



Licenser Kit™

Create Licenses

Licenses In Use

#	Max	User	Host	Duration
10,099	1	Andrew Stone	demos-power-mac-g4.lo	18:33
10,133	1	Andrew Stone	demos-power-mac-g4.lo	152:19
7,935	1	Katie Graunke	katiekats-groovy-macbo	4:43
92	1	Androidicus Maximus	Androidicus-Maximus-Cr	0:07

Found Licenses

#	Max	Expires	Licensed To	Floating	Type
10,071	1			Floating	
92	1			Locked	

Runs on Mac OS X 10.5, 10.4, 10.3, 10.2, 10.1 and 10.0!

Default Key Install Location: /Users/demo/Library/Application Support/Stone/Create

Key: #####

User Name:

Host ID: 0x001ec20bd353

Save Remove Trial License

The Licenser Kit™, also known as the CSLicensing library was originally developed for use in TIFFany™ by Caffeine Software™ in 1993 and was widely accepted by the NEXISTEP development community. It was extended to support OpenStep on Windows and OpenStep on SOLARIS by Stone Design Corp. for use in Create™, Mac OS X's first application. The Library supports:

Hassle-free and efficient licensing for end user, but growth oriented for ISV.

- Floating licenses: Lets everyone on network use app, but only up to number of allowed users.
- Multiple licenses: Sites can add licenses, number of users is cumulative.
- Expiring (Demo) licenses: Lets potential clients try your app at full strength for a limited time.
- Unlimited site licenses.

Provides many entries into restricting licenses:

- Lock to user name: License can be tightly coupled to user name.
- Lock to host: License can be tied to host's ID on Mac OS X or OpenStep 4.2.
- Lock to location: License files will cease functioning if copied from site (Mac OS X and OpenStep 4.2).

when an application launches. The floating system supports limited or unlimited copies, system crash recovery and on-demand daemon launch. It also supports individual host-bound licenses among floating licenses for operating systems that support HostIds.





Licenser Kit™

CS License Generator

Serial #:


Users:

Username:

Remark:

Hostid:

Key Code:

Next Serial # 

Lic File

December 1989

S	M	T	W	T	F	S
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

My App

Editable Name ☐ Timebomb ☐

Invalid Transferrable ☒ unused ☐

All licensing operations are performed totally hidden from the user. This way the user is not tempted to tamper with the license settings. Also, the first time licensing is made very easy as the user can simply drag & drop a pre-defined license file onto the license panel. A license can also be given on the phone, and such licenses may even include features like timebomb, variable user setting and a non-editable user name. This allows wide distribution of your application as a demo, but allowing instant conversion into a full-featured version.

CSLicensing allows multiple copies of the same app to run with distinct licenses on the same network without collisions. To guarantee correct functionality under any circumstances, the license provider should make sure that all license files/ keys have a unique serial number. The CSLicense Generator makes this task easy.

The CSLicensing scheme is very flexible. The same daemon program is used in all applications that incorporate this licensing scheme without causing any collision. The license controllers and especially the license class itself can be extended to support individual needs.

For any specific questions, please send email to Stone Design, license@stone.com. NeXtmail and MME mail welcome.

A sample key generation program is included so you can quickly generate all classes of keys which enable your application, including expiring keys.

CS Licensing Classes

The CSLicensing library consists of six classes (CSLicense, CSLicenser, CSLicensePanel, CSNServer, CSLicenseTable, CSLicenseTableCell) and some library functions for the daemon and the encoding scheme. All

classes are discussed in their respective rtf files.

CSLicensing Function Library void daemon (int argc, char **argv)

You get a fully functional daemon program, which is implemented as a "tproj" or "Tool Project" in Project Builder. It gets placed in the app wrapper of your application. If you happen to need some private initialization of the daemon before the CSDaemon is started (which should never be needed and is highly discouraged), do your initialization in your own version of Daemon, a non-AppKit program. After your initialization is done, (which should be brief in any case), call daemon with the same parameters as main has been called. The program usually never returns from this call.

Licenser Kit™ Features List

- Create floating network licenses
- Tie license to user name
- Tie to host ID (including Windows)
- Allow as many users as desired
- Have unlimited number of licenses on a network
- Add licenses on the fly (cumulative licensing)
- Automatically unlicense if application is moved or copied
- Generate expiring licenses for "full strength" demos
- Works on Yellow Box for Windows as well as
- Mac OS X
- Automatically track the licenses currently in use on the network
- Fully customizable through subclassing and interface files
- Only you, the Developer, knows the encryption code for your apps
- Full source code for License Generation app included
- Royalty free - use for all your apps
- Free upgrades at least until 12/12/2012

Caffeine
Software

To purchase this product or for additional information:
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