

Eco and Licensing

The free version of ECO allows you to use up to 12 classes, no questions asked. You can deploy the application for personal or commercial use. If you need to use more than 12 classes you need to have a license.

Licenses for Eco for Visual Studio can be purchased at the [capableobjects](http://capableobjects.com) website. A license for Eco for RadStudio is included when you buy RadStudio 2007 Architect.

To install a new license, open the ECO aboutbox and click the button "Enter License".

The license is stored on disk in the following folder:

Vista: C:\ProgramData\CapableObjects

Windows XP: C:\Documents and Settings\All Users\Application Data\CapableObjects

In designtime, a license will allow you to use the ECO designtime support with more than 12 classes. The aboutbox will indicate if ECO has detected the presence of a license or not.

In runtime, the ECO framework will load the license information from an embedded resource in your application. To get the license information embedded in the application, ECO adds a file called "licenses.licx" to your project. Your IDE will call an application called LC.exe (LicenseCompiler) when it tries to compile a project with a licx-file in it.

This file should contains a single line:

```
Eco.Handles.DefaultEcoSpace, Eco.Handles
```

Other third party components that use the same license mechanism will add additional lines to this file.

In build 4.0.0.2230 and later, the ECO license should be included in the project that contains the EcoSpace. Earlier builds looks for the license in the binary of the application (which means that you must include the licx file in the Winform/ASP/VCL/Server application). It is not enough to have a licx-file in the directory of your project, it must be included in the project.

To check if your binary really includes a license, you can inspect it with Reflector. Check the resource-section of your assembly/executable. It should contain a resource called "EcoProject5.EcoSpace.dll.licenses" (or something similar) and in the contents of the resource you should be able to see:

```
000000: 00 01 00 00 00 FF FF FF FF 01 00 00 00 00 00 00 .....?????.....
000010: 00 10 01 00 00 00 02 00 00 00 06 02 00 00 00 18 .....
000020: 45 43 4F 50 52 4F 4A 45 43 54 35 2E 45 43 4F 53 ECOPROJECT5.ECOS
000030: 50 41 43 45 2E 44 4C 4C 09 03 00 00 00 04 03 00 PACE.DLL.....
```

000040: 00 00 1C 53 79 73 74 65 6D 2E 43 6F 6C 6C 65 63 ...System Collec
 000050: 74 69 6F 6E 73 2E 48 61 73 68 74 61 62 6C 65 07 tions.Hashtable.
 000060: 00 00 00 0A 4C 6F 61 64 46 61 63 74 6F 72 07 56LoadFactor.V
 000070: 65 72 73 69 6F 6E 08 43 6F 6D 70 61 72 65 72 10 ersion.Comparer.
 000080: 48 61 73 68 43 6F 64 65 50 72 6F 76 69 64 65 72 hashCodeProvider
 000090: 08 48 61 73 68 53 69 7A 65 04 4B 65 79 73 06 56 .HashSize.Keys.V
 0000A0: 61 6C 75 65 73 00 00 03 03 00 05 05 0B 08 1C 53 alues.....S
 0000B0: 79 73 74 65 6D 2E 43 6F 6C 6C 65 63 74 69 6F 6E ystem.Collection
 0000C0: 73 2E 49 43 6F 6D 70 61 72 65 72 24 53 79 73 74 s.IComparer\$Syst
 0000D0: 65 6D 2E 43 6F 6C 6C 65 63 74 69 6F 6E 73 2E 49 em.Collections.I
 0000E0: 48 61 73 68 43 6F 64 65 50 72 6F 76 69 64 65 72 hashCodeProvider
 0000F0: 08 EC 51 38 3F 01 00 00 00 0A 0A 0B 00 00 00 09 .?Q8?.....
 000100: 04 00 00 00 09 05 00 00 00 10 04 00 00 00 01 00
 000110: 00 00 06 06 00 00 00 64 45 63 6F 2E 48 61 6E 64dEco.Hand
 000120: 6C 65 73 2E 45 63 6F 53 70 61 63 65 2C 20 45 63 les.EcoSpace, Ec
 000130: 6F 2E 48 61 6E 64 6C 65 73 2C 20 56 65 72 73 69 o.Handles, Versi
 000140: 6F 6E 3D 35 2E 30 2E 30 2E 30 2C 20 43 75 6C 74 on=4.0.0.0, Cult
 000150: 75 72 65 3D 6E 65 75 74 72 61 6C 2C 20 50 75 62 ure=neutral, Pub
 000160: 6C 69 63 4B 65 79 54 6F 6B 65 6E 3D 34 36 61 38 licKeyToken=46a8
 000170: 33 33 62 65 39 65 39 30 64 65 38 63 10 05 00 00 33be9e90de8c....
 000180: 00 01 00 00 00 06 07 00 00 00 27 37 31 45 36 2D 'XXXX-
 000190: 30 36 36 35 2D 36 38 35 33 2D 32 45 42 41 2D 45 XXXX-XXXX-XXXX-X
 0001A0: 33 30 31 2D 31 36 34 32 2D 32 35 31 33 2D 38 36 XXX-XXXX-XXXX-XX
 0001B0: 39 38 0B XX.

Note:

Some third party components seems to replace the contents of the licenses.licx-file rather than just append to it, so if you are using other components that use the licenses.licx-file for its license management, you may want to check if it still contains the line

Last Modified By: Jonas Högström, den 25 april 2008

<http://www.capableobjects.com/apps/InstantKB13/KnowledgebaseArticle50012.aspx>

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