



License Notes

This document describes how to purchase and obtain license for MagicInpainter®.

License Description

MagicInpainter® is a proprietary software which is offered with hardware-locked licensing. To get introduced about this kind of licensing you can see - Section B at <http://wyday.com/limelem/features/why>. The hardware-locked license (or license per device) allows the software publisher to control on how many computers/devices the purchased copy can be installed. This is done to prevent illegal distributions on free servers and torrent sites which is quite possible when the serial only licensing is used.

The license by itself does not limit or describe exactly how the hardware is identified. Several computer hardware layers can be used - network addresses, user name, CPU info and etc. MagicInpainter can use any combination from these to obtain the **Verification Key** (explained below). We however are respecting the client privacy and for the calculation of the verification key are not using or storing any personal information like names, addresses, emails, credit card numbers, phones and etc. The verification key contains hardware information only and is not associated with any personal data.

The steps to obtain license are quite simple. Typically you will need to do it once or twice. License is quite robust to the most hardware changes like installing new hardware components to your PC. It probably will not be affected even if you reinstall your Microsoft Windows. In the rare cases when you may need a new license, if you lose the old one, you can repeat the steps described below unlimited number of times and **free of charge**. So per given PC the license can be obtained unlimitedly. However, **if you change your PC you will be able to obtain up to 3 licenses**. This also means that you are able to use a purchased copy of MagicInpainter on up to 3 different computers. After that it will be required to buy a new license (however we are flexible for the proven cases when the reason for obtaining a new license is some kind of hardware crash and in this case we may provide additional license, we only care to limit the illegal use of the license on a large number of computers).

The only valid place to obtain license for MagicInpainter is the domain www.pyramidproject.net. Any other distributions and paid services are illegal and can not provide you with valid license. Please, use only the provided in this document links.

Purchasing Information

MagicInpainter can be purchased from www.pyramidproject.net/magicinapinter . The price, the means to pay and all other relevant seller information can be found there.

Obtaining License

As a license MagicInpainter uses a **license file**. This file resides in the application install folder and is generated by the user provided **Verification Key** (both are described below). Obtaining the license file is quite simple. The only things you need is to know is the email with which you have purchased MagicInpainter and a 4-digit PIN which you should have received in your purchase confirmation mail. If you have lost the mail you can always request a new one containing new 4-digit PIN at the links provided below.

The verification key identifies uniquely your computer. When you don't have license or your license is corrupted, on start MagicInpainter displays the following license info:



The dialog informs you that the license file have not been found or does not contain the correct key. The verification key is a long hexadecimal number. In the above case it is "C7C5C4B4C5C3C2B4C3B6B1C4B4C1B1B7C6C5B7C0C1CDB3C3". The key size is not fixed, it can be bigger or smaller than this. Please copy it exactly without inserting any symbols.

You can later open again the License Info from the popup menu.

Now please visit:

http://www.pyramidproject.net/MagicInpainter/support/magicipainter_get_license.html

A form with the following fields will open:

Email:

PIN:

Verification Key:

Please fill all three fields correctly. It should look at the end like that:

Email:

PIN:

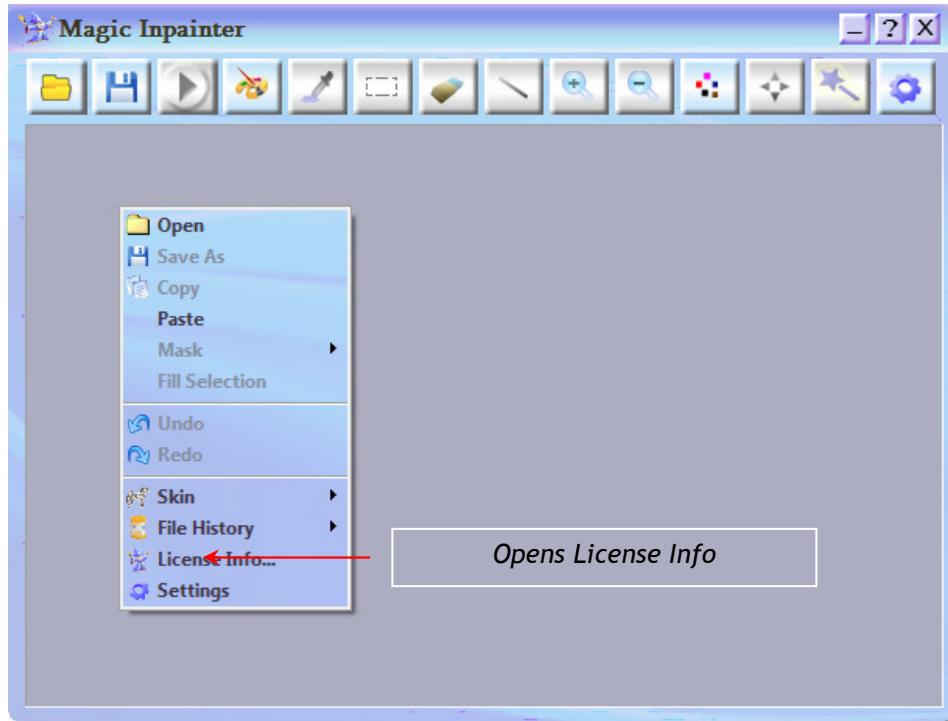
Verification Key:

Where buyer@mail.com is the email with which you have made the purchase (it is your PayPal email which was received when the payment transaction was confirmed on our site). The PIN is a 4-digit number which was sent initially from us with the purchase confirmation mail.

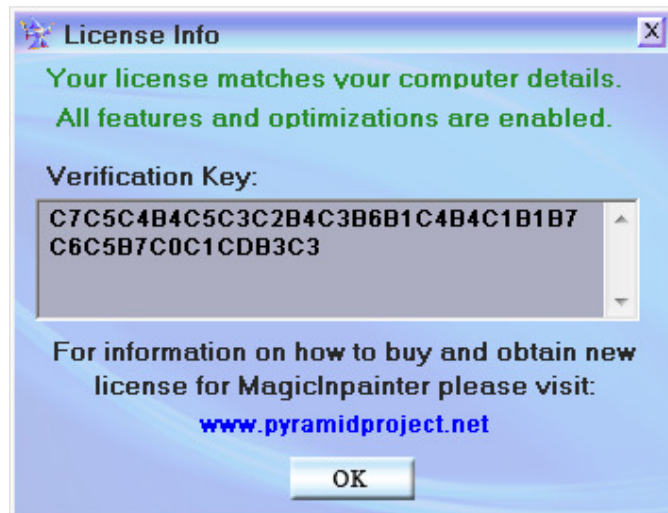
When all fields are correctly filled after pressing "Obtain License" you will get a new mail titled "MagicInpainter License". It contains as attachment the file *magicinpainter.lic*. Please download this file in the install folder where MagicInpainter have been installed. Usually if you have not changed the standard instalaltion path this is - "C:\Program Files (x86)\Magic Inpainter".

After copying the file you can restart the application and if the popup with the License info doesn't open then the license is accepted and all features are available. While the license file is not removed the application will not require license again.

To verify that the license is accepted Ok you can open the License Info from the popup menu:



The following should open:



These step may be repeated several times if by some reason the license is lost.

If you have lost your PIN you can request a new one from:

http://www.pyramidproject.net/MagicInpainter/support/magicinpainter_new_pin.html

It will open a form where you can enter your email and if it is registered in our system you will receive a mail with new PIN:

MagicInpainter - PIN recovery form. Please fill all required fields.

Email:

JTLJC

Anti Spam Code:

Get New PIN