

V1.01

OCH Studios – Licensing Instructions

This document will help the user with Referencing, Implementing and Using the DLL and License Manager.

Referencing the DLL:

Right Click 'References' and click 'Add References' locate the DLL provided and click 'OK'

Using the Methods in the Product:

At the top of the page, add:

```
using licensing;
```

Then inside your class you will need to add:

```
Licensing lic = new Licensing();
```

On the [Form_Load](#) event you will need to Unlock your DLL with your provided [Developer Name](#) and [Developer Key](#):

```
lic.IsDeveloperRegistered("YOUR DEV NAME", "YOUR DEV KEY");
```

At this point the DLL is full integrated into your application.
To use the Licensing Feature you will need to do the following.

On a [Form_Event](#) you will need to add your modified version of the following code: (txt_key and txt_Name are textbox's)

```
if (lic.license_KeyValidCheck(txt_key.Text, txt_Name.Text) == true)
{
    MessageBox.Show("Activation Succesful");
}
else
{
    MessageBox.Show("Activation Unsuccesful");
}
```

