The INI File

Most settings for SoftwarePassport/Armadillo are made before your program is protected, but there are a few that can only be done at run-time. For these, SoftwarePassport/Armadillo looks for a [License] section in an INI file in the same directory, and with the same base name, as your program. (For example, if your program has the filename C:\MyProg\MyProgram.exe, you need to make a file called C:\MyProg\MyProgram.INI.) If you already have an INI file of that name, you can simply add the desired entries to it.

The settings SoftwarePassport/Armadillo will recognize in this [License] section are:

Key=<name>, <key> If this entry is in the INI file, SoftwarePassport/Armadillo will try to silently enter the name and key you specify here when the program starts up. If it is successful, this line is removed from the INI file; if not, it is ignored. Note that this is only checked if the command-line REGISTER option is allowed (that option controls this too), and that the <key> portion cannot contain spaces or any punctuation (other than the dashes that are part of a key to begin with). The comma between the name and key is optional, you can use a space instead if you wish. Both the name and the key are still limited to 255 characters apiece.

Language=<language name> If your program uses the Multi-Language setting, this is where you specify the language it should use. If you don't specify one, or if SoftwarePassport/Armadillo can't find the language that you've specified in the executable file, it will default to the primary language you've defined in the project file.

PortableKey=<name>, <key> If the name/key listed in this entry is a valid Portable Key (in the same format as for Key=, above), and the command-line REGISTER option is allowed, this key is used instead of any key that might be on the system.

Server=<IP address> For client/server Network Licensing, this overrides the UDP broadcast that SoftwarePassport/Armadillo generally uses to locate the server, and will let it work on networks that block UDP broadcasts, or over the Internet. It will also allow one program to have multiple servers, to get around the 255 computer limit on a single server. Note that this does NOT eliminate the need for UDP, only the need for broadcasts.

ServerKey=<name>, <key> Same as the Key= entry (above), but for server keys.

Timeout=<seconds> For either type of Network Licensing, this overrides the amount of time the SoftwarePassport/Armadillo shell waits for a response. The default value is three seconds, and should be sufficient for most purposes.

Redirect=<absolute path for the redirected INI file> Once this setting is turned on in the INI file under the executable's directory, the protected program will access the redirected INI file instead of the local INI file. The redirected INI file should have the same format as before.

Here's a sample [License] section:

```
[LICENSE]

Language=English (US)
Server=192.168.0.1
Timeout=3
```