

LicenseControl



"Licensing for *the rest of us*"

Introduction

LicenseControl implements a licensing strategy that:

- leaves you in control of your software, your system and your privacy
- provides the ability to easily move your license(s) to a different system
- does *not*:
 - connect to some server every time you use your licensed software
 - have the specter of tracking more than just your application licenses
 - supply unspecified information about your system to some server
 - rely upon "hacks" that pose a risk to your system's operability

Additional information can be found at www.derman.com/LicenseControl/LC-Support.html.

Licensing Concepts

LicenseControl is built upon the following concepts:

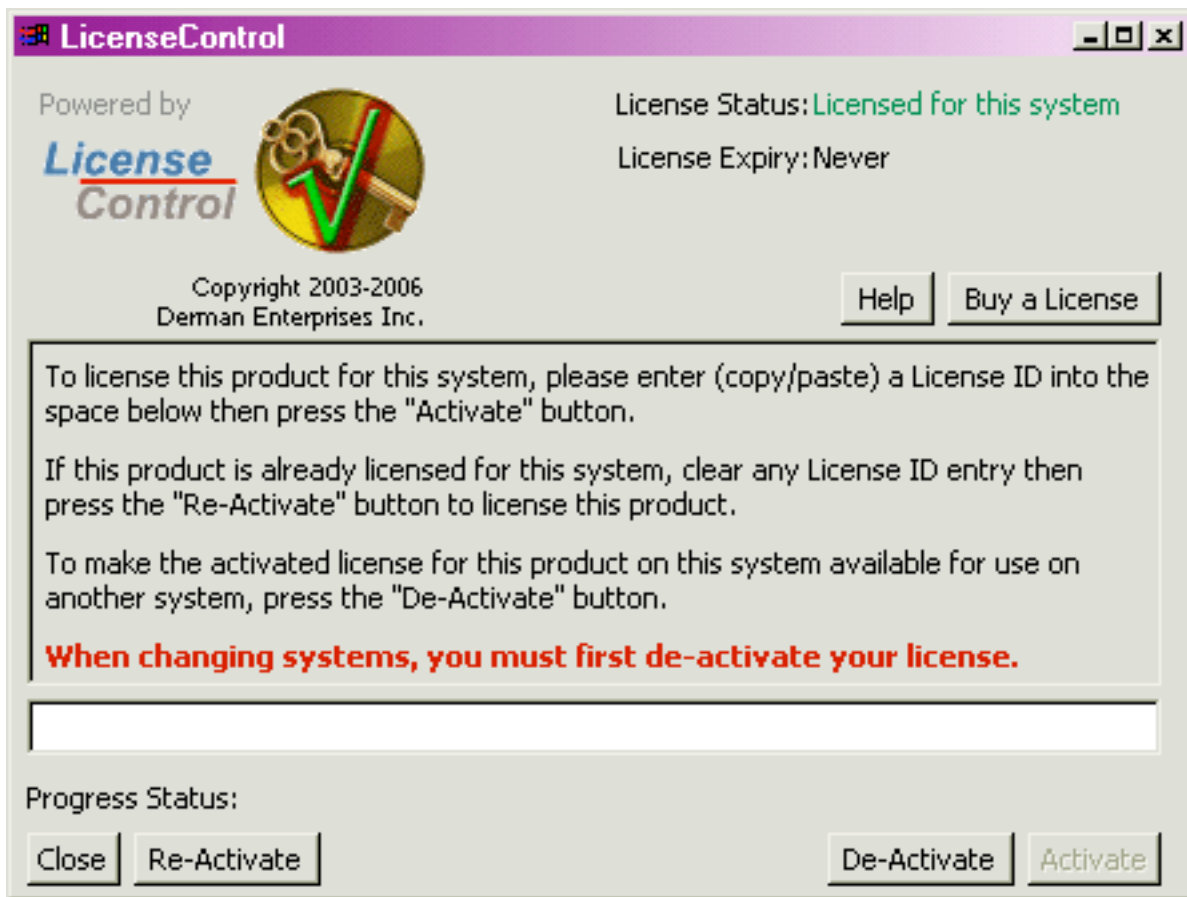
- **Trial and Licensed** modes: A *LicenseControl*'d application can run in either Trial mode or Licensed mode. The software Vendor/developer determines which capabilities are available in each mode but, in general, Trial mode incorporates some restrictions that are designed to allow evaluation of the software within certain limitations whereas Licensed mode provides full access to all the application's capabilities. This dual-mode strategy allows Internet-based distribution of software so it can be freely evaluated in Trial mode then "activated" (i.e., set to run in Licensed mode) via a licensing code that can also be purchased and delivered via the Internet.
- **License**: A license allows a given application to operate in Licensed mode on a single system. The software Vendor/developer defines which of the application's capabilities are available in Trial versus Licensed mode.
- **License ID**: The licensing code you receive when you purchase one or more licenses for a *LicenseControl*'d application. A License ID can include one or more licenses.
- **License Compatibility**: License compatibility is defined by the application Vendor and determines which License IDs apply to which versions of which applications. *LicenseControl* only allows licensing operations that involve license-compatible IDs and versions of applications.
- **Licensing Server**: When you perform a licensing operation, *LicenseControl* communicates with a licensing server to acquire a license. This communication **only** occurs when you request a licensing operation and does not occur at any other time. Specifically, running a *LicenseControl*'d application does not cause any communication with the licensing server unless you press either of *LicenseControl*'s **Activate**, **Re-Activate**, or **De-Activate** buttons. To communicate with the licensing server, *LicenseControl* uses the standard protocols (HTTP and SSL/HTTPS) and communication ports (80 and 443) that your web browser uses. If you can use your browser to view www.derman.com, *LicenseControl* can normally communicate with the licensing server. Detailed information about the

