

Remote license activation and release

BeadLogic uses a floating license, meaning it can be transferred from one computer to another. This is achieved by releasing the license when quitting BeadLogic and activating it, by typing in a username, when launching on a different computer. This process requires the software to connect directly with the license server. However, this may not be possible if network security settings prohibit this communication or if the computer has no Internet connection. To solve this problem, the license can be activated and released remotely.

Please note, remote activation requires a username, which is generated when a license code is registered. If this is the first time you have run BeadLogic, registration can be performed on a different computer that can communicate directly with the license server. Alternatively, please contact Miltenyi tech support for additional assistance.

If network settings prohibit direct communication with the license server but the computer does have access to the Internet via a web browser, then the activation and release can be performed in a few steps.

The general steps to activate a license are:

- 1. Generate a fingerprint unique to your computer
- 2. Upload the fingerprint to the license activation website and create a key
- 3. Download the key and import it into BeadLogic

The general steps to release a license are:

- 1. Generate a fingerprint unique to your computer
- 2. Upload the fingerprint to the license release website

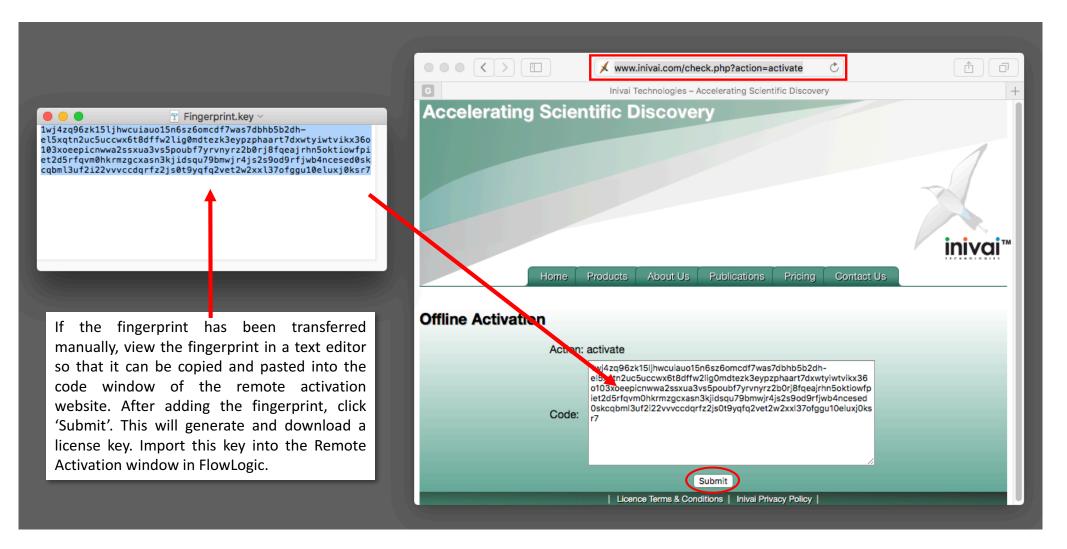
In the case where there is no Internet connection, the fingerprint needs to be saved/copied and transferred to a different computer that is online to upload it to the activation and release websites.

Remote Activation – if there is no Internet connection, the Remote Activation window will open automatically. Otherwise, select 'Remote Activation' from the License menu.

			BeadLogic
1.	Type in your username and click generate. A fingerprint is	Bead • • • Ente	Activation ALogic could not establish a connection to the license server. To authorize BeadLogic: Generate a fingerprint unique to this computer Upload the fingerprint to the license server and create a key Download the key and import it into BaedLogic Beryour BeadLogic Username: Common Demo Username Generate
	created and displayed.		erprint:
2.	If there is an Internet connection, send the fingerprint directly to the remote activation website.	If th The	is computer can access the Internet, after generating a fingerprint, click the following button to automatically inload the key via a web browser: Automatically upload fingerprint via Internet is computer cannot access the Internet, save the fingerprint to an external drive or network folder. In, on a computer with Internet access, submit the fingerprint to: 2.://www.inivai.com/check.php?action=activate
	If there is no Internet connection, copy or save the fingerprint and transfer to a computer that is online and upload the fingerprint to this address.	Subi	Copy to computer's clipboard Export as a BeadLogic fingerprint file mit the fingerprint to the license key creation website: c://www.inivai.com/check.php?action=activate Copy the above text
3.	When the fingerprint is submitted, a key will be created. Click to import the key and activate the license.	If yo	u have generated a BeadLogic key, click the following button: Import BeadLogic key Cancel



Remote Activation Website - if uploading automatically from the Remote Activation window, the fingerprint will already be added to the code window. So, simply click 'Submit' to generate a key.

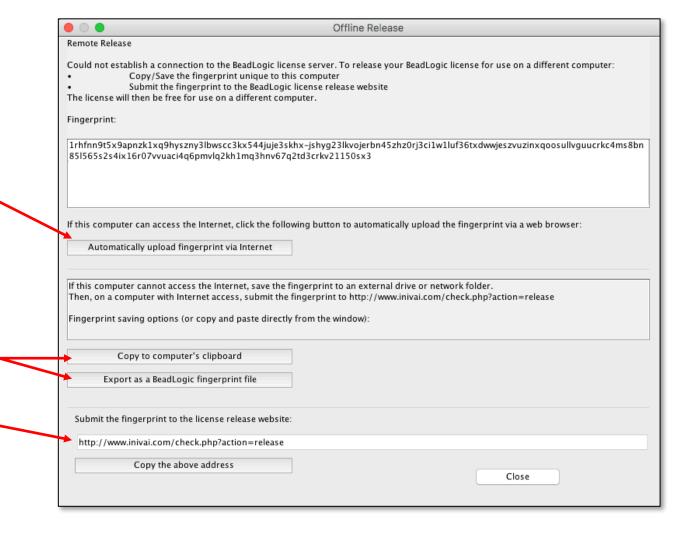




Remote Release – select 'Remote Release' from the License menu.

A fingerprint is automatically generated. If there is an Internet connection, send the fingerprint directly to the remote release website.

If there is no Internet connection, copy or save the fingerprint and transfer to a computer that is online and upload the fingerprint to this address.





Remote Release Website - if uploading automatically from the Remote Release window, the fingerprint will already be added to the code window. So, simply click 'Submit' to complete the release.

