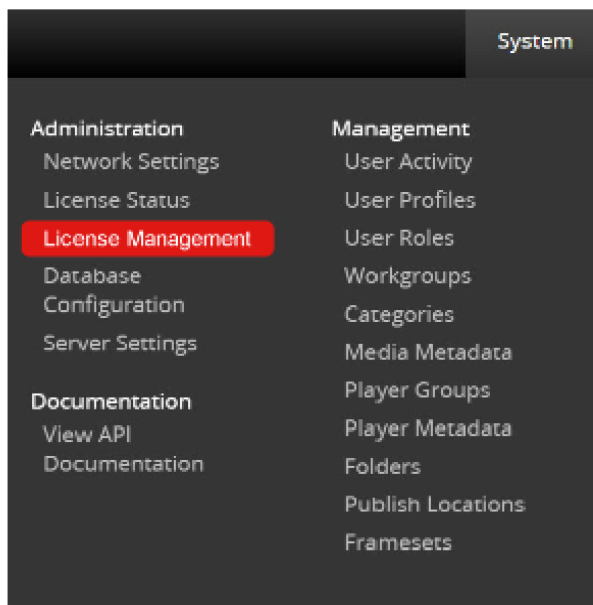


# License Management

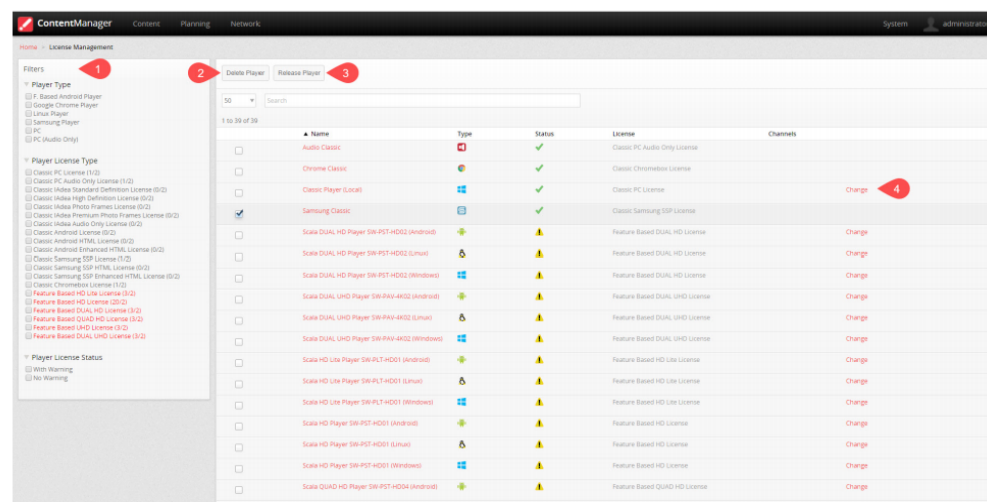
- [License Management Functions](#)
- [Changing a License](#)
  - [What if the Change option is not visible?](#)
- [Using Filters](#)
  - [Player Type](#)
  - [Player License Type](#)
  - [Player License Status](#)

In Content Manager 11.05, users can now manage, filter, and change their player licenses using the License Management feature. License Management controls are located in **System > Administration**.



With the advent of Feature-Based Licenses, the License Management feature gives the user the ability to upgrade or downgrade their feature set to their preference, within the bounds of their maintenance agreement. Used in conjunction with License Status, the License Management section allows you to apply those upgraded licenses to the appropriate player as simply as possible, without the need to redefine the player. With some exceptions, most upgrades can be achieved solely from Content Manager.


## License Management Functions



1	<b>Filters</b>	Filters existing players by type, license type, and license status
2	<b>Delete Player</b>	Deletes the selected player. This button appears after selecting a player's checkbox
3	<b>Release Player</b>	Reassigns a player that was previously paired. This button appears after selecting a player's checkbox
4	<b>Change</b>	Changes the selected player's license

## Changing a License

Users with **Administrator** or **Super Administrator** permissions can change a player license on the License Management landing page.

