduced the upgrade license type.*

Upgrade licenses let you add licenses for software features that a customer buys after the initial purchase of a license, without changing the original license. Upgrade licenses increase the license count of [exclusive licenses](#) by a particular number of licenses, while simultaneously being completely transparent to the client. This approach allows for more flexibility in handling license add-ons than [additive licenses](#) do, because additive licenses are seen as a separate license pool of the same feature.

The license server automatically activates or deactivates upgrade licenses at midnight, and may be limited using the [START](#) and [END](#) directives in the same way as for other license types. You can also create a perpetual (non-expiring) upgrade license, as long as the exclusive license it is based on is perpetual. Also note that existing sessions remain unaffected when an upgrade license expires.

You can upgrade a particular exclusive license as many times as necessary, as long as [COUNT](#) is within its range. It will sum up all of the license upgrades, allowing for a different expiration date for each upgrade.

An upgrade license can be locked to the license server [HostIDs](#) to prevent using the same upgrade license on more than one machine. Duplicated instances of an upgrade license within one license server will be discarded.

Upgrade licenses have the following limitations:

- The upgrade license's expiration dates must be within the exclusive license's expiration dates.
- Neither the upgrade nor exclusive license can be [unlimited](#).
- Client [HostIDs](#) are not supported for upgrade licenses, and [LMX\\_GetLicenseInfo](#) will not report upgrade licenses in network or local paths. These limitations exist because the upgrade licenses are designed to be transparent to the client. However, exclusive licenses report their upgraded license count in both [LMX\\_GetFeatureInfo](#) and [LMX\\_GetLicenseInfo](#).

## License template

To create an upgrade license, create a feature with the same [feature name](#) as the original license, set the number of licenses using the [COUNT](#) directive, and set [KEYTYPE](#)="UPGRADE" in the XML license template file.

In addition to the [feature name](#), [COUNT](#) and [KEYTYPE](#) settings that are required by the [license generator](#) to create an upgrade license, the optional settings that may be used with upgrade licenses are [START](#), [END](#), [SHARE](#), [HOSTID\\_MATCH\\_RATE](#), [HAL\\_SERVERS](#) and [server HostIDs](#).

To maintain maximum compatibility with the corresponding exclusive license, the settings allowed in the upgrade license template are limited. All of the settings behave the same as for exclusive licenses, except that [SHARE](#) is limited to [VIRTUAL](#) only.

## Example

The following license template would result in an upgrade license that increases the feature "f1" license count by one, and is valid from the license server startup to 2030-01-01.

```
<LICENSEFILE>
  <FEATURE NAME="f1">
    <SETTING COUNT="1" />
    <SETTING KEYTYPE="UPGRADE" />
    <SETTING END="2030-01-01" />
  </FEATURE>
</LICENSEFILE>
```