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Supervision and control XML-based  
from Windows to Windows CE

# **Licensing Reference Guide**

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# 1. Licensing

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## 1.1. System Protection

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Every Movicon package is supplied with its license against unauthorized use of the hardware and software. Two types of protection have been implemented and the final user can choose the one most suitable.

1. **Hardware Keys (Dongles) for USB (Not available for Movicon CE)**
2. **SoftKey (Activation Code)**

Although both possibilities are available in the Movicon version for Win32/64, this product is supplied by default with the USB hardware. The LPT Dongles are currently available upon request only when ordering Movicon products. In the compact Movicon version for Windows CE, in view of the reduced size of these devices, and the impossibility of adding hardware components, it is only possible to introduce the softkey option.



By using the dongle, the client is allowed to use a "floating" license easily transportable from one PC to another, and independent of problems to the hard disk. The softkey option, being a software license, has the advantage of eliminating the use of hardware components with possible risk of loss, theft or damage. In both cases all the products purchased with their possible options have a serial number.



The program will be executed in EVALUATION MODE if no dongle or softkey is detected when starting up Movicon.

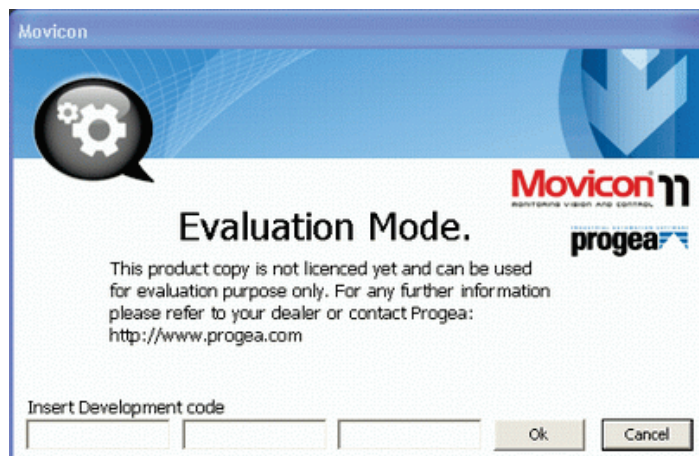
**Movicon also switches over to "demo mode" when the license's limit of bytes in use is exceeded limit. In this case a message will appear in the "System" log which is repeated about every 10 indicating how much time is left. After 2 hours the application will automatically abort. If the number of bytes in use returns under the limit allowed by the license within 2 hours, Movicon will switch over from "demo mode" and a message will be printed in the "System" log.**

**A PopUp message displays in the Windows application bar every time Movicon enters and exists from Demo mode. A check for exceeded Bytes in use limits are carried out at project startup and then repeated every 10 minutes afterwards.**

### Development License

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Movicon consents project developing without imposing any functionality or time limits. When starting up in development without any license (hardware or software type) a window will display requesting you to enter the your development code. This code must be obtained from Progea or your local dealer.



If you wish to continue developing in demo mode, just press the "Cancel" button. You will then be able to develop your project without any imposed limits and the "Evaluation Mode" window will no longer show until the next Movicon restart.



The development license is needed for executing client registration, after which the client can access the Progea services.

The registration code is composed of characters and numbers and is supplied in the "XXXX-XXXX-XXXX" format by Progea. In addition, you need to be logged on to the operating system as administrator to be able to register this code.

The "RegDevCode.exe" file execution, found in the Movicon installation folder, consents you to view your registration code. In the Movicon "Tools" menu you will find a "Development Code Info" command which calls the "RegDevCode.exe" file.



To restore the Development Code back to the initial conditions, you must execute the "RegDevCode.exe /e" command line using the System Administrator credentials.

## Runtime License

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Movicon project are executed in the "Runtime" mode. Runtime can be put into execution directly at the Movicon startup (/R option in the command line), or switching from "Design" mode to "Runtime" mode.

Movicon project execution in Runtime requires a regular Runtime License. Runtime licenses can be purchased according to required type listed on the Progea price list.

