



EVERKEY

Software License Manager



EverKey QuickStart Guide

Contents

The **EverKey.zip** file contains the latest version of all **EverKey** programs.

Unpacking the Zip file will create an “**EverKey**” folder. Under this folder, there will be the following subfolders:

- **Doc:** This folder contains all the latest **EverKey** documentation in PDF format.
- **EverKey System Files:** This folder contains all the **EverKey** System programs used to protect your Product.
- **Files To Copy To Your Product:** This folder contains all the **EverKey** files that your Customer will need. These are the only files that should be copied to your Customer's computer when your protected Product is installed.
- **Source Code Examples:** This folder contains Example programs in **C#**, **C++** and **Visual Basic** that show how to call the **KeyChk** DLL to verify the presence of your unique Key. If there is not an example in your Product's language, contact Support or check the **Az-Tech.com** Downloads.

EverKey Programs

Here is a short description of the main **EverKey System Files**:

- **KeyBuild.exe:** This is the main **EverKey** System program. It is used to build the **Rockey4ND Keys** used by your protected Product. It is also used to build **Renew Codes** which are used to remotely change or remove the Limits in your Keys.
- **KeyShow.exe:** This program is used to display the non-secret information in your **Rockey4ND Keys**. It is so useful that many Developers redistribute it to their Users as an easy-to-use diagnostic tool.
- **Renew.exe:** This program is used to change the **Time Limit**, **Use Limit** and **Feature-Flags** of the Key that has already been installed to your Customer's computer. It uses the **Renew Codes** built by the **KeyBuild** program.
- **KeyChk.dll:** This is the 32-bit (x86) DLL that checks for the presence of your unique Key and reports the results to your protected program. There is also an x64 version of this DLL included.
- **KeyHammer.exe:** This program is a diagnostic tool which you can use to test different **KeyChk** calling sequences without writing a program. There is also an x64 version of this program included.
- **Errcode.exe:** This program interprets **EverKey** Error Codes to provide an explanation and possible resolution.
- **Rockey4.exe:** This setup program is used to install the Device Drivers required by **Rockey4 Keys**. It supports a “silent install” which suppresses all Az-Tech screens and logos. If you are using the newer **Rockey4NDs Keys**, you don't need this program, as **Rockey4ND Keys** do not require Device Drivers.

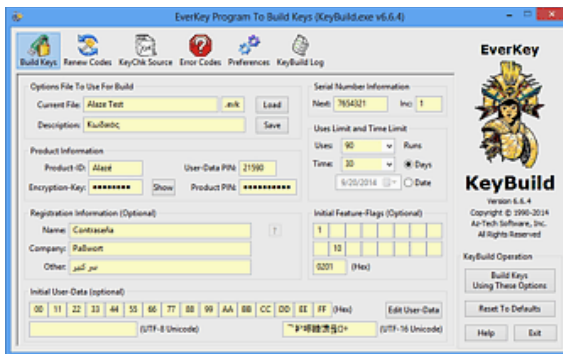
Operating System Support

EverKey Version 6 supports all 32-bit and 64-bit versions of Windows **XP-SP2** thru Windows **8.1**, including Pro and Enterprise Editions. Older versions of Windows and DOS are still supported by **EverKey** Version 2. Windows RT (ARM Tablet) is not supported.

EverKey QuickStart Guide (continued)

EverKey Overview

Here is a short description of how **EverKey** works:



KeyBuild Build Keys Panel

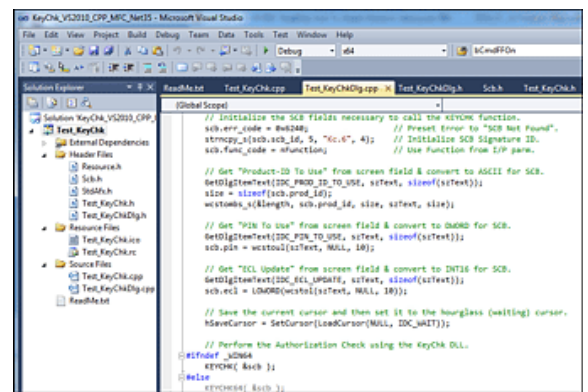
program to verify the presence of your unique Key. To make this as easy as possible, we've provided a number of Examples in various languages that can be copied and pasted. However, it is important to point out that since this step is under your control, the security of your Product is much stronger than if we provided an automated way of protecting your software. After all, only you will know how many of these **KeyChk** Calls (checks for the Key) are in your program and when they are executed.

