

User License Certificate

[Borst Automation, Kapitaen-Alexander-Strasse 39, 27472 Cuxhaven, GERMANY](#)

License Type:	This is a temporally and spatially <u>unlimited license</u> for the software mentioned below.
No Warranties:	https://www.walter-borst.de/documents/warranty-disclaimer.html
Support:	If you need support using the software or if you have any questions, please send an e-mail to: hart@walter-borst.de .

Walter Borst, Cuxhaven, 12.10.2025

License Details

Software: **HartTools 7.6** Version: **7.6.0** Release: **15.8.2023**

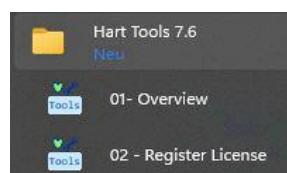
License Information

User Name: **Unlimited Hart Developer**

License Code: **b1F781cD-o4n1-9x8u-q0dt-F18a313868be**

Download: https://www.walter-borst.de/data/Install_HartTools_7.6.msi

Using the License Code for FrameAlyst



- Download and install the software.
- Click '02 - Register License' in the Start Menu
- 'Hart Tools 7.6' to open the registration tool.



Enter the user name and the license code in the form and click the 'Register' button to confirm. Note that the information has to be entered exactly as it is printed above. User name and license code are case sensitive.

For further details please refer to the documentation of Hart Tools 7.6:

[Hart Tools 7.6 Manual](#).

Using the License Code with components

While the FrameAlyst is an Executable (App) which is installed on the computer the usage of the components should not require registering the license code on the local machine. Therefore the application has to register the license code at the component which is used at runtime.

Coding Examples

In the following table you will find examples of how the license code is used in the individual components.

Subject	Lng	Module	Usage
HartDLL	C++	BaHartDrv75.h	<pre>BHDrv_ValidateLicense ("Unlimited Hart Developer", "b1F781cD-o4n1-9x8u-q0dt-F18a313868be");</pre>
	C#	BaHartDrv_Iface.cs	<pre>HartDLL.BHDrv_ValidateLicense (new StringBuilder ("Unlimited Hart Developer"), new StringBuilder ("b1F781cD-o4n1-9x8u-q0dt-F18a313868be"));</pre>
	VB	BaHartDrv_Iface.vb	<pre>HartDLL.BHDrv_ValidateLicense (New StringBuilder ("Unlimited Hart Developer"), New StringBuilder ("b1F781cD-o4n1-9x8u-q0dt-F18a313868be"))</pre>
	VBA	See Excel Example	<pre>BHDrv_ValidateLicense _ ByVal "Unlimited Hart Developer", ByVal "b1F781cD-o4n1-9x8u-q0dt-F18a313868be"</pre>
SlaveDLL	C++	BaHartSlv75.h	<pre>BHSlv_ValidateLicense ("Unlimited Hart Developer", "b1F781cD-o4n1-9x8u-q0dt-F18a313868be");</pre>
	C#	BaHartSlv_Iface.cs	<pre>SlaveDLL.BHSlv_ValidateLicense (new StringBuilder ("Unlimited Hart Developer"), new StringBuilder ("b1F781cD-o4n1-9x8u-q0dt-F18a313868be"));</pre>
HartX	C#	BaHartX75.dll/tlb	<pre>hartX.ValidateLicense ("Unlimited Hart Developer", "b1F781cD-o4n1-9x8u-q0dt-F18a313868be");</pre>
	VB		<pre>HartX.ValidateLicense "Unlimited Hart Developer", "b1F781cD-o4n1-9x8u-q0dt-F18a313868be";</pre>
	VBA ¹		
SlaveX	C#	BaSlaveX.dll/tlb	<pre>SlaveX.ValidateLicense ("Unlimited Hart Developer", "b1F781cD-o4n1-9x8u-q0dt-F18a313868be");</pre>

The first call into a DLL or a .NET component should be a call of the registration passing the correct user name and the license code to the software.

¹ See Excel example