## NET License

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the USB dongle is also available in "NET" version for network architectures with "floating" mode. The USB NET key, looks like a standard dongle but contains additional information relating to the number of network users, which are retrieved by Movicon when executed. One individual NET license allows the key to be centralised in net and can be views by PC stations running Movicon (also see section on "NET License Installation").

## Demo Mode

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If you don't have a Movicon hardware or software license you can still use Movicon in Demo mode where you can develop a project without any limits imposed as explained above. However when using Runtime mode, your project can be run for a limited period of two hours after which Movicon will automatically close requiring you to restart it up for a further two hours use. At project startup a message will show in the Historical Log warning that the project is running in Demo mode. This message will be repeated about every 10 minutes, showing remaining time left.

The restrictions regarding the functions in Demo Mode (or Evaluation Mode) are:

- Runtime time limit (2hours). The project will close automatically after two hours continuous running in Demo Mode. In cases where the project has been started up in design, after the 2 hour runtime period has expired it will return automatically back to design mode.
- There are no limits of use in runtime demo mode. An unlimited number of variables, screens, alarms and communication drivers can be used.
- Up to 99 WebClient users can be used.

During the RunTime phase, even with license, the application may enter into "Demo Mode" for the following reasons:

- The license which has been installed is Development type only
- The license which has been installed enables a number of variable bytes inferior to the ones actually being used

When functions which are not enabled by the key, such as Datalogger, Network etc, are used in the project a warning message will appear in the Historical Log and the Output Window to let you know that the functions in question are not active and are not working.



Running the application with the "D" key pressed, Movicon will start up in Demo Mode. This function is used for consenting project modifications in stations which have Runtime software or hardware license only, without having to change the license. This function has been especially designed for those who need to modify projects remotely (with PC Anywhere type applications) without having to be on site and removing license from PC.

In addition, projects can be saved even when the license inserted, hardware or software, is runtime only and Movicon has been already startup normally. In this case you will need to keep the "D" key pressed down and then invoke the project save command. This will enter the application into "Demo Mode" saving the project. To escape from "Demo Mode" you will need to close and reopen Movicon.

### 1.1.1. NET License Installation

Movicon consents Net License usage, which permits the license dongle to be centralized in net, to be then view by network PC stations running Movicon. In order to use the NET license dongle you will need to install the Server service in the PC in which the dongle is to be installed and then configure all the Client PCs, which must read the net license, with the necessary information. Then proceed as follows:

#### Multilan Service Installation

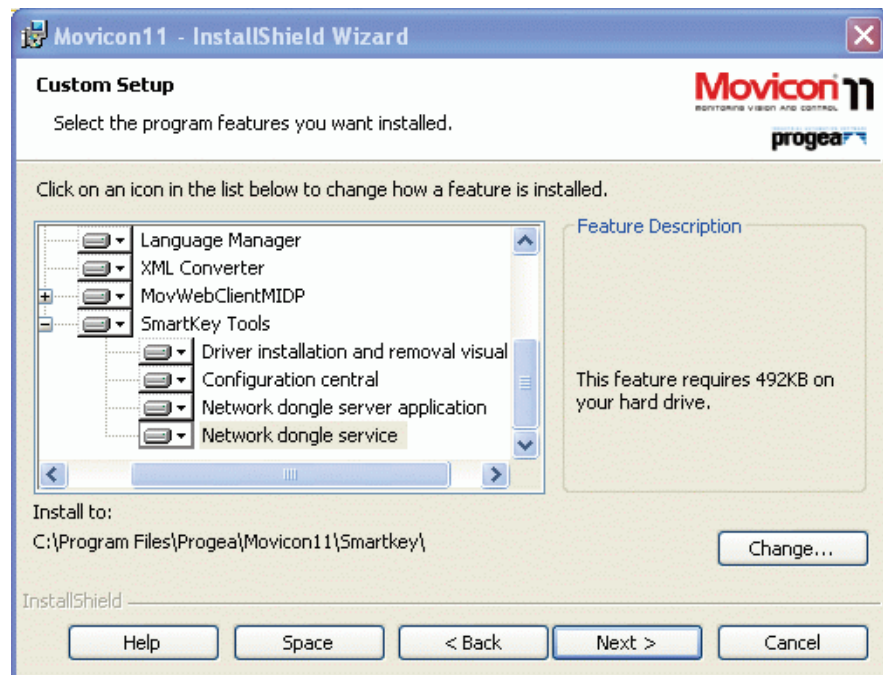
The "Multilan Service" must be installed on the Server side, being the PC where NET license is to be inserted.



