

Atalasoft DotImage

Installation Guide

Version: 11.0

Date: 2017-07-18



Legal notice

© 2017 Kofax. All rights reserved.

Kofax is a trademark of Kofax, Inc., registered in the U.S. and/or other countries. All other trademarks are the property of their respective owners. No part of this publication may be reproduced, stored, or transmitted in any form without the prior written permission of Kofax.

Table of Contents

Legal notice.....	2
Preface.....	4
Related documentation.....	4
Getting Help for Atalasoft Products.....	4
Chapter 1: Atalasoft DotImage.....	6
Chapter 2: Licensing.....	7
Licensing Atalasoft DotImage.....	7
License agreement.....	8
License file.....	21
Licensing FAQ.....	22
Chapter 3: Installing Atalasoft DotImage.....	25
Download the files.....	25
Activate a serial number.....	25
Request an evaluation license.....	26
Activate the SDK license.....	26
Activate the SDK license without internet access.....	27
Activate the server license.....	28
Activate the server license without internet access.....	29
Assembly restructuring introduced in version 10.3.....	30
Update Atalasoft DotImage.....	30
Rebuilding Atalasoft DotImage with an Update.....	31

Preface

The *Atalasoft DotImage Installation Guide* contains information about how to install this product.

Related documentation

In addition to this guide, the Atalasoft DotImage documentation set includes the following:

- [API Reference](#): Gives the complete Atalasoft DotImage class library in online help format.
- [API Reference \(.chm file\)](#): Gives the complete Atalasoft DotImage class library for offline use.
- *Atalasoft DotImage Release Notes*: Contains late-breaking product information not included in this guide. You can download the release notes from the Atalasoft website at www.atalasoft.com.
- [Atalasoft DotImage Demos](#)

You can also refer to the following Atalasoft DotImage information resources:

- [Atalasoft DotImage Feature Matrix](#)
- [Atalasoft DotImage Support](#)
- [Atalasoft Knowledgebase](#)
- [Atalasoft DotImage Forums](#)
- [Purchase Atalasoft DotImage](#)
- [Contact Atalasoft DotImage Sales](#)
- [Atalasoft DotImage Developer Blogs](#)

Getting Help for Atalasoft Products

Atalasoft regularly updates the Atalasoft Support site with the latest information about Atalasoft products.

To access some resources, you must have a valid Support Agreement with an authorized Atalasoft Reseller/Partner or with Atalasoft directly.

Use the tools that Atalasoft provides for researching and identifying issues. For example, use the Atalasoft Support site to search for answers about messages, keywords, and product issues. To access the Atalasoft Support page, go to www.kofax.com/support.

The Atalasoft Support page provides:

- Product information and release news
Click a product family, select a product, and select a version number.
- Downloadable product documentation
Click a product family, select a product, and click **Documentation**.

- Access to product knowledge bases

Click **Knowledge Base**.

- Access to the Atalasoftware Customer Portal (for eligible customers)

Click **Account Management** and log in.

To optimize your use of the portal, go to the Atalasoftware Customer Portal login page and click the link to open the *Guide to the Atalasoftware Support Portal*. This guide describes how to access the support site, what to do before contacting the support team, how to open a new case or view an open case, and what information to collect before opening a case.

- Access to support tools

Click **Tools** and select the tool to use.

- Information about the support commitment for Atalasoftware products

Click **Support Details** and select **Atalasoftware Support Commitment**.

Use these tools to find answers to questions that you have, to learn about new functionality, and to research possible solutions to current issues.

Chapter 1

Atalasoftware DotImage

Atalasoftware DotImage is a suite of .NET assemblies to use in projects to acquire, read, write, display, annotate or process images. Atalasoftware DotImage assemblies can be used in desktop and ASP.NET projects and the various objects and methods are accessible from any .NET-compliant language including C# and Managed C++.

Atalasoftware DotImage WebForms controls include innovative AJAX controls for scanning, displaying and manipulating images and documents, all with a minimal, no client-side footprint.

Images used in Atalasoftware DotImage controls or objects can come from files or databases, as well as from scanners or cameras.

In addition to standard objects, Atalasoftware DotImage includes .NET controls you can add to WinForms, WPF, and WebForms projects. These controls make it easy to create applications that display or edit images.

Chapter 2

Licensing

In order to use this product, you must have a valid license.

Licensing Atalasoftware DotImage

Before you can use a Atalasoftware DotImage Toolkit, you need to obtain the appropriate license. Select one of the following:

- SDK/Developer Build Licenses
- Server Licenses

These licenses can be purchased directly from the Atalasoftware DotImage website or by contacting sales. See the License Agreement for more details.

SDK/Developer build licences

Each Atalasoftware DotImage developer must have his or her own developer build license. A single developer build license can be used to develop an unlimited number of single-user client applications deployed to an unlimited number of client desktop computers as long as the licenses are still under maintenance.

Note If a developer requires the ability to compile an application with Atalasoftware DotImage, even if the developer is not programming with Atalasoftware DotImage, that developer must obtain a developer build license.

Server licenses

Each server that uses Atalasoftware DotImage in a WebForms environment must have a separate server license. A single Server license is required for each set of two CPUs. Activation is required for each server using Atalasoftware DotImage. If you need a large number of server licenses, contact sales for an OEM agreement which does not require server activation.

Serial numbers

Every toolkit has its own serial number and therefore its own license file.

Some modules including Advanced Document Cleanup, Advanced Photo Effects, OCR Engines, and PDF Translator are included as flags in their parent license file. For that reason they do not require their own license file.

The first four characters of every serial number is a code that identifies the product the serial number enables. The following table provides a mapping of the current products to their four letter codes.

Toolkit	License File	Serial Number Code
Atalasoftware DotImage	Atalasoftware.dotImage.lic	DID2

Toolkit	License File	Serial Number Code
DotTwain	Atalasoftware.dotTwain.lic	DTS1
Barcode Reader	Atalasoftware.dotImage.Barcoding.Reading.lic	BARD (All 1D/2D) BARP (All 1D) BARS (Only Code-39)
Barcode Writer	Atalasoftware.dotImage.Barcoding.Writing.lic	BCWS
PDF Reader	Atalasoftware.dotImage.Pdflum.lic	PRP2
OCR Module	Atalasoftware.dotImage.Ocr.lic	OCRM
ISIS Scanning	Atalasoftware.dotImage.Ocr.Isis.lic	ISIS
JBIG2 Codec	Atalasoftware.dotImage.Jbig2.lic	JB22
JPEG2000 Codec	Atalasoftware.dotImage.Jpeg2000.lic	DJS2
WingScan SDK	Atalasoftware.WingScan.lic	WSN2
Forms Processing	Atalasoftware.dotImage.FormsProcessing.lic	FOPS
DWG CAD Reader	Atalasoftware.dotImage.Dwg.lic	CADD
DICOM Reader	Atalasoftware.dotImage.Dicom.lic	DICM
DotPdf (Pdf Generated Document)	Atalasoftware.PdfDoc.lic	PDFG
Microsoft Office Reader	Atalasoftware.dotImage.Office.lic	ODD2

License agreement

In order to use the Software, you must first agree to this Agreement. You may not use the Software if you do not accept this Agreement. You can accept this Agreement by clicking to accept or agree to this Agreement, where this option is made available to you by us in the user interface for any service; by executing a purchase order referring to this Agreement; by paying an invoice referring to this Agreement; or by actually using the Software. You understand and agree that we will treat your use of the Software as acceptance of this Agreement from that point onwards.

