Which licenses are needed to run which product?

The following table illustrates shows the license string required for each product type:

Note: Renderer is Mantra renderer.

License Category	Product Name	Product License String	Default Qty
Commercial	Houdini FX	Houdini FX	1
		Renderer	5
		Karma Renderer	5
	Houdini Core	Houdini Core	1
		Renderer	5
		Karma Renderer	5
	Houdini Engine	Houdini Engine	1
		Renderer	1
		Karma Renderer	1
	Houdini Engine for Unity/Unreal	Houdini-Engine-PlugIn-Free	1
Limited Commercial	Houdini Indie	Houdini Indie	2
		Renderer (Non-Commercial)	2
		Karma Renderer (Non-Commercial)	2
	Houdini Engine Indie	Houdini Engine Indie	1
		Renderer (Non-Commercial)	1
		Karma Renderer (Non-Commercial)	1
Educational	Houdini Education	Houdini Education	1
		Houdini FX (Non-Commercial)	1
		Renderer (Non-Commercial)	10

		Karma Renderer (Non-Commercial)	10
	Houdini Engine Education	Houdini Engine Education	1
		Renderer (Non-Commercial)	1
		Karma Renderer (Non-Commercial)	1
Non-Commercial	Houdini Apprentice	Houdini FX (Non-Commercial)	1
		Renderer (Non-Commercial)	1
		Karma Renderer (Non-Commercial)	1

About Houdini product keystrings

A new keystring begins at the keyword: SERVER, LICENSE, UPGRADE or EXTEND.

The **SERVER** keystring is a keystring which authenticates the computer to run Houdini licenses.

A Houdini product keystring begins with the word **LICENSE**. The LICENSE keystring has an ID associated to it called the **License ID**. This is how we track the product, quantity, version, expiry, and support status of the license.

Action keystrings begins with **UPGRADE** or **EXTEND** or **CHANGEIP**. These are applied to a currently installed License ID (or, product keystring).

When you return a license (/faq/question/how-do-i-return-my-licenses/), you must return the License ID itself. This will return the product keystring.