

Using Magic in your own applications

Either create a new project or load the existing project of interest and right click the *References* folder. This will present a dialog box with the *.NET* tab already selected. Navigate down the list of assemblies in this tab until you find the *Magic* entry which should then be selected. Your project now has a reference to the official signed build of *Magic*. When you decide to distribute your project you will need to also distribute the signed assembly which is contained in the *Magic Library 1.7.4\Bin* directory and called *MagicLibrary.dll*. It is recommended that you add the signed version into the GAC during your own installation process.

License terms

There is no license fee or royalty fee to be paid at any time for using the Magic Library. You are however requested to acknowledge the use of the library and provide a link to our home page www.dotnetmagic.com from the *About* box of your application.

You may include the source code, modified source code, signed assembly or modified built assembly within your own projects for either personal or commercial use but excluding the restrictions outlined below.

The following restrictions apply to all parts of the library, including all source code, assemblies, samples and documentation...

- The above items cannot be sold as is, either individually or together.
- The above items cannot be modified and then sold as a library component, either individually or together.

In other words, if you are using the library to enhance your project then you are fine. If you are trying to gain commercially from the library itself rather than using it to enhance your own work then you are prohibited from its use.

If in any doubt they please contact us at license@dotnetmagic.com for a quick determination.