

Registering the DialogsEXE 1.1.0.0 ActiveX component

A **license key** is required to register the **DialogsEXE 1.1.0.0** ActiveX component on each computer where you have installed this software component and where you want it registered.

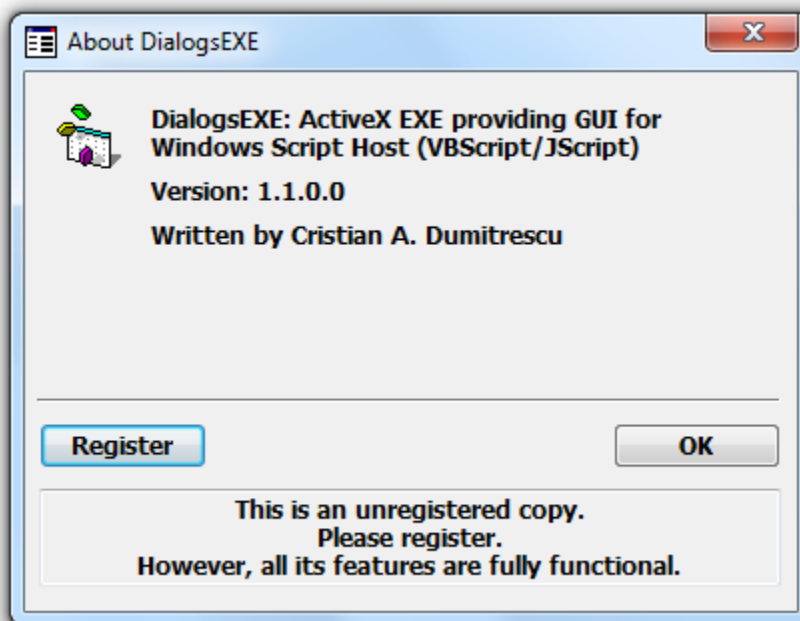
For example, if you have installed the **DialogsEXE 1.1.0.0** ActiveX component on **10** different computers and you want this software to be registered on each of these **10** computers, you have to buy **10 license keys**.

After having installed the **DialogsEXE 1.1.0.0** ActiveX component on one of your computers, you will notice that the **About** window displays the message:

This is an unregistered copy.

Please register.

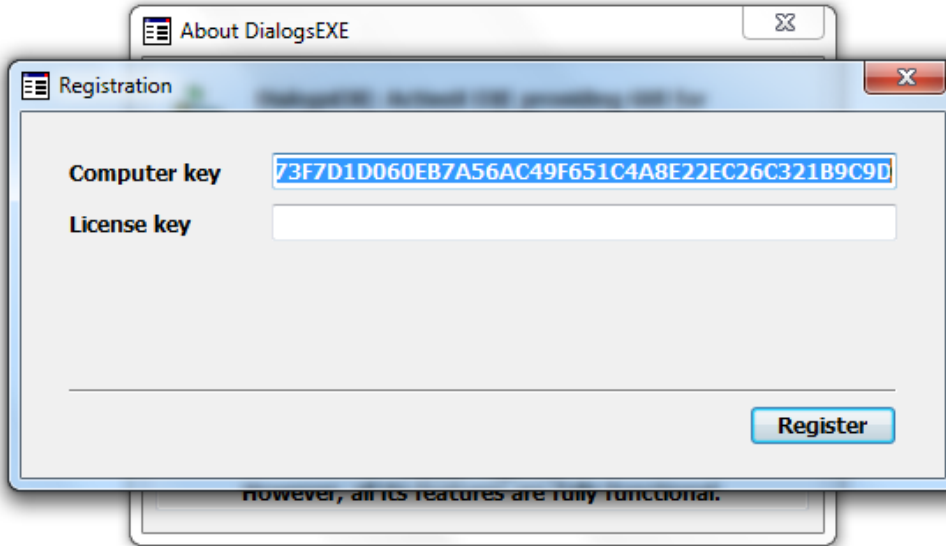
However, all its features are fully functional.