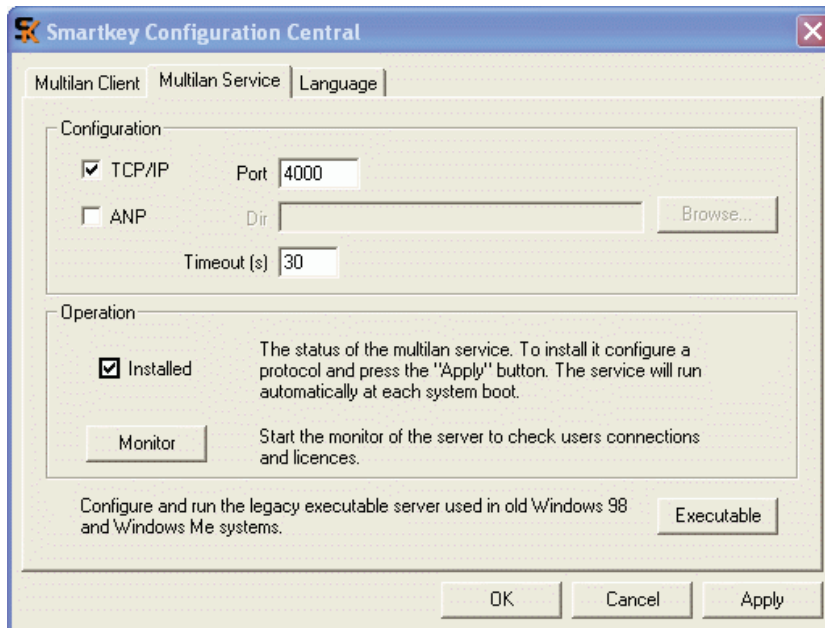
There is no need that Movicon be installed on the PC where the NET license is to be installed. It's only important that the PC has the files for managing the Multilan Server for the NET license.

The files needed for installing this service will be inserted in the "Smartkey" folder during Movicon installation which can be done on any PC in which the files can then be copied to the PC chosen as Server for the NET license. Then proceed as follows to install service:

1. Open the Custom Setup (or select the "Edit" option if Movicon has been installed) and select the "Network Dongle Server Application" and Network Dongle Service" components from the "Optional Tools - Smartkey Tools" group:



2. Go ahead with installation procedures. The "Smartkey" folder will appear in the Movicon installation folder upon termination of this installation procedure.
3. Copy the "Smartkey" folder to the PC chosen as Sever for NET license, if the Movicon installation was not done in the chosen PC. The folder can be copied in any chosen path.
4. Launch the execution of the "scc.exe" file, found in the "SmartKey" folder in the PC Server for the NET license and then select the "Multilan Service" tab.
5. Enable the "TCP/IP" option (or ANP if preferred even though it is advisable to use the TCP/IP protocol) and specify the communication port, ie. "4000".
6. Press the "Apply" button to run the service's installation. After a few seconds the "Installed" checkbox should appear indicating that the service is running correctly.

