



User-based Success Kits

Getting started as a user

Updated January 2025

Welcome to Arm Success Kits!

- Your administrator has provided you with access to:
 - Arm development tools and models from a Success Kit
 - Either installers, or already installed
 - A User-based Success Kit license
 - Either an activation code, or details of license server and Success Kit type
 - A HW kit, Standard (STD0) or Early Access (EAC0 or PRE0) edition
- This deck contains a summary of:
 - The Arm development tools and models you have access to
 - How User-based licensing (UBL) is different from the older Floating licensing (FL)
 - How to get started with your new User-based license
 - How to make the best of your User-based license
- Full details of User-based licensing is available at developer.arm.com/ubl
- Full details of Arm development tools & models are available at developer.arm.com
 - Select **Tools and Software** from the menu bar

Arm development tools
and models enabled by a
User-based Success Kit
license

Success Kit contents

Product	HW Success Kits	
	Standard	Early Access
Compiler for Embedded	✓	✓
Compiler for Embedded Safety 6.16	✓	✓
Certified C Library for Safety	✓	✓
Run Time System for Safety	✓	✓
Development Studio Gold	✓	
Development Studio Platinum		✓
Keil MDK Professional	✓	✓
Fast Models Runtime	✓	✓
Fast Models Fixed Virtual Platforms	✓	✓
Fast Models System Generation	✓	✓
Fast Models Early Access		✓
AMBA Viz	✓	✓
Socrates	✓	✓
Performance Models Library Standard	✓	✓
Performance Models Library Early Access		✓

Minimum version for User-based licensing

- User-based licensing uses new licensing technology
 - It is only available in recent tools & models releases, where the new technology has been integrated
 - These versions will select a user-based license if it is available, in preference to a floating license
 - When activating a user-based license, it is NOT necessary to disable floating licenses
 - ***A User-based license will not enable earlier versions***

Development tool or model	Earliest release supporting User-based licensing
Compiler for Embedded	6.18
Compiler for Embedded Safety 6.16	6.16.2
Development Studio	2022.0 (Gold), 2022.a (Platinum)
Keil MDK	5.37
Fast Models	11.17.1
AMBA Viz	1.1.25
Socrates	1.7.0
Performance Models Library	1.2

Differences between older Floating (FL) and new User-based (UBL) licenses

How is User-based licensing different from Floating?

Existing licenses for Arm development tools & models use Floating licensing

License behaviour	Floating (FL)	User-based (UBL)
Location	Hosted on a license server	Hosted on a license server
Check-out	Every time a product starts	Once per user, before first use
Check-in	Every time a product ends	7 days after product use stops
Parallel use	No. Every product instance need a license	Yes. Unlimited product instances with a single license
Shareability	No, until the license is checked in	No, until the license is checked in

- User-based offers several advantages over Floating, including:
 - Better performance, particularly for compiler (parallel use, no check-out latency)
 - Improved flexibility (easier to use in the cloud, at home, on a train etc)
 - Improved resilience (license server maintenance, network glitches etc)
 - Easier to activate a license
 - No performance/availability impact from high-use periods (including CI builds)

User-based licensing basic operation

- Each user has their own license
 - A user can be a person, or a shared service like a Jenkins bot
 - The licensing technology recognises each user from their Operating System (login) account
 - ***Users may not share a license by sharing an OS account***
- Each license enables unlimited parallel use of all products in the Success Kit
- A license needs to be activated from a license server by the user
 - Only one activation needed per user. Not one per development tool/model, or once every 7 days
- On activation, the license is cached locally for 7 days
 - During those 7 days, no access is needed to the license server
- Every day a development tool or model is used, it attempts to refresh the 7-day cache
- If the license cache refresh fails, the development tool/model will still work
 - But, the cache duration will decrease as time passes
 - When the cache expires, the license is returned to the license server

Getting started with your User-based Success Kit license

User-based license activation summary

- User-based licenses are provided as an activation code, or as server/product details
 - A license must be activated before it can be used
 - Ensure the license is activated using the same OS account that will run the tools & models
 - The user guide is here: <https://lm.arm.com>
- An activation code has the format xxxxxxxx-xxxx-xxxx-xxxx-xxxxxxxxxxxx
 - More suitable for small numbers of users
 - License server location and product code are encoded in the activation code
- License server location and product code
 - More suitable for large numbers of users
- Both can be activated via:
 - The **armlm** command-line utility
 - The **armlm-gui*** graphical utility

*Not yet included in all product installations. Early versions had support only for activation codes

Using the armlm license activation command-line utility

- The `armlm` command-line utility is found in all tools & models installations
- `armlm --help` gives usage help
- `armlm --inspect` shows details of activated User-based licenses
- `armlm --activate --code <code>` activates a license from an activation code
- `armlm --activate --server <server location> --product <product code>` activates a license from a local license server
- Replace `<code>`, `<server location>`, `<product code>` with the details provided to you

