

# License tables

**License table** (License Management System, LMS) is a variation of protected item in which the common network resource of Guardant Sign Net/Time Net dongles is stored, as well as network resources of multimodular software complexes.

Only one license table can be stored in a single dongle.

The table's address in the dongle's memory is defined by the value indicated in **kmTableLMS (29 SAM)** field.

The table's heading has the size of 2 bytes.

## License table format of modern network dongles

The presence of license table in Guardant Sign Net/Time Net is mandatory, since it contains the real network resource of the dongle. The real dongle resource is lying in the first record of LMS. It is followed by records with module resources.

The protected item data of **license table** type are placed into **rs\_K[]** field (see the description of protected item descriptor):

Offset*	Size, B	Value	Description
0000	2	LT	License table signature
0002	2	0x0510	LT version
0004	4	CRC	LC checksum, calculated using GrdCRC (-1)
0008	2	LMS_FLAG_LICENCE_SIZE_2BYTES	LC flags
0010	1	LT number of entries	
0011	5	Reserved	Not used
0016	1 or 2	0-255 or 0-65535	Real license limit
0017 or 0018	1 or 2	0-255 or 0-65535	LMS

\*Offset from **rs\_K[]**

When programming a dongle using Guardant API, you need to write a value equal to the value of the main resource in the license table into **Counter #2** field, since **Counter #2** is required by the diagnostics utilities for displaying the information on the dongle.

## License table format of Guardant Net II/ Net

The presence of license table for Guardant Net II/ Net dongles is mandatory only if it is necessary to license the application consisting of several modules.

Here the license table is responsible only for resource modules; the main network dongle resource is contained in **Counter #2** field.

Guardant Net II/Net table format:

Address	Size, Bytes	Value	Description
0000	1	Module size + table entries number	
0001	1	Reserved	Not used
0002	1 or 2	Zero module resource	
0003 or 0004	1 or 2	1st module resource	