ATALASOFT, INC. SOFTWARE DEVELOPMENT KIT LICENSE AGREEMENT

FOR ATALASOFT PRODUCTS

1. INTRODUCTION.

(a) *Use of Software Subject To Agreement.* Your use of our software (referred to collectively as the "**Software**" in this document and excluding any services provided to you by us under a separate written agreement) is subject to the terms of this legal agreement between you and us, as amended from time to time (the "**Agreement**").

(b) *Acquisition of Licenses.* You acquire **Licenses** and related services subject to this **Agreement** by submission of **Purchase Order(s)** and payment of amounts due thereunder or by making a credit card payment specifying the type, quantity and term of such software and services, as of result of which you are entitled to the rights and services set forth in this **Agreement**.

(c) Parties. The term “You” or “you” means the company, entity who is executing or otherwise taking action to be bound by this **Agreement**; “we” or “us” means Atalasoftware, Inc., a Massachusetts corporation, and “both of us” means both you and us. Certain other terms have the meanings given them in Section 15..

2. ACCEPTING THIS AGREEMENT.

(a) Agreement to Terms. Your use of our **Software**, is subject to your acceptance of the terms of the Agreement whether by (a) clicking to accept or agree to this **Agreement**, where this option is made available to you; (b) by executing a **Purchase Order** referring to this Agreement; (c) by paying an invoice referring to this **Agreement**; or (d) by simply using the **Software**.

(b) *Acceptance of Terms by an Organization*. If you are entering into this **Agreement** on behalf of a company or other organization, you represent that you have the authority to bind your company or organization to this **Agreement**.

3. LICENSE FROM US.

(a) *Grant of License - Usage in General*. Subject to this **Agreement**, we give you a personal, worldwide, non-exclusive right to use the **Software** in object code form only (except as otherwise specifically set forth below) in the quantity and for the purposes set forth below, depending on the particular **License** you have acquired. You may use the **Software** solely for the purpose of designing, developing and testing your **Application** and (as subject to the provisions below) using such **Applications** internally or distributing them to third parties. In connection with such use, you may modify the source code versions of sample files, if any, included with the **Software** for the purpose of creating your **Application**.

You may distribute the **Application** you make containing our **Software** subject to the limitations of and type of use set forth below under "License Types", and subject to the following conditions: (i) you may not permit further redistribution of our **Software** by your **Customers**, (ii) you must distribute your applications under a written agreement that prohibits reverse engineering, decompilation or disassembly of the applications(s) and requires your **Customers** of the **Applications** to abide by the conditions stated in this **Agreement** and (iii) without our consent, or as required in below, you may not use our name, logo or trademarks to market your application.

(b) *License Grant - Length of Term*. The provisions of this licensing agreement are effective unless terminated. FOLLOWING THE EXPIRATION OF THE APPLICABLE **MAINTENANCE AND DEPLOYMENT TERM**, YOU MAY NO LONGER USE THE **SOFTWARE** TO DEPLOY NEW UNITS OF **APPLICATIONS**. Unless otherwise expressly provided, however, your **Customers** continue to have the right to use **Applications** (including the incorporated **Software**) and you have the right to use the **SDK** to maintain **Applications** (including the incorporated **Software**) supplied to them prior to the expiration of the term of the related **Maintenance and Deployment Term**. Any use of the Software beyond the scope of authorized licensing is subject to payment of additional license fees based upon the list price of the associated quantity of additional licenses utilized..

(c) *License Types*.

(i) *SDK License*. You are required to purchase an **SDK License** for the **Software** that is in use in your **Application**. Each SDK License includes one Developer Build License. Included in the purchase of each SDK License is one year's worth of maintenance as defined in section 6 at 20% of the purchase price and the right to deploy new licenses as defined in 3(b) at 16% of the purchase price. Should you wish to continue to receive maintenance services and deployment rights as further defined in 3(b), a fee of 20% and 16%, respectively, of the license price is required and payable prior to the end of the existing maintenance and deployment term

(ii) *Developer Build License*. Use of the **Software** requires one **Developer Build License** per **Developer** and per **Automated Build Machine**. For the avoidance of doubt, in the event that a Developer utilizes an Automated Build Machine, a quantity of two licenses are required. **Licenses** are non-transferable between **Developers**. For example, if a company has two developers that will use the **Software**, the company requires two **Licenses**. This is the case even if the developers will not be working with the **Software** at the same time. This is also the case if a project involving the use of the **Software** is transferred from the original developer to a new developer and if the original developer returns within a one-year period. Included in the purchase of each Developer Build License is one year's worth of maintenance as defined in section 6 at 20% of the purchase price and the right to deploy new licenses as defined in 3(b) at 16% of the purchase price.

(iii) *Specialized Deployment Licenses*. If your **Application** is described by any of the categories below, it requires a specialized license as described in that category; the general deployment licenses described in section 3(c) (iv) are not applicable.

(A) *Client Applet Server License*. Allows **Application** built with Software to be deployed to a single "Client Applet Server", which are Applications Servers used to directly deploy **Software** to the client to use the **Software** directly from a browser, such as ActiveX components that are deployed via CAB files, and DLL's that are distributed via Microsoft .NET Web Deploy only when functionality is integrated within a browser. A Server license can be purchased for each **Server**, regardless of the number of CPU's, to cover this deployment scenario.

(B) *Cloud Application License*. Allows a single **Application** built with Software to be deployed to a cloud environment defined as a group of physical or virtual Servers that can be elastically provisioned to run the **Application**. Contact the Atalasoftware Sales Department to discuss the specifics of deployment licensing and pricing..

(C) *Embedded Hardware License*. Allows **Application** built with Software to be Embedding the Software in a Hardware Device defined as equipment that is not a Single User Client or Multi User Kiosk or Server. Example devices include: scanners, printers, fax machines, digital cameras, hard drives, network devices, and multi-task office machines. Contact the Atalasoftware Sales Department to discuss the specifics of deployment licensing and pricing.