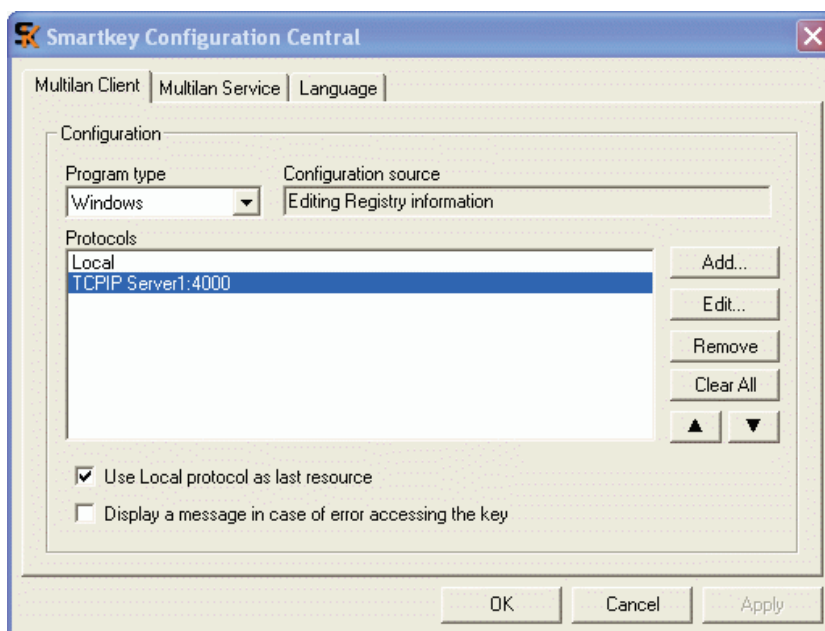


7. Close the configuration window. The Multilan Service installation has now been completed.

### Client Configurations

You do not need to use additional components to configure Client PCs except for the ones installed with the Movicon installation. Perform the following procedure in each Client PC which must use the NET license:

1. Install Movicon in the Client PC in question.
2. Launch the execution of the "scc.exe" file found in the "Smartkey" folder residing in the Movicon installation folder, and select the "Client" tab.
3. Select "Windows" as "Program Type".
4. By using the "Add" button, insert the protocol desired, being the same one defined for the Multilan Service: TCP/IP.
5. Insert the Server name or its IP address and the port to be used (this would be the same one previously defined for the Multilan Server: 4000).
6. Press "OK" to confirm settings.



6. Close configuration window. At this point the net license should be seen correctly the Client station when starting up Movicon.

## 1.2. Registration

The "Try before you Buy" Progea company ethnics consents the user to use the product in full operation mode, on an evaluation basis: if the software does not acknowledge the presence of any license type, it will run in "Demo Mode" with full use of all its functionalities in both development and in runtime mode, with a 2 hour runtime time limit.

### Product Registration

When registering the product upon purchasing a Development license, you are automatically entitled to the product related services provided by Progea or its distributors, according to the modes enabled on the license purchased.

The product Registration can be done by using and filling in the registration form directly in the Progea website ([www.progea.com](http://www.progea.com)), or by filling in the accompanying registration card and sending it by fax. Only registered users can exploit the product related services and telephone Hot Line service according to the license modes enabled.

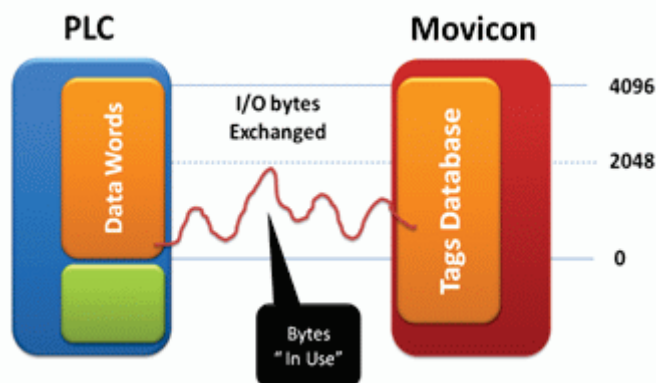
If you wish further information on the technical help services, access modes and other benefits reserved for registered users, please refer to [www.progea.com](http://www.progea.com).

