JKSimBlast License File

The license file for JKSimBlast contains the permissions to run the program modules: JKBMS, 2DBench, 2DRing, 2DFace, and the extended analyses 2DView and TimeHEx. The file contains a list of programs and dongle numbers that are able to run each program.

The license file also includes the version number of the main program modules. A license file is backward compatible for earlier versions of the programs, but for later versions it will only allow the program to start but not operate. >Help >About can still be accessed to check the version number of the program.

Utility programs such as DesignImport do not require a dongle or license file.

Each dongle is encoded with a unique encryption algorithm and a unique serial number. A license file is encrypted to match a particular dongle code, so that both the license file and the matching dongle are required in order to run a program.

Dongles in the same organisation are encoded with the same code but different serial numbers. In this case, one license file can be created for multiple dongles, and the dongle serial number determines which program modules can run.

For a local (blue) dongle, the file name as supplied ends with …License.nfo, and for a network (green) dongle, the file name ends with …License_NET.nfo. NOTE: if extensions are turned off, then the file names will not show the ".nfo" extension.

The license file should be placed in the main JKSimBlast program folder, where all of the program modules can find the file. Each module will check its own folder first for the file License.nfo when it is started, and if it is not found, the program will then check the main JKSimBlast folder.

The license file is supplied with a long name that contains details of the licensee and coding. The details are: client ID number and name, code ID number, program version, and (in most cases) the serial number of the matched dongle. For annual or temporary licenses, it also includes the expiry date or number of runs allowed, as [YYMMDD-RR].

A license file can be supplied either as an email attachment or with the software for installation. If supplied with installation, a copy of the file with the correct name for usage may have been included.

Follow these steps to install the license file. For a network license, substitute the file name License_NET.nfo for License.nfo. If extensions are turned off, do not add ".nfo" to the file name.

1. Keep a backup copy of the license file somewhere safe, with its original name.

2. Open Windows Explorer, and go to the main program folder for JKSimBlast. Typically, this is C:\Programs\JKSimBlast. Locate the old license file, named License.nfo and delete it. If you wish to keep the file, rename it, e.g. old_License.nfo, or move it to another folder.

3. Check the program sub-folders - 2DBench, 2DFace, 2DRing, JKBMS, 2DView, Analysis\Timing - for any other license files. The programs will use a license file in their own folder if it is present. Delete, rename or move these files also.

4. Copy the new license file to the JKSimBlast folder.

5. Rename the file to License.nfo. Note, if you cannot see ".nfo" at the end of the file name before you change the name, then rename to "License" and Windows will add ".nfo" automatically. For a network dongle, rename the file to License_NET.nfo.

Repeat these steps for any other installations of JKSimBlast, either on the same computer or other computers. You can load JKSimBlast on as many computers as you wish, but a dongle and license file is required for each installation in order to run the software.

You can have both local and network license files together in the same folder. When the programs start, they will try to connect to the last dongle used, and if unsuccessful, will then start a full search. Alternatively, you can force the program to use a specific dongle by adding a switch to the end of the shortcut command, either /LOCAL=axxx or /NET=nyyy, where axxx and nyyy are the relevant code ID number.

If you have any questions, please contact Soft-Blast or your local agent.

These instructions are valid for all v2 versions of the JKSimBlast modules. However, with v2.14 and above, the location, naming and application of license files has been extended and enhanced. Further information is provided with the later versions.