(D) *Hardware Bundled License*. Allows **Application** built with Software to be bundled with Hardware/ Devices/Computers. "Bundling" is defined as Software that is sold with a computer or other hardware component as part of a package. Contact the Atalasoftware Sales Department to discuss the specifics of deployment licensing and pricing.

(E) *COM Callable Wrapper License*. Atalasoftware .NET imaging toolkits are designed to be used from other .NET applications. In the understanding that some licensees need to take advantage of the components using unmanaged code the licensor can accommodate by providing a custom license. This custom license will allow a licensee to call Atalasoftware.NET assemblies from non .NET applications by developing a COM Callable Wrapper. Contact the Atalasoftware Sales Department to discuss the specifics of deployment licensing and pricing.

(F) *Enterprise License*. Allows Application to be built and utilized on the number of Server licenses purchased, with such servers being designated only for use on either a production or non-production server, in accordance with the specified licenses purchased. Associated SDKs under Enterprise License may only be distributed internally for a single company's usage and internal development purposes. The Enterprise License is solely for the internal use purposes of the specified enterprise receiving such license, such that any and all re-distribution, transfer, or sublicensing to third parties is strictly prohibited

(iv) *General Deployment Licensing.* If any **Applications** built from **Developer Licenses** are not described by the specialized categories in Section 3(c)(iii), you may deploy it in accordance with the following conditions applicable to the applicable **License** described in this Section 3(c)(iv) as long as the **Maintenance and Deployment Term** is active for each related **SDK** and **Developer Build License**. (Note: In the case of WingScan products, maintenance is required on all servers in order to purchase and deploy any additional servers).

(A) *Desktop Client License.* Allows **Application** built with **Software** to be deployed to a "Desktop Client" defined as an "end-user" personal computer (PC) operated by a person that may have Applications installed that directly, or indirectly, utilize the **Software**. **Software** listed in **Exhibit A** may be deployed to an unlimited number of Desktop Client Licenses during the **Maintenance and Deployment Term** for all **Software** used in **Application**. In the case of licensing the Mobile SDK, as described in Exhibit A, mobile devices can be deployed to in lieu of a Desktop Client.

(B) *Server License.* Allows **Application** built with **Software** to be deployed to a single **Server** per **License**. Please note that a "**Server**" is defined below as a non-user physical or Virtual computer, configured with the intention of multiple users accessing it as a service, or as a background service run as an automated process for any kind of service that has **Software** loaded into the server's RAM. Each **Server** license allows a single installation to a Production Server and a single installation to a **Non-Production** server or two installations to a **Non-Production** server. Included in the purchase of each Server License is one year's worth of maintenance as defined in section 6 at 25% of the purchase price.

(C) *MobileImage SDK License.* Allows Application built with Software to be deployed to a "Mobile Client" defined as an "end-user" mobile device (PC) operated by a person that may have Applications installed that directly, or indirectly, utilize the Software. Software listed in Exhibit A may be deployed to an unlimited number of Mobile Clients Licenses during the Maintenance and Deployment Term for all Software used in Application. Included in the purchase of each SDK License is one year's worth of maintenance as defined in section 6 at 36% of the purchase price. Should you wish to continue to receive maintenance services and deployment rights, a fee of 36% of the license price is required and payable prior to the end of the existing maintenance and deployment term.

(D) *MobileImage Image Volume License.* Allows Application built with Software to be deployed to a "Mobile Client" defined as an "end-user" mobile device (PC) operated by a person that may have Applications installed that directly, or indirectly, utilize the Software. Software may be deployed to an unlimited number of Mobile Clients Licenses during the Maintenance and Deployment Term. Customer is required to purchase Image Volume Licenses. Included in the purchase of each Image Volume License is one year's worth of maintenance as defined in section 6 at 20% of the purchase price. Should you wish to continue to receive maintenance services and deployment rights, a fee of 20% of the license price is required and payable prior to the end of the existing maintenance and deployment term.

(1) A *Server License* is required for each physical or **Virtual Server** where Software is loaded into the **Server's** RAM.

(E) *Licensee Evaluation License.* You may supply our **Software** to your licensees under an "Evaluation License", under which you grant the licensee the temporary, non-exclusive, non-transferable right to your **Application** with our **Software** in object form only, solely for evaluation purposes, but not for general production use, during an evaluation period not to exceed thirty (30) days; unless otherwise specified in an agreement with us no royalty or other payment is due to us for such usage. In no event do we accept responsibility for warranty or support with respect to such usage.

(d) *Evaluation License.* If your **Software** is designated as supplied under an "Evaluation License", we grant an **Evaluator** the temporary, non-exclusive, non-transferable right to use one copy of the **Software**

in object form only, solely for evaluation purposes, but not for general production use, during an evaluation period of thirty (30) days from the date the **Software** is first used by the individual. If an evaluation license extension is needed beyond the initial 30 days, contact Atalasoftware. "**Evaluator**" is defined as a **Developer** engaged in the evaluation of the software developer kit (SDK) to ensure that the **Software** meets the needs of the **Evaluator** prior to a purchase. An application developed with an evaluation license cannot be deployed into production without a Developer Build License for each **Developer** that uses the **SDK**, and associated additional SDK licenses which are required for deployment into production. An **Evaluator** may create only one account at Atalasoftware.com for evaluation purposes

(e) *U.S. Government End Users.* The **Software** is a "commercial item", as that term is defined in 48 C.F.R. 12.101 (Oct. 1995), consisting of "commercial computer software" and "commercial computer software documentation", as such terms are used in 48 C.F.R. 12.212 (Sept. 1995). Consistent with 48 C.F.R. 12.212 and 48 C.F.R. 227.7202-1 through 227.7202-4 (June 1995), all U.S. Government End Users acquire the **Software** with only those rights set forth herein.

4. LIMITATION ON YOUR USE

(a) *Restrictions on Use.* You may not (and you may not permit anyone else, on your behalf or otherwise, to) copy, modify, create a derivative work of, reverse engineer, decompile or otherwise attempt to extract the source code of the **Software** or any part thereof, unless this is expressly permitted or required by law, or unless you have been specifically told that you may do so by us, by an authorized representative in writing.

(b) *Restrictions on Access.* You agree not to access (or attempt to access) any of the **Software** by any means other than through the interface(s) that are provided by us, unless you have been specifically allowed to do so in a separate written agreement executed by us. In particular, this **Agreement** does not allow for exposing of the application programming interface (API) functionality to non-licensed users. YOU MAY NOT CREATE A DYNAMIC LINK LIBRARY (DLL) THAT EXPOSES OR WRAPS FUNCTIONALITY OF THE SDK TO A NON-LICENSED DEVELOPER.

