

# Customizing license(s)

## SipXecs license pluggable mechanism

SipXconfig can contain a list of assets and some of them can represent licenses

As a rule, the license asset name should have the following form: <number>\_license.txt and each one should point to a license file.

Sample asset names: license.txt; 1\_license.txt, 2\_license.txt etc

Licenses entries should be added in the plugin's sipxplugin.beans.xml, as properties in "skinProperties" bean declaration

```
<bean id="skinProperties"
  class="org.sipfoundry.sipxconfig.site.skin.SkinProperties">
  <property name="properties">
    <props>
      ...
      <prop key="license.txt">licenseFile1.txt</prop>
      <prop key="1_license.txt">licenseFile2.txt</prop>
    </props>
  </property>
</bean>
```

For every license found a sequence of buttons that look like tabs will be displayed. Upon every button click, the corresponding license will be displayed, on the FirstUserPage, in a text area below

When only one license is about to be displayed, only the text area containing the license text will be displayed

As a sample please check the following picture:

