

# Concurrent Licenses

This feature is primarily used by Caselle

- The concurrent license count is actually based off the value added to the Full User License feature.
  - For example, an account with 4 concurrent licenses will have the Concurrent License feature applied to the account with the value as null, and the Full User License feature with the value of 4.
  - An account with the concurrent license feature can add more full users to the account than the feature value, but they will only be able to have 4 of those full users logged in at a time.
  - Currently the account can only have the Full User License feature with the Concurrent License feature. If there comes a time that we'd like to allow different user types the code would need to be adjusted.
- A single user is allowed to log into multiple applications as one concurrent license user.
- The external applications that should be part of concurrent licensing need to have their application IDs added to the Azure configuration setting `Utopia:Settings:ExternalClientApplicationIds`
  - If we ever decide to enforce concurrent licensing for the mobile app or other internal apps those will also need to be added in the code.
- The bulk of the logic for concurrent licensing is in `AuthenticationService.cs`. See the method `GetRolesFailingConcurrentLicensingAsync`.

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