

MDK-6 User-Based License Activation

By Trevor Martin

Introduction

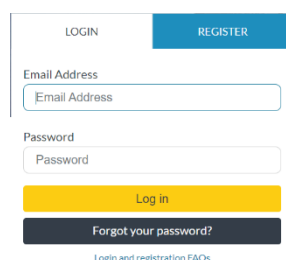
The MDK-6 toolchain is enabled with a “User-Based License” UBL in place of the earlier node-locked or floating licenses. The UBL license has the key advantage that it is easier and more flexible for an end user to manage. This Tech Tip will take you through installing and managing your MDK User-based License to generate and install an activation code within the supported toolchains and IDE.

License Activation

Three toolchains are supported by MDK-6, these are the VS-Code IDE with MDK-6 extensions, the Keil μ Vision IDE (Version 5.37 and later) and the Command Line (CLI) build system CMSIS-Toolbox. Please note CMSIS-Toolbox is installed as part of Keil μ Vision and MDK-6. Once you have installed the license all three toolchains will be activated.

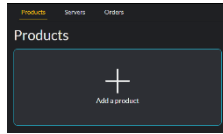
In addition to this document, you will have a “CertificateOfAuthenticity.pdf” that contains your User-Based Licensing serial number and links to the Arm User-Based License Portal.

1. Please install the toolchain you intend to use.
 - a. VS-Code and MDK 6.
 - b. μ Vision and MDK-5 (5.37 or later).
2. In the certificate press the “user-based licensing portal” link or use the one below.
[User-Based License Portal](#)
 - a. Before reaching the User Based License portal you will be asked to log into an Arm account.
 - b. If you don't have an account please create one using the Register option.

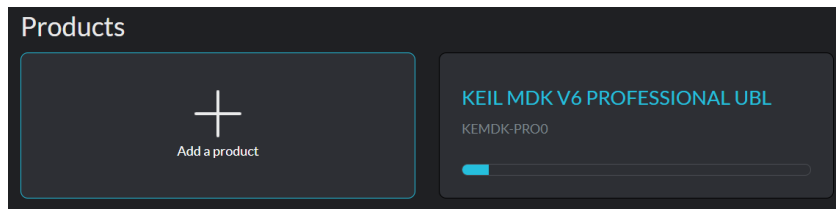


The screenshot shows a web form for logging in or registering. At the top, there are two tabs: "LOGIN" and "REGISTER". Below the tabs, there are two input fields: "Email Address" and "Password". The "Email Address" field contains the text "Email Address". Below the input fields, there is a yellow "Log in" button and a dark grey "Forgot your password?" button. At the bottom, there is a link for "Login and registration FAQs".

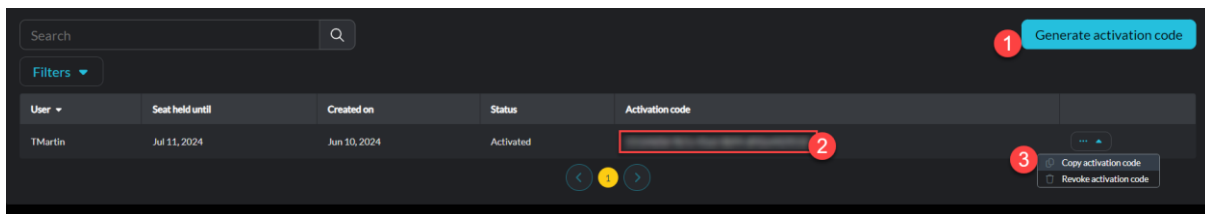
- In the licensing portal press the “Add a product” box and enter your license serial number into the pop-up.



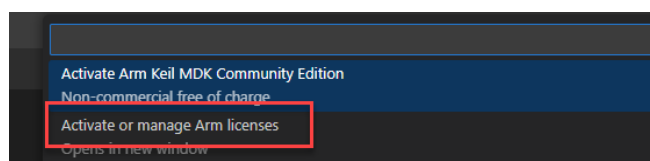
- When the license is added click on the license box.



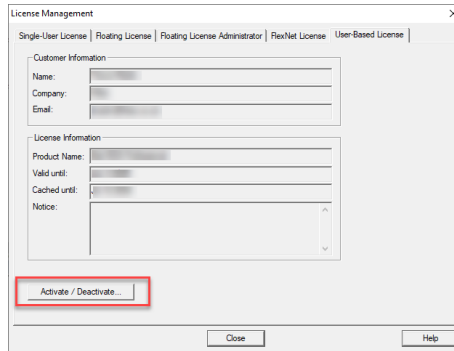
- Press the generate activation code button.
 - When the activation code is generated copy it to the clipboard with the local copy button.



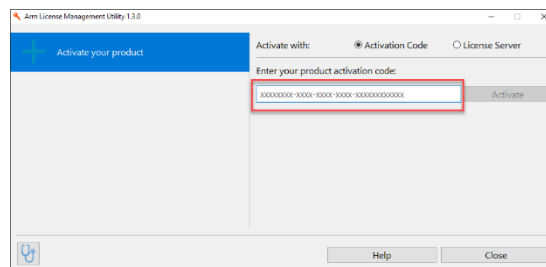
- Now start your IDE and launch the License manager.
 - In VS-Code click on the license detail in the lower main window frame. Then select Activate or Manage Arm License.



- b. In μ Vision select File/License Management and press the Activate/Deactivate button on the UBL tab. This will launch the License Manager applet.



7. In the license manager simply add the activation code and your product will now be fully licensed.



- a. Once the license has been added it will activate both IDE's and the CMSIS-Toolbox CLI.
b. The same activation code may be used on multiple PC's. This allows a single developer to use one instance of any of the toolchains on any PC.

If you need to use the Arm Compiler Version 5 please see our Tech Tip “[Using Arm Compiler 5 in newer Keil \$\mu\$ Vision MDK](#)”.

In Summary

To install the User Based License in an Arm Toolchain, first generate an activation code in the online License portal. Then activate the toolchain using the local license manager which can be launched from within μ Vision or VS-Code.

Further Information

For more information visit our website: www.hitex.co.uk or get in touch: info@hitex.co.uk. You can also connect with us: [LinkedIn](#)

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