content of the licensing communications and instructions for capturing and verifying what's actually communicated to the licensing server along with some things to check if you can't communicate with the licensing server are available via www.derman.com/LicenseControl/LC-FAQ.html.

Licensing Operations

LicenseControl presents its licensing capabilities via the licensing window:





License Status: This shows whether this application is "**Licensed for this system**" or is unlicensed and thus is in "**Trial mode**".

Expiry: If applicable, this shows the date upon which this Trial or license will expire. A permanent license has an expiry of "Never".

Remaining Uses: This shows the remaining number of times the application can be run in Trial mode. "Unlimited" indicates there is no restriction on the number of times the application is used while in Trial mode.

Help: Pressing this button presents this document.

Buy a License: Pressing this button presents information that will enable you to purchase a license for this product.

Close: Pressing this button will exit *LicenseControl*. This button is disabled when *LicenseControl* is performing a licensing operation.

Licensing an Application

Licensing an application requires that a license request be generated and submitted to a licensing server to obtain a license which is then activated. This process is completed automatically, via the Internet.

To license an application:

Option 1 : Supply a **License ID** and press the **Activate** button

If this is the initial licensing of this application on this system, you must use this option.

- **License ID:** If a system-based/soft copy is available (e.g., via the email/receipt from a purchase), the easiest way to enter the License ID is via regular copy and paste methods. If the **License ID** is entered manually, be sure to supply every character, as each is significant and required. Note that the **License ID** is the key that unlocks your license and should be guarded accordingly.
- **Activate:** Pressing this button optionally presents a Software License Agreement for acceptance then causes this system to communicate with a licensing server to obtain your license. Once obtained, the license is automatically activated.

When the licensing process is completed, the **License Status** and **Expiry** items are updated. The **Progress Status** indicates progress and results of the licensing activity. The entire process should take only a number of seconds to complete. Your application is licensed when the **License Status** at the top of the licensing window indicates that your application is "**Licensed for this system**".

Option 2 : Clear any **License ID** entry and press the **Re-Activate** button

If this application (or another license-compatible application such as another version of this application) is currently licensed for this system, you can use this option. In this case, you don't supply your **License ID** (the **Re-Activate** button is not available when a **License ID** entry is present).

- **Re-Activate:** Pressing this button optionally presents a Software License Agreement for acceptance, then causes this system to communicate with a licensing server to retrieve an existing license for this system. Once retrieved, the license is automatically activated.

When the licensing process is completed, the **License Status** and **Expiry** items are updated. The **Progress Status** indicates progress and results of the licensing activity. The entire process should take only a number of seconds to complete. Your application is licensed when the **License Status** at the top of the licensing window indicates that your application is "**Licensed for this system**".

Moving an Application's License to a Different System

An activated license can be de-activated (i.e., removed from a system) so it can be reused to license an applicable application on a different system. To move a licensed application to a different system, it is necessary to de-activate the license on the original system then install the software on the replacement system and activate the license on that system. A license that was de-activated can be activated by supplying its **License ID** and pressing the **Activate** button.

When changing systems, you'll need to use this option or your license will remain assigned to (i.e., "used up" by) the system you're replacing and won't be available for use on your replacement system.

To de-activate a license (e.g., on the system you're replacing), press the **De-Activate** button:

- **De-Activate:** Pressing this button causes this system to communicate with the licensing server to de-activate your license. When a license is de-activated, the application's **License Status** is changed to "**Trial mode**". The **De-Activate** button is enabled only when your system "thinks" there is an activated license for this application on this system.

When the de-activation process is completed, the **License Status** and **Expiry** items are updated. The **Progress Status** indicates progress and results of the (un)licensing activity. The entire process should take only a number of seconds to complete.

To activate a license (e.g., on the replacement system), proceed as detailed in "*Option 1*" of "*Licensing an Application*", above.

If you uninstalled the licensed application without de-activating its license, you can use the following sequence to de-activate the license so it can be used on another system:

- Re-install and run the application.
- Press the **Re-Activate** button to retrieve and activate the license for that application on that system.
- Press the **De-Activate** button to de-activate the license for that application on that system (the **De-Activate** button is enabled only when your system "thinks" there is an activated license for this application on this system).

Changing systems without de-activating your license is, effectively, giving away your license.

Acknowledgments

Portions of the code in this product are:

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