JKSimBlast License Code

JKSimBlast has new options for the license file, and an alternative license code in the dongle memory.

The license code is an alternative to the license file, where the code is uploaded to the memory of the dongle.

Details of the dongle and license, including upload of the license code, are provided on the *>Help >About* dialog.

1. copy button: copies all information from the dongle memory to the clipboard

2. permitted version: the program version defined in the license

3. license source: shows (dongle) for a license code or the license file name

4. upload button: to upload a license code to the dongle

5. details from dongle memory: shows information from the dongle memory (client name, ID, etc), create date for dongle, six-digit serial number, and [client code]

6. expire date and number of runs: for temporary and annual licenses (file or code), shows when the license will expire – can be date, runs or both

To obtain a license code and upload it to the dongle memory:

1. Update at least one of the main JKSimBlast programs – 2DBench, 2DFace, 2DRing or JKBMS - to version 2.14 or greater.

2. Run the program. *Note: a valid license file is required to run the program at this stage.*

3. Select >*Help* >*About*

4. Click the [copy] button.

5. Paste the output directly into an email, or into a text file and attach the file to an email. Send the email to a JKSimBlast agent, for forwarding to Soft-Blast.

6. Soft-Blast will create a *user code* of 80 characters and email this back to the client.

7. Run the program and select >*Help* >*About.*

8. Click the [Update License] button.

9. Paste the *user code* into the field and click [OK].
    Note: this step is different for network dongles – see separate instructions.

10. The program will run several checks to ensure that the license code is valid.

11. If successful, the dongle is updated and the new license will be active at the next start of the program, and for any other programs included in the license code.

    If not successful, the dongle is not updated and an error code is displayed. Send this code to the agent, for forwarding to Soft-Blast.

Advantages

*   The license code makes the dongle completely portable and swappable. Plug it into any installation with v2.14 or greater and run any program it is licensed for.

*   Only the dongle needs to be updated for a new license code. This can be done in less than a minute – much less effort for network installations, and more secure.

Note

*   A license code is unique for each dongle.

*   A license code can only be used one time to update a dongle.

*   A license code must be uploaded to a dongle within 30 days of creation.

*   Only the programs 2DBench, 2DFace, 2DRing and JKBMS can update a dongle.

*   If a license code expires, any of the update programs can still be used to apply a new license code, but only >Help >About is active.

*   Program versions prior to v2.14 may not run with a dongle containing a license code.

*   A license file can still be used with programs after v2.14, if required, except that JKSimBlast v3 will only run with a license code in the dongle.

*   A license code is required to run JKSimBlast v3.

License Files

All JKSimBlast v2 programs will continue to use a license file, but with new conditions.

- A new command line option, /LIC, can specify any file as a license file.
- A new default license file can be placed for each program.

The start-up sequence for license checks is:

1. /LIC="file name" - if specified
2. program license file: License_XXX.sbl or License_XXX_NET.sbl - if exists
3. license code in dongle memory - if found
4. License.nfo in the program folder and then in the JKSimBlast parent folder

If /LIC is not defined, the program will look for a specific license file in the program folder, then the license code in the dongle memory, and finally the standard license file in the program folder and then in the JKSimBlast parent folder.

Any license file can be renamed and specified with the /LIC option. The file can be located anywhere that is accessible to the computer, for example, a single license file on a network drive that is accessible to all users. This option takes precedence over any other license method. The full path name must be included in the file name.

The program license file is a default license file for each program, where XXX is an abbreviation for the program:

2DB = 2DBench	2DF = 2DFace	2DR = 2DRing
2DV = 2DView	BMS = JKBMS	THX = TimeHEx.

For example, for 2DBench the program license file would be named "License_2DB.sbl"

The purpose is to allow a default license file for each program that does not have to be specified and cannot be confused with the standard license files "License.nfo" or "License_NET.nfo".

The program license file must be in the same folder as the program itself. A typical use would be a short-term license for evaluation, or to activate a program so that a license code can be uploaded to the dongle.

If none of the other options have been specified or do not exist, the program will look for the standard license file, first in its own program folder, and then in the parent JKSimBlast folder.

All v2.14 programs can use the /LIC option, the *.sbl program license file, the dongle license code, and the standard license file.