(c) *Compliance with Law.* You agree to use the **Software** only for purposes, and in a manner, permitted by (i) this **Agreement** and (ii) any applicable law, regulation or generally accepted practices or guidelines in the relevant jurisdictions including, without limitation, any regulations of the United States Bureau of Export Administration and other applicable governmental agencies (including all applicable US export restrictions).

(d) *Restrictions on Sublicense or Assignment.* This **Agreement** and any license granted under this **Agreement** are personal to you (and your **Personnel** in the course of their work for you), and do not include the right to sublicense your rights under this **Agreement** to any third party. You may not transfer or assign, by operation of law or otherwise, this **Agreement** or your license to any third party without our prior written consent, which may be withheld in our sole discretion for any reason or for no reason. Notwithstanding the foregoing, you may permit your employees, consultants or other third-party service providers (collectively, "**Personnel**") to access and use the **Software** on your behalf; provided that you shall be responsible for ensuring that your **Personnel** comply with this **Agreement** and any applicable end user license agreement to which they assent. If you acquire a third party entity or acquire substantially all of the assets of a third party entity, or are acquired by a third party, in each case, whether by merger, change of control, sale of assets, consolidation or otherwise, such event shall be considered an assignment of this **Agreement** for this purpose. Any assignment or attempted assignment in violation of this **Agreement** shall be of no effect, and shall constitute a breach of this **Agreement** and result in the immediate and automatic termination of your license rights under this **Agreement**; any renewal of such rights shall, if then available, be at our sole discretion, and will be on terms and conditions applicable at the time of renewal.

DotImage PDF Reader. YOU ARE NOT AUTHORIZED TO USE THE DOTIMAGE PDF READER ADD-ON TO INTEGRATE AND REDISTRIBUTE DESKTOP APPLICATIONS THAT COMPETE DIRECTLY WITH FOXIT READER, FOXIT PDF EDITOR, PDF PAGE ORGANIZER, PDF CREATOR, PDF TEXT VIEWER, PDF TEXT CONVERTER, AND/OR PDF IFILTER FROM FOXIT SOFTWARE. IN THE EVENT THE PRODUCT YOU PURCHASED DOES NOT CONTAIN ADD-ONS, THIS PROVISION SHALL NOT APPLY.

5. SUBSEQUENT OR PREVIOUS VERSIONS OF THE SOFTWARE; MULTIPLE PHYSICAL COPIES.

(a) *Future Versions.* The license granted to you under this **Agreement** is for the current version of the **Software** as of the time we make such version available to you under this **Agreement**. We may release future versions of the **Software** under this **Agreement** or a different agreement. Nothing in this **Agreement** is a commitment to you of compatibility between the **Software** and any future versions of the **Software**. This **Agreement** shall apply to any such updated **Software** made available to you except as otherwise expressly agreed in connection with such updated **Software**.

(b) *Upgrades of Previous Version.* If the **Software** provided to you is an upgrade or revised version of **Software** previously provided to you under this Agreement or a predecessor agreement, you may not loan, rent, lease, or otherwise transfer the original non-upgraded **Software** to another user or a separate computer. If the **Software** is an upgrade of a component of a package of software programs that you licensed as a single product, the **Software** may be used and transferred only as part of that single product package and may not be separated for use by another user or on a separate computer.

(c) *Multiple Physical Copies.* You may receive the **Software** in more than one medium, for example CD-ROM or download. Receipt of more than one copy of the **Software** (either on physical media or by multiple downloads or otherwise) does not entitle you to any additional rights to the **Software**. Your rights to use the software derive from this **Agreement** and the **Licenses** related hereto, not from any rights to ownership of any tangible media, which if provided is only provided for your convenience.

6. **SUPPORT OBLIGATIONS.** The following provisions set forth your rights concerning maintenance and support regarding the Software. Any such services are provided only during the **Maintenance and Deployment Term** for which you have acquired maintenance services.

(a) *General.* Our support obligations for **Software** are comprised of the following:

(i) *Maintenance Releases.* We will make available to you, at no additional charge, all **Maintenance Releases** and **Major Releases** to the **Software** which we make generally available to our customers during your **Maintenance and Deployment Term**.

(ii) *Versions Supported.* We will not be responsible for support services for any version of the **Software** other than the current and previous **Major Release** of the **Software**, provided that we will support each **Major Release** (and the latest **Maintenance Release** made available with respect thereto) for a period of not less than one year from initial release of the **Major Release**.

(iii) *Problem and Error Resolution.* We will investigate all potential errors related to the **Software's** non-conformance to Documentation, provided that you have notified us in writing during the **Maintenance and Deployment Term**. We will make commercially reasonable attempts to substantiate the existence of the problem, evaluate the seriousness of the problem's effect on you and provide a workaround or resolution within the time frame established in the Error Reporting and Priority Guidelines. This does not guarantee that the resolution will include a software update that will resolve or fix the reported issue.

(iv) *Telephone Consultation.* We will provide reasonable telephone consultation to assist in the implementation and utilization of the **Software** during our Standard Support Hours. We may require

that you submit a support request through the web support portal, depending on the classification of assistance required. Telephone consultation for licensing or other sales-related issues may be limited to our Standard Business Hours.

(b) ERROR REPORTING AND PRIORITY GUIDELINES

(i) *Contacting Our Support.* Requests shall be made by telephone or the web to: (413) 572-4443 or <http://www.atalsoft.com/support>.

(ii) *Classification of Errors.* Upon receipt of requests for support, we classify support calls on the following basis:

Priority	Priorities Assigned Under These Guidelines
1	Licensing issues related to deployment of the user's product.
2	Produces an emergency situation in which the Covered Software is inoperable, or fails catastrophically
3	Produces a detrimental situation in which performance (throughput or response) of the Covered Software degrades substantially under reasonable loads, such that there is a severe impact on use; one or more main functions or commands is inoperable; or the use is otherwise significantly impacted; Licensing issues not related to the deployment of the user's product.
4	Produces an inconvenient situation in which the Covered Software is usable, but does not provide a function in the most convenient or expeditious manner or produces incorrect results, and the user suffers little or no significant impact.
5	Any other support issue, including requests for enhancement or documentation changes.

(iii) *Response Time.* We shall, after receipt and classification, use commercially reasonable efforts to respond during Standard Support Hours to each notification as indicated below, with a resolution of the issue as indicated below:

Priority	Receipt Acknowledged	Resolution Goal
1	4 Business Hours	1 Business Day - Correction to be issued when tested and available
2	4 Business Hours	2 Business Days - Correction to be issued when tested and available
3	4 Business Hours	Correction to be issued when tested and available
4	4 Business Hours	Correction to be included in a future release, on a business justifiable basis
5	4 Business Hours	Request may or may not be included at our discretion in a future release

- Receipt Acknowledged: Time for our operational staff to respond to your notification and resolution commences.
- Resolution Goal: If availability is not restored by this time, the issue will be escalated to a manager.