## 1.3. Total number of I/O bytes Count

The Movicon Licenses are based on both the options to be used and the number of I/O bytes needed. The byte count for sizing the license is only executed for those variables used in the following resources:

<b>SERVER Runtime License</b>	<ul style="list-style-type: none"><li>Communication Drivers <i>Note: in use variables are not counted for enabling tasks.</i></li><li>OPC Client and Server</li></ul>
<b>CLIENT Runtime License</b>	<ul style="list-style-type: none"><li>Network Client (Client side variables connected to Servers) <i>Note: keep in mind that networking variables required by clients put the relating variables in use in the Server connected to the field.</i></li></ul>

The byte count, for sizing the license, is done only for variables which are **InUse**. For instance, a variable linked to the field, through a Movicon Communication Driver, is only counted when it goes in use, such as when a screen is displayed.



*This chart shows a project connecting 4096 I/O bytes simultaneously, but only 2048 of them actually go into use and not more. Therefore a license with 2048 I/O bytes is needed.*

In addition, take into account that the variables exchanged with one single Communication Driver task will be counted for license purposes only if they are in use in the project. For instance, if a communication task exchanges a packet of 10 byte variables, and one of these go into use in the project, the task will be activated and the variable packet exchanged, however only one byte will be counted by the license as only one variable went into use.



**CAUTION!** Variables defined in the "Flag" shared area can also be exchanged with the field and therefore are subjected to the same license byte count rules which stand for all variable types.



In cases when networking between a Server and Client application, the moment in which Structure or Array type variables are exchanged, the use of bytes on the Client side is calculated by counting the bytes of each individual structure member or array element exchanged with the Server. However, on the Server side, all of the Structure or Array variable is put into use, therefore the byte count is based on the total number of bytes of all structure members or Array elements.

Furthermore, it is important to consider that some project resources keep in use their associated variables and therefore will be counted for the license when exchanged with the field at the project startup and stop. These resources are:

- Alarms
- DataLoggers and Recipes
- Event Objects
- Scaling Objects
- Scheduler Objects
- IL Logic associated to project
- Basic Script: the Basic Script resources put in use those variables to be used at the first script's execution, but kept in use after the code execution has terminated. The script's variables only go to being NOT in use when the command to unload script from memory is executed. However, this only happens when the Basic Script is set in a "Separate Thread" otherwise its variables will remain in use

## 1.4. Dongle Requirements

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To get information on the necessary dongle requirements or on the dongle installed you need to use the "Check Options Used (Dongle Requirements)..." command which is made available by right clicking on the name of the project or in the "Commands" window of the "Project Explorer". The dialog window, which opens, shows three TABs, as described below:

- **Dongle Requirements**
- **Verify Dongle (USB)**
- **Soft Key management**

### Dongle Requirements

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The License Requirements window is compiled automatically by Movicon based on how the project had been structured, Movicon will fill in the fields according to the resources that have been used in the project, helping the programmer to define the license type needed for their specific project.

Some fields are compiled by Movicon by simply saving the project. In order to define the other fields, such as the Runtime "Input/Output Tags (Bytes)" or "Total Number of Screens", the project will have to be run and executed in its various aspects.

There are two values shown in the items shown in this window. The first "Declared in Project" indicates the total number of object defined in the project. The second, "Used (Max Peek Detected)" indicates the maximum number of the same objects used during runtime, and which will be considered for the final license count. For example, The "Input/Output Tags (Bytes)" number in the "Declared in Project" column indicated the total number of bytes declared in the project's Real Time DB and that have been used for communicating. In this case the variable that will be considered for the communication are:

- Variables with a dynamic address (variable property "Dynamic")
- Variables connected to a Network Server (variable properties "Network Client")
- Variables connected to a Server OPC item
- Variables used in the static tasks of the Communication Drivers (only for drivers that support the Cross Reference)

The same "Input/Output Tags (Bytes)" field relating to the "Used (Max Peek Detected)" column indicates the maximum peak of I/O bytes reached during the project Runtime phase and these represent the values to be considered for sizing the license. To get a clearer picture on how the I/O byte count is carried out for sizing the license during the Runtime phase please refer to the section headed "Total number of I/O bytes Count".



Caution! The runtime value reported in the "Total number of I/O Bytes" field indicates the maximum peak reached in the last runtime phase. This value must reach the maximum peak of variables in use during the project runtime in order to be considered for license sizing.