Example: command-line activation of activation code

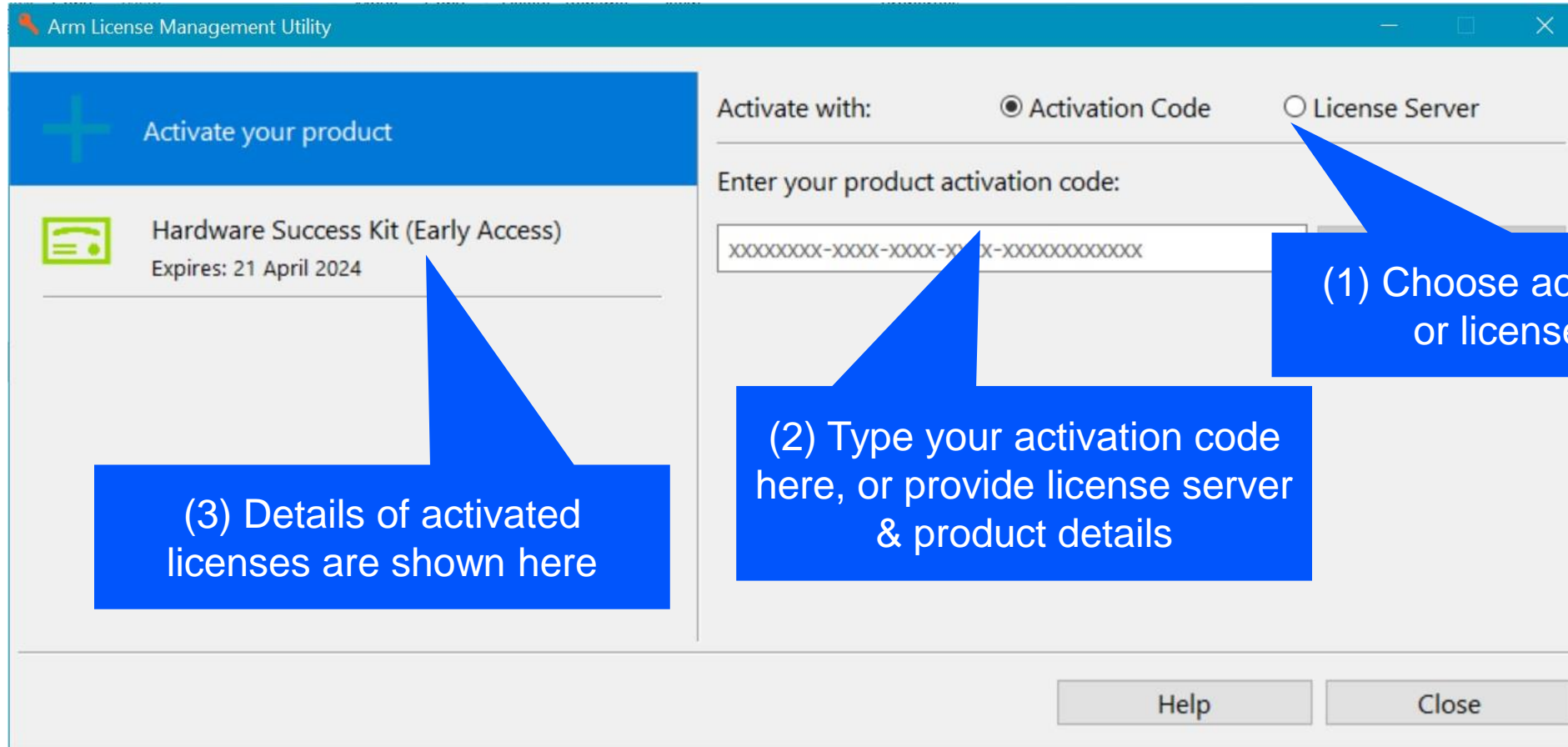
```
C:\Program Files\ArmCompilerforEmbedded6.18\bin>armlm inspect  
No licenses found in the local cache.
```

```
C:\Program Files\ArmCompilerforEmbedded6.18\bin>armlm activate --code 87850b1b-1fee-430a-913e-  
fb3ab0fa8cd3  
License manager product activation.  
Activation of Hardware Success Kit (Early Access) was successful.
```

```
C:\Program Files\ArmCompilerforEmbedded6.18\bin>armlm inspect  
Hardware Success Kit (Early Access)  
    Product code: HWSKT-EAC0  
    Order Id: 0000000614  
    License valid until: 2024-04-21  
    Local cache expires: 6 days and 23 hours
```

Using the armlm-gui license activation graphical utility

- The armlm-gui graphical utility is found in some tools & models installations
 - It can be used to activate a license from an activation code, or from server/product details



Using a user-based license on a different host

- User-based licenses are not locked to specific hosts
 - A user can use the same user-based license on unlimited hosts, at the same time
 - The user-based license is cached in the `.armlm` directory in the user's home directory
- If the `.armlm` directory is already in the user's home directory:
 - User-based licensing is already activated and ready
- If the `.armlm` directory is somewhere other than in the user's home directory:
 - Set the `ARMLM_CACHED_LICENSES_LOCATION` environment variable to the new location
- If the `.armlm` directory is not accessible and there is access to the license server:
 - Re-activate the license using the **same details** used originally
 - Activations codes need Internet access, the license server runs in the cloud
- If the `.armlm` directory is not accessible and there is no access to the license server:
 - Copy the `.armlm` directory to the user's home directory
 - The cache duration will decrease over time

Making the best of your User-based Success Kit license

Making the best of your Success Kit license

A few tips to help you benefit from the advantages of User-based Success Kits

- Experiment with products that you don't normally use
 - Your license includes access to all the products in the Success Kit
- Aim for parallel use of compilers and models
 - One license enables unlimited parallel instances, for maximum performance
- Use the same OS account (for the same user) on every host
 - Each OS account will consume one license
 - Every user (including shared services like Jenkins & central build/test) **must** use their own OS account
- Package a license into a container/docker to use it in the cloud
 - The license is cached in the `.armlm` directory
 - No need to open firewalls to get access to the license server

arm

Merci

Danke

Gracias

Grazie

谢谢

ありがとう

Asante

Thank You

감사합니다

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Kiitos

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Köszönöm



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