(c) CONDITIONS FOR SUPPORT PROVIDED BY US.

We provide a second level of support for those problems that you cannot reasonably be expected to resolve for yourself. Accordingly, our performance under the above criteria is conditional upon your compliance with the following conditions of support:

- You must provide (or at least disclaim any requirement of ours to provide) first line support to your users (and your customer's users).

- You must ensure that the **Software** is used only in combination with other software, devices or hardware recommended or specified by us as being compatible with the **Software**, and ensure a stable network environment with adequate capacity. In addition, you are expected to provide a technically qualified single point of contact for coordination of support with us.
- You must install (and cause your customers to install) all Updates we make available to you. We are not responsible for support services with respect to a **Software** if you (or the customer) have refused to permit updating of the **Software** by all applicable Maintenance Releases or if you have not ensured that hardware and network services are correctly configured and operating according to specifications, and operating system software and other third party software is current, and has all manufacturer/supplier-recommended updates and patches.
- You must provide us with reasonable access (remote or on-site, as needed by us) to the equipment, the **Software** and all relevant documentation and records relating to a reported issue, and such reasonable assistance as we may request, including sample output and other diagnostic information, in order to assist us in providing support.
- We are not responsible for support services to the extent arising in connection with **Extraordinary Circumstance**.

Failure to comply with the above requirements is not a breach of your agreement with us, but does excuse us from providing related support services.

(d) *Your Customers*. Customers who acquire our **Software** through a reseller or through an Atalasoft OEM Partner must go to the entity that they acquired the **Software** from for their technical support services. Customers who contact our support directly will be directed back to their supplier for support and we will provide support to or through that entity partner unless (solely at our discretion) our personnel determine that it is necessary or desirable to provide support directly to the end-user customer.

(e) *Services Not Included*. Support services do not include any of the following: (1) custom programming services; (2) on-site support, including installation of hardware or any software; (3) support of any **Software** not covered by this agreement; or (4) training.

(f) *Time And Materials Services*. In the event that you notify us of a problem experienced in connection with the operation of the **Software**, we will respond as provided above. If the cause of such problem is not an error, defect or nonconformity in the **Software**, you must compensate us for all work performed by our personnel in connection therewith, on a time and materials basis at our then current standard rates, unless otherwise agreed by the parties in writing at the time, plus expenses. Expenses in excess of \$500 require your prior approval.

(g) *Non-Atalasoft Software*. Upon request and reasonable notice, we may (at our option) provide assistance in the installation or integration of non-Atalasoft software on a time and materials basis, plus expenses. Non-Atalasoft software consists of any software not created or supplied by us, including the following: new releases and updates to operating systems and other system software, and software you or a third party develop (except third party software embedded in the **Software**).

7. **PUBLICITY**. You (meaning your organization) agree to be identified as a customer of ours and agree that we may refer to you by name, trade name and trademark, if applicable, and may briefly describe your business in our marketing materials and website. You hereby grant us a license to your name and any of your trade names and trademarks solely in connection with the rights granted to us pursuant to this section.

8. **PAYMENT**

(a) *Services; Fees.* You agree to pay all charges, recurring fees, applicable taxes and other charges (collectively herein "**Charges**") at the rates in effect for the billing period in which those charges are incurred based on the licensing and service agreement for which you have acquired.

(b) *Payment.* All payments shall be made at our address as indicated in this **Agreement** or at such other address as we may from time to time indicate by proper notice hereunder. All invoices are due and payable within thirty (30) days of our date of invoice. Interest shall be payable at the rate of one and one-half percent (1.5%) per month or at the maximum rate permitted by law, whichever is less, on all overdue and unpaid invoices until paid in full. All fees are denominated and to be paid in United States Dollars and are exclusive of any applicable taxes. You shall pay, indemnify and hold us harmless from all sales, use, value added or other taxes of any nature, other than personal property or taxes on or measured by our net or gross income, including penalties and interest, and all government permit or license fees assessed upon or with respect to any fees.

(c) *Billing Disputes.* You must inform us of any billing problems or discrepancies within 90 days after they first appear on your account statement or invoice. If you do not bring them to our attention within 90 days, you agree that you waive your right to dispute such problems or discrepancies. Additionally, if any charges are being collected by us on behalf of a supplier, then such supplier shall be an express third party beneficiary of this section.

9. PROPRIETARY RIGHTS.

(a) *Ownership of Intellectual Property.* We (or our licensors) own all legal right, title and interest in and to the **Software**, including any intellectual property rights that subsist in the **Software** (whether those rights happen to be registered or not, and wherever in the world those rights may exist). The **Software** may contain information that is confidential to us (including without limitation any information so designated) and you shall not disclose such information to any third party without our prior written consent.

(b) *Content.* We obtain no right, title or interest from you (or your licensors) under this **Agreement** in or to any information (such as data files, written text, computer software, music, audio files or other sounds, photographs, videos or other images) (collectively, "**Content**") that you or your customers transmit or display on, or through, the **Software**, including any intellectual property rights that subsist in that **Content** (whether those rights happen to be registered or not, and wherever in the world those rights may exist). You are responsible for protecting and enforcing those rights and we have no obligation to do so on your behalf.

(c) *Your Service Data.* We and our affiliates may collect and use technical information you provide us as a part of the support services related to the **Software**. We agree not to use this information in a form that personally identifies individual persons at your organization.

(d) *Suggestions.* You may voluntarily provide suggestions, comments or other feedback ("**Feedback**") to us with respect to items or information provided by us under this **Agreement**. We are not required to hold your **Feedback** in confidence, and your **Feedback** may be used by us for any purpose without obligation of any kind. Incorporation of your **Feedback** into our materials or products does not affect our exclusive ownership of such materials by us.

(e) *Notices/Protection of Proprietary Rights.* You may not remove, obscure, or alter any proprietary rights notices (including copyright and trade mark notices) that may be affixed to or contained within the **Software**. In using the **Software**, you will not use any trade mark, service mark, trade name, logo of any company or organization in a way that is likely or intended to cause confusion about the owner or authorized user of such marks, names or logos. Nothing in this **Agreement** gives you a right to use any of our trade names, trade marks, service marks, logos, domain names, and other distinctive brand features without obtaining, in each instance, our prior written consent.

10. TERM.

(a) *Term.* This **Agreement** is effective until terminated as set forth in this section.

(b) *Termination for Cause.* Either party may terminate this **Agreement** for cause upon thirty (30) days written notice in the event the other party breaches a material provision of this **Agreement**, which breach is not cured within such thirty (30) day period.

(c) *Unauthorized Assignment.* In addition, all of your rights to access the **Software** under this **Agreement** shall automatically terminate in the event of an unauthorized assignment, as described above under Section 4(d).

