License Linux Desktop Apps

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The paper outlines the development process used to license a Linux desktop application.

First define a license using QuickLicense running on a Mac or Windows computer and generate a Ticket file. Next insert a few lines of code into your Linux program to call the QuickLicenseRT executable and bind it to that Ticket which controls the activation and licensing process.

Many license types and activation processes are supported. Purchase, delivery and licensing of the Linux application can be a manual or fully automated process.

QuickLicense Setup

The QuickLicense application runs on a Mac or Windows development computer. Use QuickLicense to define a license and generate a Ticket file. Later, QuickLicense can be used to generate codes to activate or manage the licensing process for your Linux application running on a customer computer. Alternatively, that process can be fully automated with an online server.



The Ticket and QuickLicenseRT file is distributed with your Linux desktop application to handle all aspects of the activation and licensing process. The same Ticket file can be distributed to all customers. Multiple Tickets can be distributed to license your product in different ways.



QuickLicense supports many license types including a time-limited Trial, perpetual Product, Subscription, Trial/Product or Trial/Subscription license. For example, a time-limited Trial license can auto-activate and expire after X hours or days or Y launches of your App. Alternatively, the license could collect information from the user to complete the activation process.

QuickLicense can be configured to handle virtually any type of licensing process that you want to apply to your application. The user can be presented with a License Agreement before activation occurs or allowed to securely move the license between computers.

Activation Process

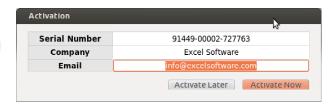
As a developer, you configure specific details of the activation process. Here are two common examples.

In the manual activation process, the user is presented with an Activation dialog that displays a computer unique Request Number. The user gives that number to the vendor and gets back an Activation Code that activates the application on that computer.

Activation	
This application	requires an Activation Code.
	Request Number: 6407124849
	ve your Activation Code, paste it in the field below tivate Now button.
i	
	Activate Later Activate Now

With an online activation process, the user is presented with an Activation dialog that accepts a Serial Number that was received at the time of purchase.

An online activation server immediately grants and applies an Activation Code when the user clicks **Activate Now**.



Linux Programming

Some Linux programming is required to bind your application to a named license. This can be accomplished from any programming language that allows a program to read and write text files and launch an executable.

When the Linux application is launched, it sends a command string to QuickLicenseRT. Based on the response string, the App continues to run or quits. On first launch, the runtime code will implement the activation process. On each launch thereafter, it will validate the license.

To send a command to the runtime, simply write a text string to a file and run QuickLicenseRT. Periodically poll a text file until a response string is returned. For most applications, a single command string is sufficient to implement the license. The QuickLicense Pro edition does support over a hundred runtime commands for more sophisticated licensing needs.

QuickLicenseRT Linux includes both 32-bit and 64-bit builds to support a wide range of Linux distributions. It comes with a SendMessage tool used for testing purposes. With SendMessage, a developer can simply type a command and click the **Send** button to see the response with no programming required.

Activation Methods

QuickLicense supports many activation methods and dozens of optional features. We'll discuss a few of the basics here.

For an offline activation process, the user is presented with an Activation dialog that shows a Request Number. The Request Number is like a fingerprint of that computer. The user provides the Request Number to the vendor. The Vendor enters that number into QuickLicense and clicks a button to return the computer unique Activation Code to the user.

For an online activation process, an activation server on the Internet is required. Safe Activation is an online service where a Vendor uses a web browser to log into their account.

Configure a few screens of information including a list of Serial Numbers for each product you sell. When the user purchases your product, they require a Serial Number used to activate the software and manage the license.



Most license types do not require Internet access to use the software once activated. Even during activation, if Internet is unavailable the user can be presented with an offline activation process. The user can exchange codes with the vendor or use another connected computer to interact directly with a web page.

Desktop License Server is a self-hosted activation server that runs on a Windows or Linux server. Like Safe Activation, it supports online Serial Number activation, license suspend, subscription management and the ability for a customer to securely move a licensed application between computers without vendor assistance.

Using MakeDongle, the developer can create licensing dongles from USB flash drives. Your application license can be configured to run only when the dongle is present.

QuickLicense and Safe Activation is a cross-platform solution that supports Mac, Windows and Linux. The same Serial Number can be used to activate your product across platforms.

QuickLicense Server is a companion tool that allows the developer to generate a License Server and License Monitor application without programming. The License Server can run on a Mac or Windows computer and serve floating licenses for protected Apps running on Mac, Windows or Linux computers.

Sell Your Linux App

QuickLicense is a part of a larger family of tools. Licensing solutions exist for protected documents like PDF, video, HTML files, EPUB or image slide shows. Protect and license Excel workbooks, Access, MAX/MSP, Unity3D, Adobe Air, FileMaker, Xojo, Photoshop plugins, DLLs or Apps created in virtually any development environment.

A vendor can link the Safe Activation service with a fully automated purchase and delivery process. Online store-front software from companies like Shopify or Fast Spring or payment processors like Paypal can be linked to your Safe Activation account.

When a customer makes a purchase, they can automatically receive an email containing the Serial Number needed to activate and manage the product license they purchased.