### Verify Dongle (USB)

This window shows the options which have been enabled on the dongle (hardware or software) inserted in the system. In the absence of a license (hardware or software), a "NO LICENSE DETECTED" message will display at the top of the window. In addition, in the absence of a hardware license, a "No USB Licence" message will appear in the "Serial Number" field.



The "Enabled Options" for the license are those in black. the options in grey are those which are not enabled.

The information that is entered in this field concerns the optional features only. For example, the "VBA Driver" item is not shown on the list because it is enabled for default in all the keys. In order to display the list of features enabled for default you will need to open the "Verify Dongle" window while keeping the "CTRL" pressed down.



At each startup of a Movicon executable (Development, Runtime and Service) a "license.log" log file will be generated which will overwrite any persisting file. The file will be in text format and will contain the same information presented in the window which can be viewed from the development environment (the license options USB or network use).

This file will be saved in the following path:

"C:\Users\<USERNAME>\AppData\Roaming\Progea\MOVICON\LOG"

The fields shown in the opened window without using the "CTRL" key are:

#### Serial Number

This field reports the serial number of the license used. The "0" value means that there is no presence of a license and the system will work in DEMO mode.

#### Number of Enabled Screens

This field tells you the number of screen which can be used in the project.

#### Number of Alarms and Messages

This field tells you the number of alarms or message which can be used in the project.

#### Number of Variables (bytes I/O bytes)

This field tells you the number of I/O bytes which can be used in the project.

#### Number of Enabled Drivers

This field tells you the number of Communication Drivers which can be used in the project.

#### Number of Enabled Users

This field reports the number of users who can use Movicon at the same time when the license is a network license. This field will remain blank when a single license is being used.

#### Web Client Users

This field tells you the number of Web Client Users who can connect to the project at the same.

#### Development

When enabled this option allows you to develop the project. This option is enabled on both Development and Runtime Licenses.

**Runtime**

When enabled this option allows you to put project into Runtime. This option is enabled on the Runtime Licence and the Development and Runtime License.

**Alarm Dispatcher**

When enabled this option allows you to manage the dispatcher for sending SMS, Vocal Messages, E-mails and faxes for the project's alarm events.

**Alarm Statistics**

When enabled this option allows you to display project alarm reports.

**Data Logger**

When enabled this option allows you to use the DataLogger object in the project.

**Network**

When enabled this option allows you to use the Network functions in the project.

**Redundancy**

When enabled this option allows you to use the Redundancy functions in the project.

**OPC Client**

Enabling this option will allow you to use the OPC Client within the project.

**OPC Server**

Enabling this option will allow you to use the OPC Server within the project.

The following fields will appear when opening the window while keeping the "CTRL" key pressed down:

**Network Client via RAS**

Enabling this option will allow you to use the functions for executing RAS called within the project.

**VBA Drivers**

When enabled this option allows you to use the Communication Drivers' Basic Script interfaces in the project. Without this option the "GetDriverInterface" method from the "PmeDocCmdTarget" interface will always return nothing and therefore it will not be possible to access the basic functions of the communication drivers which have been installed and are in execution with the project.

This option is not provided with the softkey in desktops and is only enabled for Movicon CE when a full license is being used.

