

## Parallels Desktop for Chrome OS Enterprise and Education Edition licensing model

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In Parallels Desktop for Chrome OS Enterprise and Education Edition, the licenses are managed by Google's licensing server, that Parallels Cloud interacts with.

This results in a licensing logic that is different from that of Parallels Desktop for Mac.

## **Per-user Licensing**

Parallels Desktop for Chrome OS Enterprise and Education Edition licenses are assigned on a per-user basis.

This means that a single license will allow a single user to have Parallels Desktop installed on multiple Chrome OS devices, given that the devices are correctly set up with the organization's account. Similarly, 2 different users utilizing Parallels Desktop on a single Chrome OS device will require 2 licenses.

## **Extension and Allocation of Licenses**

Google uses a paradigm of a "pool" of licenses.

Each Google account has a single pool of Parallels Desktop for Chrome OS Enterprise and Education Edition licenses associated with it.

When you purchase a set ("tranche") of licenses, you simply add it to the pool.

## **Example:**

- 1. You have a set of 100 Parallels Desktop for Chrome OS Enterprise and Education Edition licenses purchased in January and expiring on January next year (tranche A).
- 2. In October, it turns out that you need 25 additional licenses.
- 3. You purchase a redemption key for 25 1-year licenses and redeem it under your Google account (tranche B).
- 4. So now you have a pool of licenses with:
  - 100 licenses expiring on January next year;
  - 25 licenses expiring on October next year.

This means that unless additional licenses are redeemed under your Google account:

- between October and January, your organization will have 125 active licenses;
- after that, the 100-license "tranche" will expire, and there will be 25 active licenses, expiring in October.