(d) *Effect of Termination.* Upon any termination of this **Agreement**, your right to use the **Software** terminates, but the provisions under "Limitation on Your Use", "Proprietary Rights", "Exclusion of Warranties", "Indemnification", "Limitation of Liability" and "General" continue to apply to both of us even after termination.

11. EXCLUSION OF WARRANTIES. THE SOFTWARE IS MADE AVAILABLE "AS IS", "AS AVAILABLE". WE EXPRESSLY DISCLAIM ALL WARRANTIES OF ANY KIND RELATING TO THE SOFTWARE, WHETHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. WE DO NOT PROMISE THAT YOUR USE OF THE SOFTWARE WILL BE UNINTERRUPTED, ERROR-FREE OR COMPLETELY SECURE. YOU ALONE SHALL BEAR THE RISK AND YOU SHALL BE SOLELY RESPONSIBLE FOR ANY DAMAGE TO YOUR COMPUTER SYSTEM OR OTHER DEVICE OR LOSS OF DATA THAT RESULTS FROM USE OF THE SOFTWARE. NO ADVICE OR INFORMATION, WHETHER ORAL OR WRITTEN, OBTAINED BY YOU FROM US SHALL CREATE ANY WARRANTY NOT EXPRESSLY STATED IN THIS AGREEMENT.

12. INDEMNIFICATION. You agree to indemnify, hold harmless and defend us (and our subsidiaries, affiliates, officers, agents, co-branders or other partners, and employees), at your expense, against any and all third party claims or demands, actions, proceedings and suits and all related liabilities, damages, settlements, penalties, fines costs and expenses (including, without limitation, reasonable attorney's fees and other dispute resolution expenses) incurred by us, due to, arising out of or related to your use of the **Software** as modified in your Application, your or your **Personnel's** violation of this **Agreement**, or you or your **Personnel's** violation of any rights of another.

We shall defend or settle any Claim by a third party against You or Your customers that the SDK unmodified and as delivered under this Agreement infringes any patent or copyright of the United States or a contracting state to the European Patent Convention ("Infringement Claim"), provided that you promptly notify Us of such Infringement Claim in writing and gives Us full cooperation, information and sole authority to control the defense and any related settlement of such Infringement Claim. We shall pay the cost of such defense and settlement, and any costs and damages finally awarded by a court of competent jurisdiction against You as a result of, any Infringement Claim. If use of the SDK is enjoined under any final award or settlement of an Infringement Claim, or if We believe such injunction may occur, We may at our option and expense (i) procure the right to continue using the affected portion of the SDK, (ii) modify or replace the affected portion of the SDK so the SDK becomes non-infringing, or (iii) if none of the foregoing alternatives are commercially feasible, remove the affected portion of the SDK from this Agreement. Sections 9 and 10 set forth Our entire liability to You with respect to infringement.

Exceptions. We shall have no liability or other responsibility for an Infringement Claim to the extent such Infringement Claim arises from (1) any modification of the SDK not made by Us, (ii) any use of the SDK in a way not authorized by this Agreement, (iii) any compilation, combination, or other use of the SDK with products, solutions, or services not supplied by Us, where infringement would have been avoided but for

such compilation, combination, or use, or (iv) use of a superseded release of the SDK if the infringement would have been avoided by the use of a current release of the SDK provided by Us to You.

13. LIMITATION OF LIABILITY.

TO THE MAXIMUM EXTENT PERMITTED BY LAW, UNDER NO CIRCUMSTANCES AND UNDER NO LEGAL THEORY, WHETHER TORT, CONTRACT, TORT (INCLUDING NEGLIGENCE), PRODUCT LIABILITY OR OTHERWISE, SHALL WE BE LIABLE TO YOU OR ANY OTHER PERSON FOR (A) ANY DAMAGES RELATING TO THIS **AGREEMENT**, WHETHER DIRECT, INDIRECT, SPECIAL, INCIDENTAL, COVER, RELIANCE OR CONSEQUENTIAL DAMAGES, EVEN IF WE SHALL HAVE BEEN INFORMED OF THE POSSIBILITY OF SUCH DAMAGES OR (B) FOR ANY CLAIM BY ANY OTHER PARTY. IN THE EVENT THAT NOTWITHSTANDING THE FOREGOING, WE ARE FOUND LIABLE TO YOU FOR DAMAGES FROM ANY CAUSE WHATSOEVER, AND REGARDLESS OF THE FORM OF THE ACTION (WHETHER IN CONTRACT, TORT (INCLUDING NEGLIGENCE), PRODUCT LIABILITY OR OTHERWISE), OUR LIABILITY TO YOU WILL BE LIMITED TO THE GREATER OF \$10,000 OR THE AMOUNT YOU PAID FOR THE **SOFTWARE** ALLEGEDLY CAUSING SUCH DAMAGE. NONE OF OUR (OR OUR SUBSIDIARIES' OR AFFILIATES' OR SUPPLIERS') OFFICERS, DIRECTORS OR EMPLOYEES SHALL HAVE ANY LIABILITY HEREUNDER.

14. ACKNOWLEDGMENT OF ALLOCATION OF RISK. As you know, the materials provided to you hereunder are to be incorporated by you into products we have no control over, and sold to third party customer we have no right to evaluate, negotiate with or communicate with. You, and not we, therefore, have essential control over circumstances that will enable you to assess and moderate risk associated with the use of the **Software**. We have included the above provisions to allocate risk consistent with these realities.

You accordingly acknowledge that you understand that an essential purpose of the exclusion of warranties, the indemnification and the limitation of liability provided in this Agreement is allocation of risks between both of us, which allocation of risks is reflected in the applicable fees and other arrangements between both of us in the Agreement, and that we would not be willing to enter into this Agreement with you and license the Software to you if we were required to bear any additional risk.

15. DEFINITIONS. The following terms have specific meanings in this **Agreement**:

"Application" is a software application you make which includes the **Software** but adds significant functionality besides that provided by the **Software**.

"Build Machine" means a **Server** used to perform automated builds of software application (for example, a separate computer used to automatically create current versions of object based on source code modifications made by a group of **Developers**).

"Business Days" means days that occur Monday through Friday, exclusive of observed holidays. If any event occurs during a **Business Day**, and the response is designated in **"Business Days"**, the deadline for such event to occur shall be prior to the end of **Standard Support Hours** on that number of following **Business Days**. For example, an event occurring on Monday (at any time) for which one **Business Day** response is committed is due to be responded to by 7:00pm Eastern Time Tuesday. An event occurring on Monday for which five **Business Days** response is committed is due to be responded to by 7:00pm Eastern time on the subsequent Monday.

