The term "cloud computing" has become ubiquitous. You hear it everywhere: Software in the cloud, platform in the cloud, data in the cloud, and pretty much everything IT related in the cloud. But even with such ubiquity, there is still much confusion over what actually constitutes cloud computing. And confusion even reigns over the true origins of the phrase; was it born when companies such as Google and Amazon used the term to describe the ability of people to access software, files, and even computing over the web? Was it cloud computing that enabled the first automatic teller machine in 1967? Or perhaps it was the result of work done in the 1960’s on ARPANET to connect people and data from anywhere at any time?

Industry for the most part has moved on from the debate on the definition of cloud computing to touting the benefits of the technology for particular applications. For the purposes of this white paper, we assume that cloud computing is simply described as the processing of data by a remote device. Given this context then, what is licensing in the cloud?

This white paper explains cloud-based licensing by defining the difference between license provisioning in the cloud and licenses in the cloud through a number of hypothetical use cases involving Wibu-Systems’ CodeMeter cloud-based licensing platform. The use cases illustrate various capabilities inherent in CodeMeter License Central entitlement management system and its ability to integrate directly into back office CRM and ERP systems.

CodeMeter License Central is able to generate licenses that end users can take to unlock and activate software or maybe software features. This capability is very flexible, allowing for a diverse array of licensor requirements to be satisfied, such as time expiry, usage count, and a myriad of others. In the most basic setup, the customer simply needs to enter a ticket number in their browser, pointing to the WebDepot application, to find that their application is fully licensed. The license is ultimately stored in an accessible location for the user. Traditionally, the license is stored on the user’s own hard disk (e.g. a CmActLicense) or a specially encrypted dongle (CmDongle), either locally or somewhere on the corporate network. The architecture is designed so that the end user never needs to worry about where the license is: only that they can access the software they need to when they need to do it.

An important aspect of any cloud-based system is security. The white paper then describes CodeMeter Cloud and its use of certificate chains to establish trust in the cloud licensing and storage environment and protect the integrity of the service. CodeMeter Cloud holds the licenses in a secure web environment, accessible only to those who specifically need it, and manageable only by those authorized to do so.