CodeDelta — Licensing Guide

How to install and activate your CodeDelta licence. CodeDelta verifies licences **offline** — there is no licence server to contact and no internet connection is required. Your licence is a single signed file, `codedelta.lic`.

---

1. What you receive

When you purchase or start a trial, you receive a file named **`codedelta.lic`**. It is a small text file containing your licence details and a cryptographic signature. You do not need to open or edit it — CodeDelta reads it automatically.

Your licence is one of:

Type	What it allows	Limited by
Trial	Full functionality for evaluation	An expiry date (e.g. 30 days)
Single-user	One named machine	The machine's hostname + an expiry date
Corporate	Unlimited machines, unlimited project size	An expiry date only

All licence types unlock the **complete** product — there are no feature or project-size restrictions. The only limit is the expiry date (and, for single-user licences, the machine it runs on). Corporate licences used in GitHub CI may also be tied to your GitHub **organisation** - see section 3.

---

2. Installing your licence

CodeDelta looks for `codedelta.lic` in these locations, in order, and uses the first valid one it finds:

1. The folder containing the CodeDelta program
2. **`~/.codedelta/`** — recommended (a hidden folder in your home directory)
3. The folder you run CodeDelta from

The simplest method — put it in `~/.codedelta/`:

On macOS or Linux, open Terminal and run:

```
mkdir -p ~/.codedelta
cp ~/Downloads/codedelta.lic ~/.codedelta/
```

That creates the folder (if needed) and copies your licence into it. That is all — CodeDelta will find and verify it automatically the next time you run an analysis.

> **Note:** `~/.codedelta/` is a *hidden* folder — the leading dot keeps it out of Finder by default. It is still there and CodeDelta reads it normally. To see hidden folders in Finder, press **Cmd-Shift-.** (period).

---

3. Installing in GitHub Actions (CI)

If you run CodeDelta as a **GitHub Action** in your CI, the licence is stored as a GitHub **secret** instead of a file on disk:

1. Turn the licence file into one line of text (this is just encoding, not encryption — it makes the file paste cleanly):

`base64 -i codedelta.lic | pbcopy # macOS - copies it to your clipboard base64 -w0 codedelta.lic # Linux - then copy the printed line`

1. On GitHub, go to **Settings -> Secrets and variables -> Actions -> New secret**.
2. For a whole company, use an **organisation** secret - it covers every repo at once.
3. For a single repository, a repository secret is fine.
4. Name the secret **`CODEDELTA_LICENSE`** and paste the line from step 1. Save.

That's all - the CodeDelta Action reads `CODEDELTA_LICENSE` automatically on every run. No file to place, nothing else to configure.

> **GitHub-organisation licences:** some corporate CI licences are tied to your GitHub organisation, so they run only under your own account. This is normal and automatic - a copied licence simply won't work elsewhere. You configure nothing; it just works inside your organisation.

---

4. Activating via the command line (alternative)

If you prefer, CodeDelta can install the licence for you:

```
codedelta --activate /path/to/codedelta.lic
```

This validates the licence and copies it into `~/.codedelta/codedelta.lic`. You will see a confirmation showing the type and validity dates, for example:

```
Licence activated successfully.
Type: Corporate  Valid: 2026-06-01 to 2027-12-31
```

---

5. Checking your licence

To see what licence is currently installed and confirm it is valid:

```
codedelta --version
```

…runs without a licence (version info is always available). To confirm the licence itself, simply run any analysis — if it proceeds past "Scanning directories…", your licence is valid and in date.

---

6. Single-user licences and the machine name

A **single-user** licence is tied to one computer by its **hostname** (the computer's name). If you bought a single-user licence, you were asked for this name at purchase.

To find your machine's hostname:

- **macOS:** System Settings → General → About → **Name** (e.g. "Janes-MacBook-Pro")
- **Or in Terminal:** `hostname`

If you change your computer's name, or move to a new machine, your single-user licence will stop validating. Contact us for a replacement keyed to the new name. (Corporate and trial licences are **not** machine-locked and run anywhere.)

---

7. Troubleshooting

"No CodeDelta licence found." CodeDelta could not locate `codedelta.lic`. Confirm it is in `~/.codedelta/`:

```
ls ~/.codedelta/codedelta.lic
```

If that lists the file, you are in the right place. If not, re-copy it (section 2).

"CodeDelta licence invalid: License expired on …" Your licence period has ended. Contact us to renew — you will receive a new `codedelta.lic` with an extended date, which replaces the old one in the same way.

"CodeDelta licence invalid: License signature is invalid (forged or altered)." The licence file has been modified or corrupted. Do not edit `codedelta.lic` — any change breaks its signature. Re-copy the original file we sent you. If you no longer have it, contact us for a fresh copy.

"License is locked to host '…', but this machine is '…'." Your single-user licence is for a different machine name than the one you are on. See section 5. Contact us to re-issue it for this machine.

The licence works on the command line but not in the desktop/GUI version (or vice versa). Both use the same licence in the same locations. If one works and the other does not, confirm you are running both from a context that can see `~/.codedelta/` (your normal user account). Contact us if it persists.

---

8. Renewing

When your licence is near expiry, contact us. You will receive a new `codedelta.lic`. Install it exactly as in section 2 (it overwrites the old one). No reinstall of CodeDelta itself is needed — only the licence file changes.

---

9. Privacy

Licence verification is entirely **offline**. CodeDelta does not transmit your licence, your code, or any usage information anywhere. The licence file is read and checked locally on your machine.