Set up a FiveM server licence key in Cfx Portal

A FiveM server needs a valid Cfx.re server licence key. Create and manage it in **Cfx Portal** using the account that should own the server. Older tutorials call this Keymaster; follow the current Portal workflow rather than an old screenshot. The licence authenticates FXServer. It does not replace your CloudExa panel password or grant another account permission to use purchased resources.

Before changing the key

Note your assigned public connection address and the configuration file your service actually starts. A txAdmin profile can use a different server-data folder from the one you first uploaded. Save a private copy of the active configuration. For an established roleplay server, also take a file backup and a matching database export before making wider setup changes.

1. Sign in to the official Portal with your own Cfx account. Use its server registration/licence workflow and provide the details it currently requests. Where an IP is requested, use the assigned server public IP, not your home address, a database host or a website proxy.
2. Keep the generated licence key private. Do not paste it into chat, screenshots, public GitHub repositories or a client-side resource.
3. Identify whether your hosting startup configuration supplies the key. If it does, update that setting; a manual file change may otherwise be overwritten when the service starts.

Apply it to the active configuration

If your service reads the key from `server.cfg`, the setting has this form. Replace the entire placeholder and keep only the intended active key assignment:

```
sv_licenseKey "REPLACE_WITH_YOUR_CFX_SERVER_KEY"
```

Do not use a replicated setting such as `setr` for secrets. Check included configuration files as well as the main file: a later assignment can replace an earlier one. A key belonging to a previous owner can explain why basic authentication works while a purchased asset reports that entitlement is missing.

Prove the change worked

Arrange a short restart through your normal game-server controls. Watch startup from the beginning and distinguish a licence authentication error from a later resource error. If authentication succeeds but a script fails, do not regenerate the key repeatedly; troubleshoot the named script instead. Test joining with your assigned game address after FXServer finishes starting.

Current Cfx recipes also direct server-listing metadata to Portal. If a name or description is being managed there, editing a legacy convar may not change the listing. Check the instructions for your actual FXServer branch and Portal account before assuming the saved file was ignored.

If authentication still fails

Record the exact error, time, FXServer artifact version and whether you recently moved IP or ownership. Confirm the active profile contains the new key without revealing its value. Ask CloudExa to check outbound connectivity if the error describes reaching Cfx services; do not disable security checks or borrow another customer's key. Rotate any key exposed publicly, then update the one active startup source.

Related guides

- Configure FiveM endpoints and resource order
- Resolve Asset Escrow entitlement errors

Further reading

- Cfx server setup with txAdmin
- Cfx Portal
- Cfx default server recipe

Looking for another game? Browse game server setup and troubleshooting guides.

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