

iText licensing – Developer info

iText 7 uses a licensing mechanism that also allows you to use the core libraries in open source projects. For the open source components, it is not mandatory to include the licensing library.

- iText 7 Core libraries

The effect loading a license will have is that the producer line will change depending on the license you loaded:

- “**AGPL version**”, when not using the licensing library or when using an invalid/expired license
- “**Trial version**”, when using the licensing library and a valid trial license
- “**Licensed version**”, when using the licensing library and a valid license

The producer line is “iText ® 7.x.y © 2000—2017 iText Group NV”, followed by a suffix. This suffix is:

- **(AGPL version)** when the licensekey library is missing, when no license file is loaded, or when the license file is expired.
- **(company name; Trial version)** when a trial license is used.
- **(company name; licensed version)** when a valid license is used.

For iText’s proprietary libraries a valid (trial) license is needed.

How to obtain a (trial) license is explained in the document “iText licensing – Customer info” which should be provided alongside this document.

The requirements for the **Java version and Android version** are:

- The **licensekey library** (itext-licensekey-x.y.z.jar) needs to be on the classpath. It can be downloaded from the following URL:
<https://repo.itextsupport.com/simple/releases/com/itextpdf/itext-licensekey/>
NOTE: You need version 2.x.x when using iText 7. Older versions can only be used in combination with iText 5.

You can also use **Maven** to resolve this dependency. To do so, add the iText Artifactory server, <https://repo.itextsupport.com/releases>, as an additional repository in the `distributionManagement` section of your `pom.xml` or `settings.xml`, as described in the Maven documentation: <https://maven.apache.org/pom.html#Repository>

Then you can add the following dependency to your dependencies:

```
<dependency>
  <groupId>com.itextpdf </groupId>
  <artifactId>itext-licensekey</artifactId>
  <version>2.0.4</version>
</dependency>
```

- The **license file** (typically itextkey.xml) needs to be loaded before calling the proprietary code. This is done using the static method *loadLicenseFile()* of the *LicenseKey* class:
LicenseKey.loadLicenseFile("path/to/itextkey.xml")
You can also use this method with an *InputStream* to the license file.

The requirements for the **C# version** are:

- The **licensekey library** (itextsharp.licensekey.dll) needs to be added as a reference to your project. It can be downloaded from the following URL:
<https://repo.itextsupport.com/webapp/#/artifacts/browse/simple/General/nuget/itext7.licensekey>
- The **license file** (typically itextkey.xml) needs to be loaded before calling the proprietary code. This is done using the static method *LoadLicenseFile()* of the *LicenseKey* class:
LicenseKey.LoadLicenseFile("path/to/itextkey.xml")