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## TRACE32 Simulator License

2025-12-08 - [Comments \(0\)](#) - [Setup / update](#)

### Which Features of the TRACE32 Instruction Simulator need a TRACE32 Simulator License?

The following features are affected:

- Larger PRACTICE scripts running on the TRACE32 Instruction Simulator.
- Controlling the TRACE32 Instruction Set Simulator via the TRACE32 Remote API.
- Controlling the TRACE32 Instruction Set Simulator via a third-party tool integration.
- Controlling the TRACE32 Instruction Set Simulator as a TCF agent.
- Controlling the TRACE32 Instruction Set Simulator via the TRACE32 GDB API.

### When is a TRACE32 Simulator License needed?

The TRACE32 Instruction Set simulator allows performing 50 script commands/API operations after the first "single-step" or "Go". If you want to perform further script commands/API operations a TRACE32 Simulator License is needed.

Customers, who have a hardware-based TRACE32 debugger, can use it to license the TRACE32 Instruction Simulator.

If the hardware-based TRACE32 debugger is connected to the host computer by USB, the following lines have to be added to the TRACE32 config file:

```
PBI=*SIM
USB
```

If the hardware-based TRACE32 debugger is connected to the host computer by Ethernet, the following lines have to be added to the TRACE32 config file:

```
PBI=*SIM
NET
NODE=<node_name>
```

### Characteristics of the TRACE32 Simulator License

- Floating license which is to be used with the Reprise License Manager.
- Architecture-specific license.
- TRACE32 standard software warranty applies.