Welcome to Simple Serial Code – game activation system I will show you how to setup everything step by step!

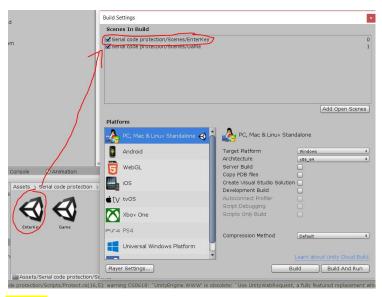
Step 1

Import everything to your project!

Step 2

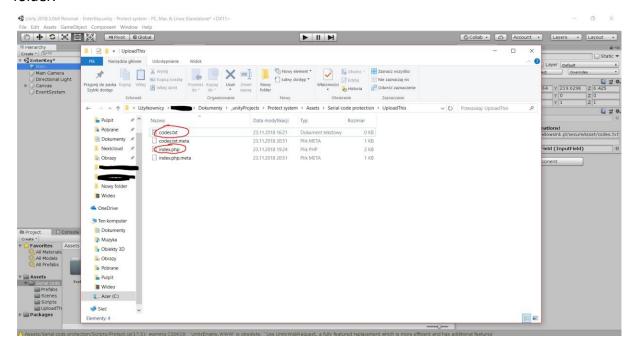
Go to **Serial code protection** > **Scenes**

Add "EnterKey" scene on the top in Build settings (Ctrl + shift + B) and open this scene.



Step 3

Show your project in explorer and upload to your **FTP server** all files from "**UploadThis**" folder.



Step 4.1 – if you have FTP server

Edit index.php just with your server information.

If you will keep **codes.txt** in the same folder as **index.php**, you don't need to change **\$file**. You still need to change **\$url**. It should end with **/index.php**. For example if you keep files in public folder (main) enter http://www.yourDomain.com/index.php

```
1 **Tophp
3 **Configuration.
Surl **Chitps://wellowaink.pl/secureAsset/index.php*7**
3 **Sfile = ("codes.txt")
4 **Check if form has been submitted
5 **If (isset($ PoST('text')))
7 **/ check if form has been submitted
5 **If (isset($ PoST('text')))
6 **If (isset($ PoST('text')));
7 **/ /* cast to form again
8 **header(sprinf('tocation: 'sp', Surl));
9 **print('*a href="%p">Moved*(a'z-', htmlspecialchars($url));
10 **print('*a href="%p">Moved*(a'z-', htmlspecialchars($url));
11 **print('*a href="%p">Moved*(a'z-', htmlspecialchars($url));
12 **print('*a href="%p">Moved*(a'z-', htmlspecialchars($url));
13 **print('*a href="%p">Moved*(a'z-', htmlspecialchars($url));
14 **cat the textfile
9 **preader of the form again
15 **preader of the form again
16 **preader of the form again
17 **preader of the form again
18 **preader of the form again
19 **preader of the form again
10 **preader of the form again
10 **preader of the form again
11 **preader of the form again
12 **preader of the form again
13 **preader of the form again
14 **preader of the form again
15 **preader of the form again
16 **preader of the form again
17 **preader of the form again
18 **preader of the form again
18 **preader of the form again
19 **preader of
```

Now you should be able to open **index.php** file and use it. Here you can modify, remove and add new serial keys. Feel free to use generated one on the top.

Here you can add, remove and modify codes that are already working! Have fun!

You can use one of those (refresh page if need to reshuffle):
WGFMGSIWT.193LOU M21WLCH0K9VZHBFI SOWCY3BBNSFCI23X MURX23XB2YTD517I NA685CRVFIM9TFW8 6YWIVRZA2TRIWEVU DWYSB2TPG804D42W V61JE1K9W8KVW65T ZRYTS6SM32FQKSX7
08YXOSW4Z1SW18MI DZZB6W607C1HF8TF 56HM9LB0GYWAGLOL LOAU48CPX0EH7K42 HFRYZLNGW1YUCWC6 5DNLEOTBLK5JE0BO ALWAFKYYX9ATSDV9 MP11GZSQK9L4LZMO OOPAVEMNWU5D4WEF
65QV5XBYWZR2A4Y1 HE23TVCMS2LC0ZS

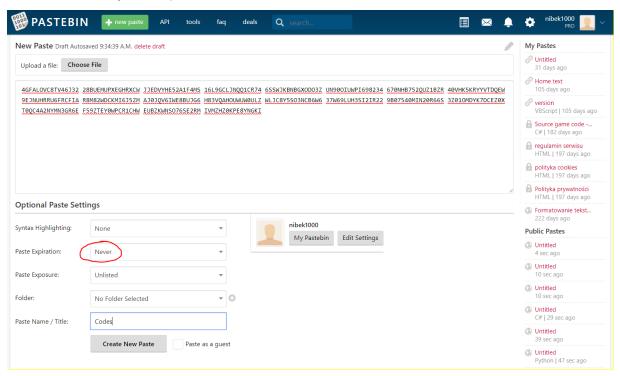
Remember to separate codes with (ONE) spacebar



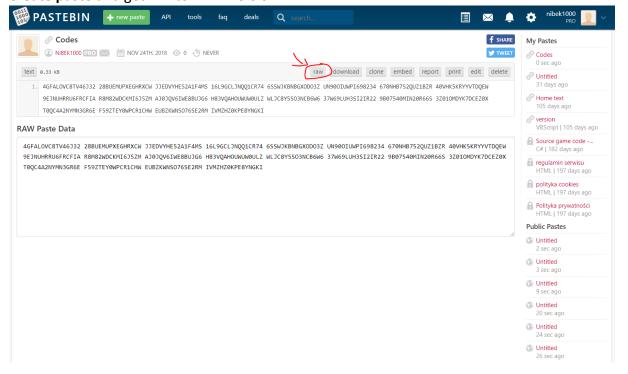
Step 4.2 – if you don't have FTP server

If you don't have **FTP server** you can use any website with text editor to make codes database. We recommend you to use **PasteBin.com**. You can later **edit** codes.

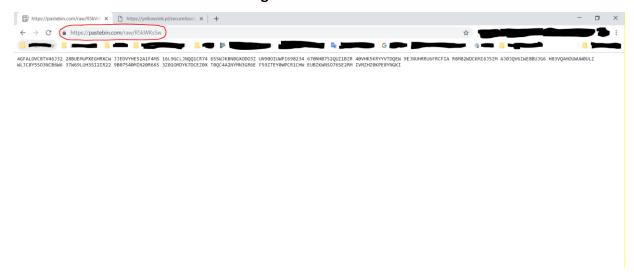
Create an account and make new Paste, enter in it codes you want to be active (separate them with **ONE** spacebar).

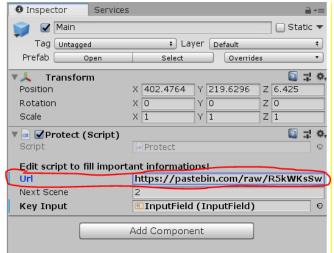


Create paste and get link to RAW version.



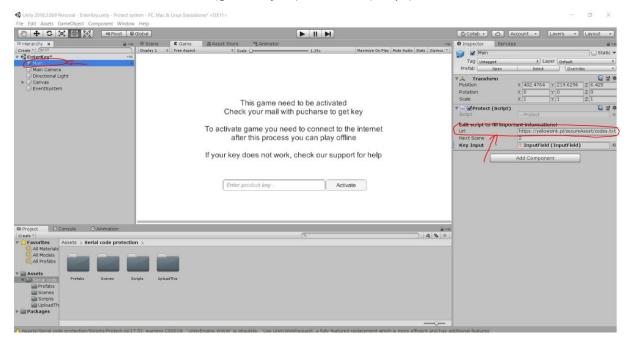
Enter link to RAW version in URL string.





Step 5

Enter URL to codes.txt in Main (gameobject) > Protect (script)



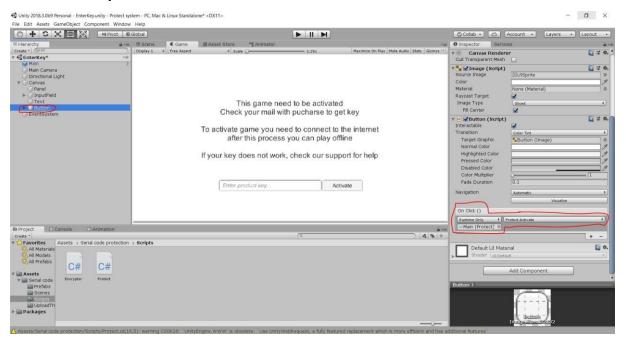
Step 6

Change **secret key** in **Serial code protection** > **Scripts** > **Encryptor** (script). Make it long and hard to remember.



Step 7

Make sure that in **Main** (gameObject) > **Protect** (script) there is nothing missing and **Activate button** has **script connected**.



If you need any help write on my email:

pomoc@yellowsink.pl