A game engine needs a sustainable business model. Therefore Lightning is going to be licensed. Lightning will have optional licensing starting with version 1.2, and will be fully licensed starting with version 2.0; the Intercloud endpoints (<https://intercloud.starfrost.net>) are used for this purpose.

The licence key will encode information about the licensed capabilities, such as Network Capability (in the first Networking enabled release – 1.2 or 1.3) and later, as well as any new functionalities that are enabled in future releases – reserved digits will be used for this functionality. To ID users, user IDs will be used.

**Key Formatting**

A base-36 system (0-9, A-Z) will be used for each key.

The first five digits of the key are a base-36 User ID. This provides a maximum of 60.7 million user IDs. There will not be 60.7 million Lightning developer accounts.  
The number of activations using a specific key will be stored in the database as well as which keys have been redeemed in order to prevent duplicate activations.

The second set of five digits of the key are the **Capability IDs**, determining the number of licensed Lightning components. The Capability IDs are

The first digit of the second set of digits is the number of simultaneous users, where:  
**0 =** single-user license  
**1 =** multi-user license (2-5 users)  
**2 =** multi-user license (5-10 users)  
**3 =** multi-user license (10-50 users)  
**4 =** multi-user license (50+ users)

The second digit of the second set of digits is if someone is licensed or not.