Every type of dependency graph node in Maya must have a unique ID. This ID is hardcoded into the node itself and cannot be changed by anyone but the developer. For testing purposes the IDs 0x00000000 through 0x0007ffff can be used however any node distributed for sale will have to use a bank of IDs given to them through Autodesk. Requesting node IDs from Autodesk is free with a developer account and a developer can choose to register one or more blocks of 64, 128, 256 or 512 IDs free of charge. Autodesk asks you only register the IDs you need.

Registration info and form can be found here:

<http://mayaid.autodesk.io/>