**Synapses**

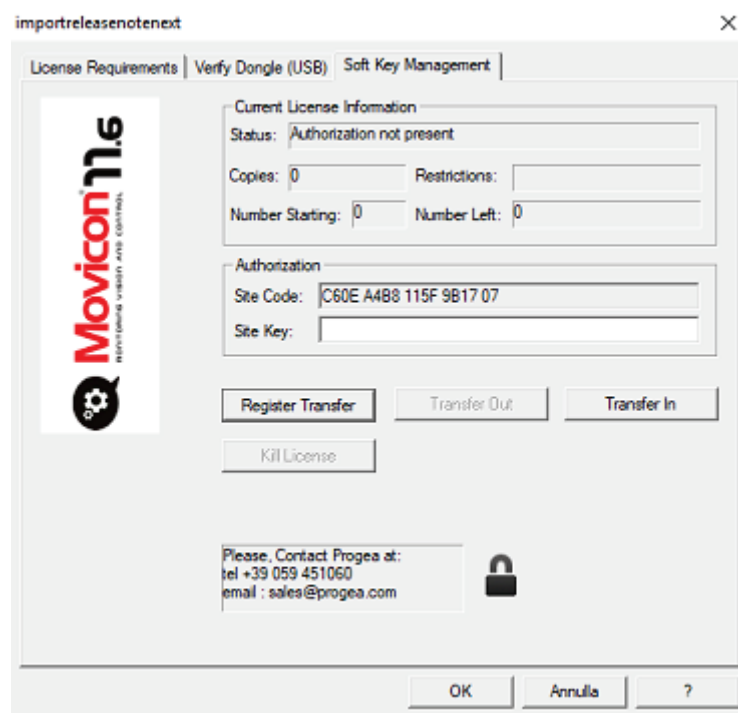
When enabled this option allows you to use the Synapses objects in the project.

**Soft Key Management**

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If no protection hardware was requested when purchasing license, a Site key may be required to unlock the Movicon protection.

In order to get this Site key, the Movicon software must first be installed on the PC. After which the Site key can be obtained and entered in the "Software Key Management" tab by contacting Progea quoting the 'Site Code' entered in this window.



**DO NOT change the system data once a software key has been inserted as problems may occur when license is read.**



**Software dongle support in Windows 10/8/7 is only available starting from the Movicon 11.0.0.1017 version and later.**



By keeping the "Control" key pressed down when opening the "Check Options Used (Dongle Requirements)" window a "Soft key" button will show in the "Verify Dongle (USB)" tab instead of being shown as the "Soft key Management" tab. This reduces the size of a dialog window to enable users to confirm Site Keys with 'OK' in smaller 640x480 video screens where the 'OK' button cannot be accessed using the "Software Key Management" tab.



When upgrading Movicon to the next version, the software license installed in the previous version may get lost and therefore you may have to install a new one. Each Movicon installation has to be licensed with its own Software Licence.

Software licenses come in "Normal" or "Easy" type. If not requested otherwise, the software licenses are created as "Easy" type for default. These "Easy" licenses are generated based on the computer hardware characteristics being the reason for which they cannot be transferred from one computer to another. However the "Easy" licenses have the advantage of being archived and retrieved in cases of disk reformatting or application re-installation.

#### **"Easy" License Backup**

"Easy" licenses can be backed up by simply archiving the "Movicon.key" and "Movicon.rst" files. Therefore you will be able to restore the license later on but only on the same computer by retrieving these files. These files are localized in the Movicon installation folder for Windows XP OS, and in the "C:\ProgramData\CrypKey\Licenses\<SiteCode>\\" folder for Windows 10/8/7 operating systems. The "Movicon.key" and "Movicon.rst" files are considered as system files and usually are not displayed through the Windows Resource Explorer. In order that they do display you will have to modify the Resource Explorer settings.



The "Easy" licenses can be used only in system that support the CrypKey HDSN technology. If you are using operating systems in virtue devices where this technology may not be supported, the licence will deactivate at each startup.

#### **Getting hold of a Site key**

The Site Key to unlock Movicon must be obtained from Progea's customer support offices once Movicon has been installed to get the **"Site Code"** which is the PC station's code.

To get the **"Site Code"**, you need to:

1. Activate the "Check Options Used (Dongle Requirements)..." from the Project Explorer's command window
2. Display the **"Soft Key Management"** tab
3. Take note of the number entered in the **"Site Code"** field. **This number is private and changes each time software is installed.**
4. Contact the Progea offices quoting this number to get the **"Site Key"** code to unlock Movicon

Therefore the **"Site Key"** unlocking code is tightly linked to the **"Site Code"** local code. Progea cannot will not give out any "Site Key" unlocking code if not provided with the "Site Code" local code. Progea will issue the "Site Key" code immediately within 24 hours upon receiving request regulated as a normal order.