At the same time your program does a **KeyChk** Call, it will also be retrieving the Customer's Registration and Product information. These are items like Customer Name, Company Name, Contact Info, Product Name, Serial Number, Execution Limit, Time Limit, Feature-Flags and any Secret information you might have stored in the Key.

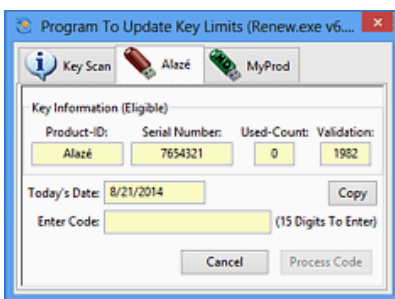
Your program containing the **KeyChk** Calls can be freely copied, backed up and restored with no restrictions or special considerations. However, any copy of your protected program will require the presence of your unique Key. **And since the Key can only be in one place at one time, you can be assured that your licensing terms are being enforced at the Customer site.**

First, you use the **KeyBuild** program to Build a unique Key for your Product. You specify things like your Product Name, starting Serial Number, and any Limits you want to place on the Key. Of course, you can also store Registration Information, Feature-Flags, and any Secret information that your program needs to run. You don't have to worry about keeping track of all this. **KeyBuild** saves everything in a Product Options File. By default, it also records all program activity in a Log file, so you can always see exactly what was done and when it was done. Finally, you supply a Product "secret" so your Keys are unique and cannot be duplicated.

Second, you add one or more "Key Checks" to your



KeyChk Call In VS2010 C++



EverKey Renew Program

unique to that Customer's Key. So, no one else can use the Renew Code and even the Customer can only use the Renew Code once. Renew Codes are 15-digits long (3 groups of 5 digits), so you can easily deliver them by Email or Phone. Once the Customer has the Renew Code, they run the **Renew** program, enter the code, and their Key is updated.

After the Product is Installed at the Customer site, our **Renew** program can be used to modify the Options in the Key. **Renew** allows you to modify the Execution Limit, Time Limit or Feature-Flags, which are all securely stored in the Key. Execution and Time Limits can be extended or removed. Each one of the 16 Feature-Flags might represent additional Product options or Add-On Products. All 16 Flags can be individually or collectively turned On or Off with a single **Renew Code**.

The **KeyBuild** program allows you to Build a **Renew Code** that performs a specific modification to the Key Options. You can also specify that the Renew Code is



KeyBuild Renew Codes Panel

EverKey QuickStart Guide (continued)



EverKey KeyShow Program

At any time, the **KeyShow** program may be used to display the non-Secret information in your Keys. This includes the Serial Number, current Uses Limit, Time Limit, Expiration Date, Feature-Flags and Registration Information. It will also report the current status of the Keys, i.e. whether they are AOK or Expired. This utility program is so useful that many Developers redistribute it to their Users as an easy-to-use diagnostic tool.

EverKey Documentation

The **EverKey** manual is in the process of being rewritten for Version 6. Until then, all the latest documentation in PDF form is provided in following files in the **Doc** folder:

- **EverKey Common Errors.pdf:** This is a quick reference of the most common **EverKey** Errors.
- **EverKey KeyChk.pdf:** This is the **KeyChk** chapter from the rewritten Version 6 **EverKey** User's Manual.
- **KeyBuild Cmd-Line Options.pdf:** This is a complete explanation for using the Command-Line Options when running **KeyBuild** from a Batch File or Parent program.
- **KeyShow Cmd-Line Options.pdf:** This is a complete explanation for using the Command-Line Options when running **KeyShow** from a Batch File, Shortcut or Parent program.
- **Renew Cmd-Line Options.pdf:** This is a complete explanation for using the Command-Line Options when running **Renew** from a Batch File or Parent program.

How To Get More Help

Az-Tech offers unlimited **FREE** Product Support at **Az-Tech.com**. First, review the Frequently Asked Questions (FAQ), in the Support section for **EverKey**. If the FAQ cannot help you solve your problem, then submit an Email Form. We will respond within one business day.



Az-Tech Software, Inc.

Sales Email: Sales@Az-Tech.com

Support Email: Support@Az-Tech.com

Web Store: Store.Az-Tech.com

Website: Az-Tech.com