



ImageGear Licensing and Deployment Kit

**For ImageGear Products
For Java Platforms**



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ImageGear Licensing and Deployment Kit

The purpose of this document is to provide ImageGear developers with a guide for easily deploying their solutions to end users. Our goal at AccuSoft is to make this deployment licensing process easy for you and transparent to your end user.

This guide contains the following sections:

- [Terminology](#) - an overview of the terms used in this document.
- [Licensing Overview](#) and [About the Platinum Model Process](#) - an explanation of the deployment licensing model used to deploy your ImageGear-based solution.
- [Packaging the Runtime Components](#) - an overview of the components you need to distribute with your ImageGear based solution.
- [Using Platinum Licensing](#) - an explanation of how to use Platinum Licensing.
- [ImageGear Licensing API Reference](#) - a description of the APIs you will need to implement in your ImageGear-based solution.

Terminology

The following terms are used in this document to describe the Licensing process:

Vendor	AccuSoft customer who is developing an ImageGear-based solution (you).
End user	The customer using your solution.
License key	The key containing information about ImageGear licensed features.

Licensing Overview

There is only one ImageGear deployment licensing model for Java platforms:

Platinum	Not bound to hardware parameters and URL. Only one license key is required per ImageGear-based solution.
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See Also:

[About the Platinum Model Process](#)

About the Platinum Model Process

For the [Platinum](#) model, a single [License key](#) is generated for each ImageGear-based solution and is used to initialize the ImageGear Java components using the ImageGear product licensing API. No further actions are required to license your solution on the end user's system.

See Also:

[Packaging the Runtime Components](#)

[Using Platinum Licensing](#)

[ImageGear Licensing API Reference](#)

Packaging the Runtime Components

Regardless of your deployment model, the first step in deploying your solution is to package the required ImageGear runtime components.

The following content of the "`\AccuSoft\ImageGear\<<Version>\Java\Bin\`" directory from your ImageGear Installation represents the ImageGear runtime components:

- `igbean.jar` - ImageGear Java Bean package
- `igjava.jar` - ImageGear Java Class Library package

You have to distribute these components with your solution.

See Also:

[Using Platinum Licensing](#)

[ImageGear Licensing API Reference](#)

Using Platinum Licensing

With the [Platinum](#) licensing model, AccuSoft will e-mail you the [License key](#). If you are using Class Library then you will need to modify the code of your solution to specify the License key using the `IG_Utils.AllocateInstance`.

If you are using Bean, then the license key should be specified as a parameter for the `IGBean` constructor.

See Also:

[ImageGear Licensing API Reference](#)

ImageGear Licensing API Reference

This section provides a detailed reference for the ImageGear licensing API:

- `IG_Utils.AllocateInstance`
- `IGBean`

IG_Utils.AllocateInstance

Group: ImageGear Java Class Library

Declaration:

```
public static IG_Utils.AllocateInstance(java.applet.Applet app,  
java.lang.String LicenseKey)
```

Arguments:

app	Applet object (otherwise null).
LicenseKey	The string of the ImageGear license key that activates IGJava.

Description:

This member of the `ig_utils` class specifies the [License key](#) to ImageGear and allocates an instance object that is used for creating a `Gear_Page` object, and stores low-level configuration of available format filters, DIB formats and values of control parameters.

Return Value:

Instance object or `NULL` if error.

IGBean

Group: ImageGear Java Bean

Declaration:

```
public IGBean( java.lang.String LicenseKey )
```

Arguments:

LicenseKey The string of the ImageGear license key that activates IGJava.

Description:

The `IGBean` constructor specifies the [License key](#) to ImageGear and creates `IGBean` object.

Return Value:

`IGBean` object or `NULL` if error.

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