 The License Management feature does **not** support the ability to upgrade from a feature-based license to a classic license.

Users may only switch between different feature-based licenses, or choose to replace their classic license with a feature-based license. Use the [License Exchange Matrices](#) to weigh options before changing the license type.

Change player licenses by following the steps below:

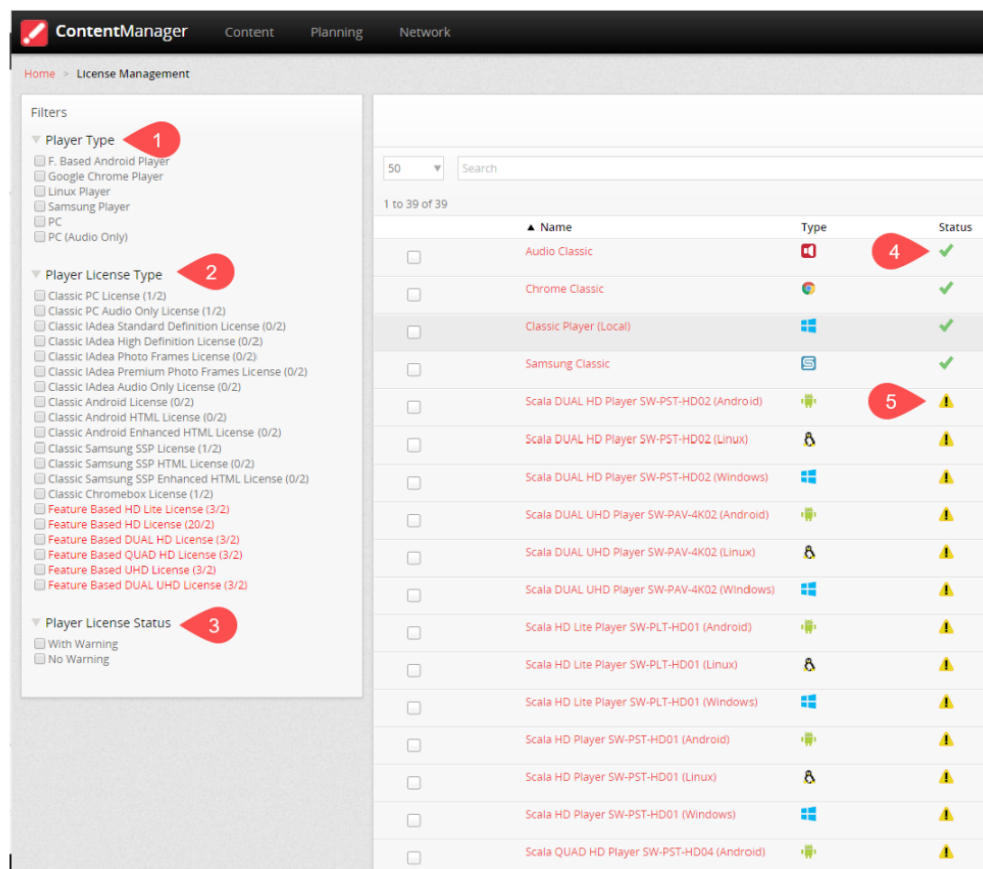
1. Find the **player** that is set to be changed and click **Change**
2. A dialog box **will** open showing the selected player, its current license, and drop-down menu with a selection of available licenses
3. Select the prospective license, then click **Check**
4. If the prospective license is compatible with the **player's** configuration, a status message **will** appear to confirm its compatibility.  
See [Status Messages](#) for more information.
5. Click Confirm
6. The player **will** now display the new license next to its name in the main menu

## What if the Change option is not visible?

Player licenses are only available to be changed when a license is currently in-maintenance. If the feature does not appear next to a player, then the player may be either:

- Out-of-maintenance:** If Content Manager is out-of-maintenance, the user will receive a status message on the License Management landing page indicating. See [Status Messages](#) for more information
- A Legacy player:** Legacy players are often linked to Classic Licenses. Some Classic Licenses do not have the native ability to change


## Using Filters



The screenshot shows the ContentManager interface with the License Management section active. On the left, there are three filter sections: Player Type (1), Player License Type (2), and Player License Status (3). The main table displays a list of licenses with columns for Name, Type, and Status (4). The table shows 39 licenses, with the first few being Audio Classic, Chrome Classic, and Classic Player (Local). The table also includes a search bar and a pagination indicator (1 to 39 of 39).

The License Management landing also allows users to filter their players by type, license type, and license status.

1	<b>Player Type</b>	Displays the player type, such as PC, Android, or Samsung
2	<b>Player License Type</b>	Displays the the available player license types in alphabetical order. The License Type filter also displays how many of each license is used vs available
3	<b>Player License Status</b>	Displays the varying states of the licenses that are available. Users will be able to sort between licenses that are in good standing and licenses that have warnings, if they exist

	<b>No Warning</b>	Visible when the selected player license is in good standing
	<b>Warning</b>	Visible when the selected player license has a problem

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# License Exchange Matrices

Changes with  are allowed.






Changes with  are not allowed.

Changes with  can be performed, but certain warnings may be shown as a result. An explanation for each numbered warning is provided in the legend below. The legend applies to both tables. Further information for each warning can be found in [Status Messages](#).


CLASSIC TO FEATURE-BASED MATRIX						
FROM	TO					
Name and SKU	SW-PLT-HD01	SW-PST-HD01	SW-PST-HD02	SW-PST-HD04	SW-PAV-4K01	SW-PAV4K02
Scala Player Licenses for PCs: <b>SW-PLAD</b>	 1 2 3 4 5	 1 3 5	 3 5	 3 5	 1 3	 3
Scala Player Licenses for Scala Android Player: <b>SW-ADP-SF</b>	 2 3 4 5					
Scala Player Licenses for Scala Android HTML Player: <b>SW-ADP-SFH</b>	 2 3 4 5	 3 5			 3	
Scala Player Licenses for Android Enhanced HTML Player: <b>SW-ADP-MFH</b>	 2 3 4 5	 3 5			 3	

**Legend**

- 1. The total number of outputs exceeded
- 2. The total number of pixels exceeded
- 3. The total number of frames (zones) exceeded
- 4. Event and/or time triggers are not supported
- 5. Alternate options are not supported

FEATURE-BASED TO FEATURE-BASED MATRIX						
FROM	TO					
Name and SKU	SW-PLT-HD01	SW-PST-HD01	SW-PST-HD02	SW-PST-HD04	SW-PAV-4K01	SW-PAV-4K02
Scala HD Lite Player Licenses: <b>SW-PLT-HD01</b>	n/a					

Scala HD Player Licenses: <b>SW-PST-HD01</b>	⚠️ 2 4	n/a	✅	✅	✅	✅
Scala DUAL HD Player Licenses: <b>SW-PST-HD02</b>	⚠️ 1 2 3 4	⚠️ 1 3	n/a	✅	⚠️ 1	✅
Scala QUAD HD Player Licenses: <b>SW-PST-HD04</b>	⚠️ 1 2 3 4	⚠️ 1 3	⚠️ 1 3	n/a	⚠️ 1	⚠️ 1
Scala UHD Player Licenses: <b>SW-PAV-4K01</b>	⚠️ 2 3 4 5	⚠️ 3 5	⚠️ 3 5	⚠️ 5	n/a	✅
Scala DUAL UHD Player Licenses: <b>SW-PAV-4K02</b>	⚠️ 1 2 3 4 5	⚠️ 1 3 5	⚠️ 3 5	⚠️ 3 5	⚠️ 1 3	n/a

