

[App License Delivery SDK](#) / ALDLicenseAttribute

## Structure

# ALDLicenseAttribute

A structure that defines the requested license type for the session.

```
struct ALDLicenseAttribute
```

## Topics

### Initializers

```
init(licenseID: UInt64)
```

Create a license attribute

### Instance Properties

```
var duration: UInt64
```

The maximum amount of time, in seconds, that iOS considers the license valid.

```
var issuedTime: UInt64
```

### Instance Methods

```
func addAppKey(ALDAppKey) throws
```

Add an AppKey to be associated with this license

```
func revokeAppleItemID(UInt64) throws
```

An appleItemID to be revoked by the license

# See Also

## App licensing

 Licensing alternative distribution apps

Build a license server that supports the installation of your apps and the apps available in your marketplace.

 Renewing and revoking app licenses

Determine whether an app for which you issue a license launches.

`struct ALDAppKey`

A structure that identifies an app and a key that's required to decrypt the app's license request.

`class ALDProvider`

An object that creates a session with the alternative app marketplace's signing assets.

`class ALDSession`

A structure that contains the details of a license request and methods to generate license responses.