"Business Hours" has the following meaning: If any event occurs during **Standard Support Hours**, and the response is designated in **"Business Hours"**, such time period shall mean actual hours (even if such period extends beyond the normal end of Standard Support Hours). If any event occurs outside of

Standard Support Hours, and the response is designated in "**Business Hours**", such time period shall mean actual hours commencing upon the opening of business on the next **Business Day**.

"**Core**" means a separate CPU core, which may be combined together in a single physical CPU.

"**Customer**" means your customer to whom you sell or license the **Application** .

"**Developer**" is defined as an individual person engaged in the development of an Application.

"**Extraordinary Circumstances**" include fire, flood, earthquake, elements of nature or acts of God, acts of war, terrorism, riots, civil disorders, rebellions or revolutions, strikes, lockouts, labor difficulties, generalized internet interruptions (through denial of service, worms, telecommunications problems or the like) or any other cause beyond our reasonable control. We take commercially reasonable efforts to protect against and plan for continued service in such circumstances, but we cannot guarantee support.

"**In Use**" has the following meaning: **Software** is "in-use" on a computer when it is loaded into temporary memory (i.e., RAM) or installed into the permanent memory (i.e., hard disk, CD-ROM, or other storage device) of that computer.

"**License**" means the acquisition (and payment for) the particular use rights and with the rights and responsibilities described under this **Agreement**. Licenses subject to this Agreement are "SDK License", "Developer Build License", Single User Client License, and "Server License". Each of these has the rights and limitations specified in section 3. The following licenses require contacting the Atalasoftware Sales department for additional specifics and pricing: "Multi-User Kiosk License", "Client Applet Server License", "Cloud Application License", "Embedded Hardware License", "Hardware Bundled License", and "COM Callable Wrapper License".

"**Maintenance and Deployment Term**" means the period for which you have acquired the right to software maintenance and deployment services provided under this **Agreement**.

"**Purchase Order**" means the purchase order or other document specifying the kind and quantity of **Licenses** and the related **Maintenance and Deployment Term** for **Licenses** hereunder.

"**SDK**" means the materials licensed hereunder and referred to, in the Documentation or this Agreement, as comprising or constituting the "software development kit" or "SDK".

"**sale**", "**sell**" and other similar terms, when used in connection with the marketing and distribution of any of the **Software** shall mean the licensing of such materials, and shall not be deemed for any purpose to mean a transfer of title or other rights of ownership to the **Software**.

"**Server**" is a non-user physical or **Virtual** computer, configured with the intention of multiple users accessing it as a service, or as a background service run as an automated process for any kind of service that has **Software** loaded into the server's RAM. For example, a computer that is dedicated as a service to run a background automated process (such as a high volume scan station) and not dedicated to a user for day to day personal business activities is considered a Server license.

" **Non Production Server** " is a Server where access to **End Users** is prohibited.

"**End User**" is the intended user for which the Application was built.

"**Standard Support Hours**" means from 8:00am to 7:00pm, Eastern time, Monday through Friday, exclusive of observed holidays.

"**Updates**" means both "**Major Releases**" and "**Maintenance Releases**". **Maintenance Releases** means: (1) bug fixes, (2) enhancements to the software provided by us to keep current with bug fixes and **Major Updates** that we make, (3) enhancements to keep current with the current hardware vendor's operating system releases, as available from us, provided that the current hardware vendor's operating system release is both binary and source-compatible with the operating system release currently supported by us; and (4) performance enhancements to **Products**. **Maintenance Releases** do not include new functions such as (a) new functionality in the product, (b) new applications, and (c) new presentation tools; all Updates which includes such materials are "**Major Releases**."

"**Virtual**" computer or server means a virtualized computer with separate machine identity (primary computer name or similar unique identifier) or separate administrative rights, and commonly have an operating system and applications running within it. Several virtual computers may concurrently operate on the same physical computer.

16. GENERAL TERMS.

(a) *Entire Agreement.* The **Agreement** constitutes the whole legal agreement between both of us and governs your use of the **Software** (but excluding any services that we may provide to you under a separate written agreement), and completely replace any prior agreements between both of us in relation to the **Software**.

(b) *Waiver.* You agree that if we do not exercise or enforce any legal right or remedy which is contained in this **Agreement** (or that we have the benefit of under any applicable law), this will not be taken to be a formal waiver of our rights and that those rights or remedies will still be available to us.

(c) *Severability.* If any court of law, having the jurisdiction to decide on this matter, rules that any provision of this **Agreement** is invalid, then that provision will be removed from this **Agreement** without affecting the rest of this **Agreement**. The remaining provisions of this **Agreement** will continue to be valid and enforceable.

(d) *Third Party Beneficiaries.* You acknowledge and agree that each member of the group of companies of which we are the parent shall be third party beneficiaries to this **Agreement** and that such other companies shall be entitled to directly enforce, and rely upon, any provision of this **Agreement** that confers a benefit on (or rights in favor of) them. Other than this, and except as expressly provided otherwise in this **Agreement**, no other person or company shall be third party beneficiaries to this **Agreement**.

(e) *Governing Law.* This **Agreement**, and your relationship with us under this **Agreement**, shall be governed by the laws of the Commonwealth of Massachusetts without regard to its conflict of laws provisions. Both of us agree to submit to the exclusive jurisdiction of the courts located within the Commonwealth of Massachusetts to resolve any legal matter arising from this **Agreement**. Notwithstanding this, you agree that we shall still be allowed to apply for injunctive remedies (or an equivalent type of urgent legal relief) in any jurisdiction

(f) *Changes to This Agreement.* We may make changes to this **Agreement** from time to time to update it, for example to add references to additional **License** types or terms or different products and services. Unless otherwise specified, the amended or updated terms will only apply to **Licenses** you acquire after the effective date of such amendment. When these changes are made, we will make a new copy of this Agreement available to you as part of the **Purchase Order** process.

Exhibit A

Products that can be Deployed to Single User Client Licenses Royalty Free with an Active Maintenance and Deployment Term for the Products Specified.

DotImage Document Imaging
DotImage Photo Pro
DotImage Photo
DotImage PDF Reader (all editions)
DotImage Barcode Reader (all editions)
DotImage Barcode Writer
DotImage CAD Reader
DotImage JPEG2000 Codec (all editions)
DotImage JBIG2 Codec
DotImage DICOM Codec
DotImage OCR Module, *Tesseract Engine
DotImage Forms Processing
DotTwain
DotPdf
WingScan (Server based)
DotImage PDF Bundle

Products that cannot be Deployed to Single User Client Licenses Royalty Free

Note Glyph Reader OCR, ABBYY OCR & ICR, and RecoStar OCR are offered at prices as made available separately by Atalasoft. All other Atalasoft products are available for additional fees as otherwise provided by Atalasoft. All products must be purchased in advance from Atalasoft prior to deployment.

Note Atalasoft MobileImage SDK licenses also requires additional purchase of associated image volumes, device-based licensing, and other license types as quoted and confirmed by Atalasoft.