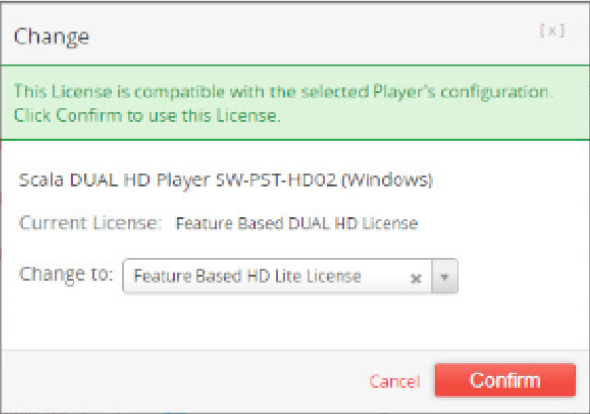
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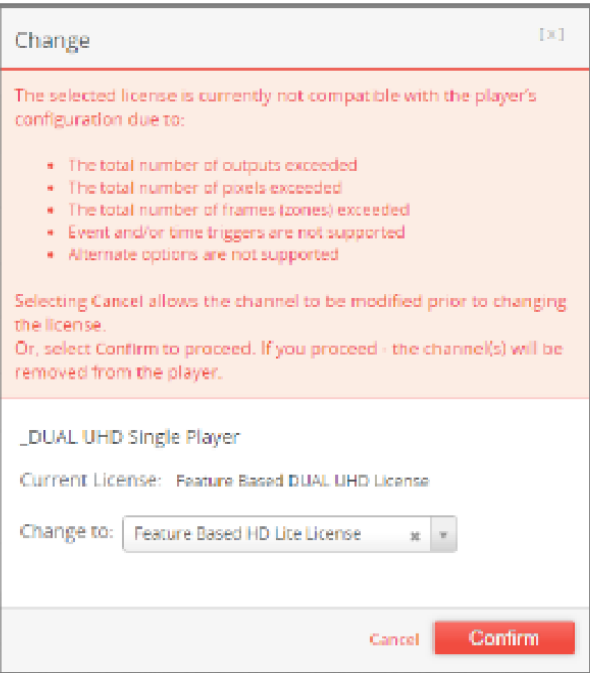
# Status Messages

The License Management feature can display several status messages depending on the user’s maintenance status, license type, and player type. A list of possible status messages follows below:

## Change License Statuses



Appears when a user has chosen a prospective license and clicked **Check**. It confirms that the prospective license is compatible with the selected player.



Appears when a user has chosen a prospective license and clicked **Check**. It lists the applicable reasons why the prospective license would not be compatible with the selected player.

The warnings listed in the message may vary. An explanation for each warning is provided below:

- **The total number of outputs exceeded:** The prospective license requires more channels than the current player configuration can support.
- **The total number of pixels exceeded:** The prospective license requires more pixels than the player current configuration can support.
- **The total number of frames (zones) exceeded:** The prospective license requires more frames than the current player configuration can support.
- **Event and/or time triggers are not supported:** The prospective license does not support event/time triggers that are enabled/used on the current license.
- **Alternate options are not supported:** The prospective license does not support alternate behavior that is enabled/used on the current license.

## Landing Page Statuses

Select a Player to Delete or Change to an available license [ x ]

Appears on the **License Management** landing page when the feature is available to change a license.

Out of Maintenance, no changes to License possible [ x ]

Appears on the **License Management** landing page when the user's license is out of maintenance and cannot be exchanged before renewing.

The change function is only available when players are in-maintenance. If the change option is not visible, see [License Management](#) for more information.

Player count exceeds licensed quantity - Select a Player to Delete or Change to an available license [ x ]

Appears in the **License Status** menu landing page after a user has imported a license file.

If this message is applicable, the user will be linked to the License Management page to delete players in order to manage the quantity.

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