#### Entering and maintaining the "Site Key" code

Once the site key code has been received from the Progea's offices (generated on the supplied **"Site Code"**), it can be entered in the "Site Key" field in the "Soft Key Management" window using these procedures:

1. Activate the "Check Options Used (Dongle Requirements)..." command from the Project Explorer command window
2. Display the **"Soft Key Management"** tab
3. Enter the code in the **"Site Key"** field
4. Close window with OK

At this point the unlocking code will be registered in the system. At startup, Movicon will behave as would do if it had a hardware dongle even though a software dongle has been installed in your PC.



Warning! Look after your system. Any software re-installations on the same PC or on different PCs will generate a new "Site Code", leaving you with the only choice but to get another "Site Key" code from Progea again!

#### Transferring "Site Key" codes

If you need to re-install the software or transfer the licence to another PC, you will first have to remove the license by transferring the site key code to a Floppy disk, USB dongle or a network path shared by two PCs and insert code into the new station.

The two computers are defined as:

- Source PC : is the PC which contains the Movicon license
- Destination PC: is the PC in which the license is to be transferred to

To complete this operation successfully please follow these steps:

1. Insert a Floppy disk, a USB dongle or use a network path shared by the two PCs, where the destination PC must be setup to receive license using the "Register Transfer" command from the **"Software License Management"** window accessed with the "Check Options Used (Dongle Requirements)..." command.
2. Transfer the Floppy disk or USB dongle to the Source PC or use the network path shared by the two PCs and press the "Transfer Out" button in the same **"Software License Management"** window.
3. Put the Floppy disk or USB dongle, now containing the licence, in the Destination PC or use the network path shared by the two PCs and press the **"Transfer In"** button from the **"Software License Management"** window.
4. The license should now be transferred to the Destination PC. Repeat these procedures to transfer license back.

In brief, to transfer licenses you should always use:

1. **Register Transfer**
2. **Transfer Out**
3. **Transfer In**



the "Easy" licenses cannot be transferred from one computer to another due to being associated with the machine hardware.

## 1.5. License for WinCE

Devices using Windows CE require a management Softkey license.

Without this license the project runtime will be executed in Demo mode on the WinCE device.

#### **Movicon CE Management License**

When having purchased the license for Movicon CE, the user will receive a Serial Number allowing them access rights to the Progea web site to get the Sofkey code to be entered in the device.

This enables the user to access the web site at any time, 24 hrs a day, to automatically generate the softkey in function with their site code.

- **Carefully carry out the instructions received when purchasing the license.**

#### **Runtime in Demo Mode on Windows CE**

At project startup, Movicon CE will request you to enter the license or press the Demo Mode button. When pressing the Demo Mode button the project will run in Demo mode. In this mode the project run is limited to 120 minutes. Remaining time messages are traced in the project's log at set time intervals. The options available are:

- Screens = unlimited
- Alarms and Messages = unlimited
- I/O Bytes = 0
- Drivers = 1
- Web Client Users = 1
- All Options

## **1.6. Hardware Dongles**

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The hardware protection Dongles can be LPT or USB type. The LPT type dongle is connected to the PC's LPT parallel port. When there are other LPT ports on the PC, Movicon will search for the dongle in the parallel ports in sequence starting with LPT1. If a printer is connected to this port, disconnect the printer, insert the protection dongle and then reconnect the printer to the same protection dongle. The USB dongle is connected to the USB port (Universal Serial Bus). In this case, according to the USB connections typology, the dongle can be installed into any one of the PC's USB ports and can be connected or disconnected with the PC on.

When an unlock software code is not being used, the protection dongle is absolutely necessary for the system with the enabled options to work and contains a progressive serial number issued by the constructors. To view the serial number and the enabled options in the Movicon packet you have purchased, select the "Dongle Requirements". command.

#### **USB dongle installation**

When installing a USB dongle, the operating system will request the driver of the installed product on the first installment.

#### **LPT dongle installation**

The LPT protection dongle is compatible with all PC parallel ports according to the current standards.



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