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Assuming you have paid for a license key, you can now start the process of registering the component; here is how you do this:

In the **About** window, click the **Register** button; the **Registration** window is now displayed:

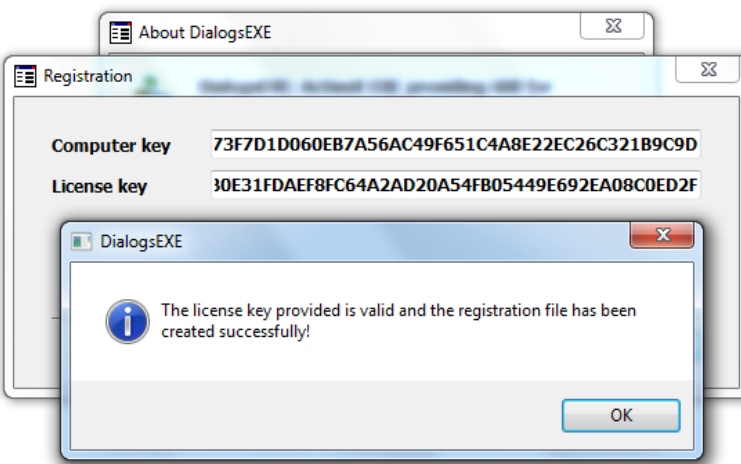


Copy the full string of characters found in the **Computer key** field (for each computer, the **Computer key** field value is unique).

Send an **e-mail** to **DialogsEXE@hotmail.com** containing this string of characters and requesting its associated license key.

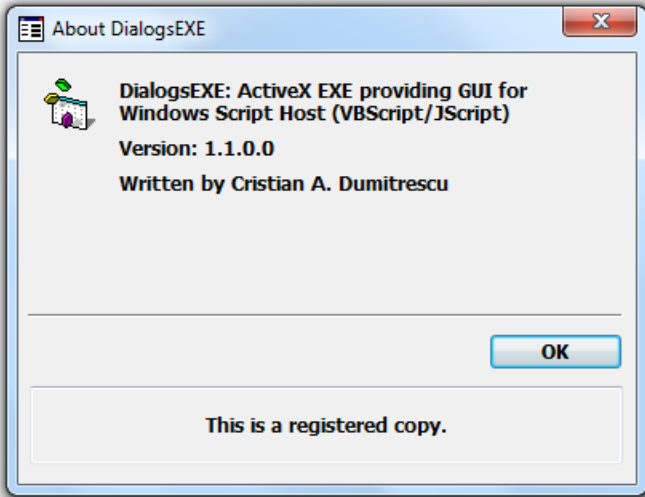
You will receive an **e-mail reply** containing **another string of characters** that you will have to **paste** into the **License key** field, in the **Registration** window; next, click the **Register** button.

If everything is OK, a registration text file (**Dialogs.key**, containing the *received strings of characters*) will be created in the **installation root folder** (the folder selected during the **DialogsEXE** ActiveX component's installation procedure) and you will get a confirmation message on the screen:



After dismissing the confirmation message, the **About** window is updated:

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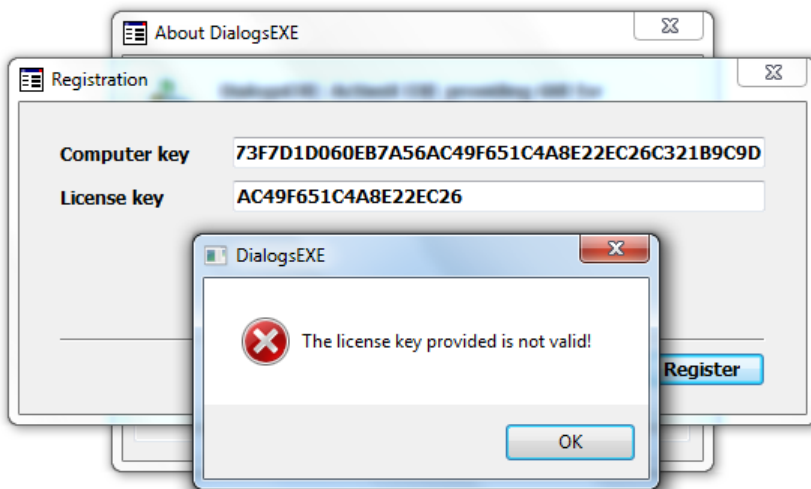


The **Dialogs.key** registration text file could also be created manually, in the **installation root folder**, using a text editor (and of course the *received strings of characters*); here is how you do it:

1. **create** a new **text** file in the **installation root folder**,
2. **paste** the *received strings of characters* into it,
3. **save** this text file and
4. **rename** this text file as **Dialogs.key**.

Please note that the **license key** (the *received strings of characters*) – also known as the **registration key** – is **generated** and **valid** per **physical computer**; a **license key** generated for a particular computer is **not valid** on a different computer and therefore not transferable. For more information, please read the **DialogsEXE_License.txt** file, found in the **installation root folder**.

If the data provided in the **License key** field is different than the data received by e-mail, you will get an error:



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If the content of the ***Dialogs.key*** registration text file, on a particular computer, is changed so that it differs from the data received by e-mail (or if the ***Dialogs.key*** registration text file is completely missing from the **installation root folder**), then the component – on that particular computer – is considered **unregistered**.