

Adobe® LiveCycle® Collaboration Service (LCCS) Pricing FAQ

Q. How does the LCCS pay-per-use subscription work? What is the pricing model?

A. To purchase a commercial LCCS account, developers can upgrade their account through the [developer portal](#). There is a one-time \$5 setup fee at the time of purchase, but all charges thereafter will be on a monthly pay-per-use basis. You will be charged automatically each month beginning one month to the date of your purchase, and a billing summary will be sent to your email. If you do not incur any charges in a given period, you will not be charged.

There are three different dimensions that will be metered on a pay-per-use basis:

Dimension	Price	Description
Live Stream Bandwidth	\$0.49 USD per GB	Up/down live stream bandwidth, such as real-time audio and video. P2P stream via RTMFP is excluded though LCCS will gracefully switch connection methods if a P2P connection cannot be established or maintained.
Push Messages	\$0.10 USD per 1K	Push messages are data messages in to the service. Data messages out are excluded. Some examples of data messages include chat messages and shared cursors. Push messages assist in collaborative workflows between clients.
User Minutes	\$0.01 USD per Hour	User minutes is the amount of time that a connection is maintained to the service. If there are 3 connections maintained over a 5 minute period, the total user minutes for that session is 15 minutes.

Note: If you cancel your pay-per-use subscription or let it lapse (eg - due to an expired credit card), you will be asked to pay the \$5 setup fee when you re-purchase.

Q. Is there a trial or evaluation period before I decide to purchase?

A. Yes -- just sign up for an account via our [developer portal](#). All developers with a valid LCCS account are allotted a monthly free quota of \$15 USD. If you use up your free quota during your evaluation, simply upgrade your account for more capacity through the [developer portal](#).

Q. What is my Free Quota? How do I use my Free Quota after purchase?

A. All developers (free and paying subscribers) with an LCCS account are given a monthly free quota of \$15 USD. Once you've used up your free quota, your application will no longer be able to connect to the service for that month, unless you upgrade and designate your application with a monthly limit. If you are a paying subscriber, you can assign the free usage across multiple applications or to a single application via the [developer portal](#). A typical use case is to use your "default" application as your development environment. Once your creation is ready for production, just switch to a new application and assign it a monthly limit.

Q. What is the monthly limit? How do I assign my application with a monthly limit?

A. The monthly limit is set to your free quota by default. If you are a paying subscriber, the monthly limit indicates the maximum amount that you are willing to pay Adobe for that application. You can set your monthly limits via the [developer portal](#) under the "My Applications" pane, and use it as a way to manage your costs. Note that once you've hit your monthly limit your application will no longer be able to connect to the service for that month.

Q. Do I need to purchase Adobe LiveCycle ES2 in order to use LCCS?

A. Absolutely, not. You can purchase LCCS today with a payment card via the [LCCS developer portal](#).

Q. What are the supported currencies?

A. Developers can upgrade their LCCS account and pay with a payment card in the following currencies:

- US Dollar (USD)
- Euro (EUR)
- Pound Sterling (GBP)
- Swiss Franc (CHF)
- Danish Krone (DKK)
- Norwegian Krone (NOK)
- Swedish Krona (SEK)
- Australian Dollar (AUD)

Note: Though the above currencies are supported and your payment card will be charged in the appropriate currency, the developer portal interface and billing emails will be in English and USD only.

Q. Where can I view my current usage statistics?

A. Your current usage statistics can be viewed via the [developer portal](#). To view your current usage for an application, click on the "Report" button under the "Usage This Cycle" column in the "My Applications" pane. To view current usage on a per room basis, select your application in the "My Applications" pane, then click on the "Report" button in the "My Rooms" pane.

Q. Where can I view my itemized billing history?

A. To view your itemized billing history, click on the "View My Billing History" button in the lower-right corner of the [developer portal](#).

Q. How often am I billed?

A. There is a one-time \$5 setup fee at the time of purchase, but all charges thereafter will be on a monthly pay-per-use basis. You will be charged automatically each month beginning one month to the date of your purchase, and a billing summary will be sent to your email. If you do not incur any charges in a given period, you will not be charged.

Q. How do I manage my pay-per-use subscription, such as updating my billing information?

A. You can manage your subscription at http://www.adobe.com/go/my_subscriptions.

Q. If the pay-per-use pricing model does not work for me, what other options do I have?

A. Customers who may be interested in a different pricing model, please contact Adobe at lccs@adobe.com for potential partnership opportunities.

Q. How does LCCS differ from the Flash Platform Services for Collaboration?

A. These are the same offerings. The LiveCycle Collaboration Service fits within the general category of "Flash Platform Services," and is included as a part of the family of services for Flash Platform developers to discover and use.

For additional information regarding the Adobe LiveCycle Collaboration Service, please visit our [product pages](#) and [forums](#).