License file

The licenses.licx file is a text file located in a .NET project that notifies Visual Studio to compile a license file into an executable's resource. This enables EXE applications to be deployed to a machine without an SDK installed. Internally, Visual Studio uses lc.exe to link the license files to the resource based on the list of assemblies and types in the licenses.licx file. Visual Studio hides this file from the solution unless you choose to "Show All Files" in the solution explorer. The licenses.licx should be an embedded resource.

Visual Studio generates the licenses.licx file for you when dropping a component or control onto a form. However for Console applications, classes that are not a component, or for manually generating the licenses.licx, the following information might be useful.

Example

Visual Studio automatically creates a line in the licenses.licx file similar to that shown below:

```
Atalasoftware.Imaging.WinControls.WorkspaceViewer, Atalasoftware.dotImage.WinControls,  
Version=2.1.1962.28178, Culture=neutral, PublicKeyToken=2b02b46f7326f73b
```

Visual Studio generates the Type, Assembly, Version, Culture, and PublicKeyToken automatically, but only the Type and Assembly are required. For example, if you are licensing the JPEG2000 Codec and Atalasoftware DotImage in a console application, the licenses.licx file should look like:

```
Atalasoftware.Imaging.AtalImage, Atalasoftware.dotImage  
Atalasoftware.Imaging.Codec.Jpeg2000.Jp2Decoder, Atalasoftware.dotImage.Jpeg2000
```

Note Licenses can only be embedded in EXE's. For DLL's and ASP.NET applications, the licenses.licx file is ignored when compiling.

If:

- a license file cannot be found
- there is an assembly version mismatch
- a signature fails in the license file
- or, any other licensing problem occurs

attempting to compile will result in an error message similar to that shown here:

```
Could not transform licenses file 'licenses.licx' into a binary resource. (1) : error LC0004 : Exception  
occurred creating type 'Atalasoftware.Imaging.AtalasoftwareLicenseException'
```

If you remove the licenses.licx file (or temporarily rename it) your project will compile and you will see a more relevant error message when running the application.

Licensing FAQ

What are the basic Atalasoftware DotImage license types?

Broadly speaking, there are two types of Atalasoftware DotImage licenses: developer and deployment. Anyone who develops applications (EXEs) with the Atalasoftware DotImage Toolkit needs a developer license. Deployment licenses are required whenever you incorporate Atalasoftware DotImage code into an application you develop, unless that code is designated as runtime royalty free.

What is meant by runtime royalty free?

Code that is runtime royalty free can be incorporated into an executable and distributed without incurring a charge. Put differently, if you are using code that is runtime royalty free, you do not need a deployment license to distribute executables (EXEs) created using that code.

What is a developer license?

A developer license allows one person to incorporate code from the Atalasoftware DotImage SDK into a software executable he or she is developing.

What is a deployment license?

Roughly speaking, a deployment license gives your company the right to distribute applications that incorporate Atalasoftware DotImage code. To learn more, see [How to: Compile a License into an EXE](#).

There are three different types of deployment licenses: ASP.NET WebForm, WinForm Control, and assembly tied. The latter is, by far, the least common. Contact Atalasoftware DotImage Sales for more information.

Does Atalasoftware DotImage offer evaluation licenses?

Yes. All Atalasoftware DotImage products are available with a 30-day evaluation license. For more information see [Requesting an Evaluation License](#).

How does an evaluation license differ from a paid license?

The only difference is that an evaluation license has an expiration date.

I just purchased Atalasoftware DotImage and received a serial number. What is its purpose?

After purchasing Atalasoftware DotImage or related toolkits, you are provided with a serial number. That serial number belongs only to you and must be kept in a safe place. The serial number is needed when you request your license. The process of going from a serial number to a license is known as activating a license. For more information, see [Activating a Serial Number](#).

I have been working with an evaluation license but recently purchased Atalasoftware DotImage. How do I update my license?

To update your license, you need to activate your serial number. See [Activating a Serial Number](#) for more information.

I am distributing an application that references Atalasoftware DotImage. How do I properly license these applications on my client's computers?

To activate a serial number, such as after purchasing or replacing existing evaluation license files, your Visual Studio Project must be restarted and fully rebuilt (using rebuild, not build) to update the resources. Otherwise, the project does not recompile the resource and continues to use the old license.

I have a developer license. What rights does that grant me?

Developer licenses grant one person the right to build software using the Atalasoftware DotImage SDK and to create executables that include code from that SDK. The Atalasoftware DotImage SDK is runtime royalty free as are some but not all Atalasoftware DotImage add-ons. Note: You may only create new deployments of your application if your licenses are under maintenance.

Which Atalasoftware DotImage Add-ons are not runtime royalty free?

Some OCR engines, the searchable PDF OCR Module, Atalasoftware DotImage ISIS, and Advanced Document Cleanup (ADC) all require deployment licenses; None of these are runtime royalty free. Consult the Atalasoftware DotImage License Agreement for full details. For information on deployment licenses, contact Atalasoftware DotImage Sales.

I am a licensed Atalasoftware DotImage developer. Can I use my SDK license on a laptop as well as a desktop machine?

Atalasoftware DotImage developer licenses are per developer. You can use your license on multiple machines so long as you are the person doing the development work.

The computer on which I was developing with Atalsoft DotImage was lost, damaged, destroyed, upgraded or is otherwise is no longer in use. How can I transfer my license to my new computer?

Developer licenses are tied to a specific machine. If for any reason you wish to develop on an alternate machine, you must inform Atalsoft DotImage Technical Support. Your old machine will be deactivated enabling you to activate your new machine.

Deployment licenses are not machine specific so changing to a new computer is not an issue for those licenses.

Chapter 3

Installing Atalasoftware DotImage

This chapter includes the information you need to install Atalasoftware DotImage.

Atalasoftware DotImage downloads are available when you click the Downloads link on the Atalasoftware web site at www.atalasoftware.com. Locate the .NET SDK DOWNLOAD link.

- Legacy versions of Atalasoftware DotImage are also available for download from the downloads page.
- You must have Visual Studio 2008 or later or Visual Studio Express installed on your system to use the Atalasoftware DotImage SDK.

For more information about third-party software components used with this product, refer to the *Technical Specifications* document at www.atalasoftware.com.

Download the files

If you are not logged in, once you click the Downloads button, you are prompted to enter the information required to create an account. You must have an account to download the SDK.

The website will walk you through the process of creating an account.

Note Atalasoftware does not sell, rent, or reveal your personal information in any way to a third party. For more information on the privacy policy, visit Atalasoftware web site at www.atalasoftware.com.

If you are logged in, you are taken directly to the download page.

1. Click the **.NET SDK DOWNLOAD** link.
2. On the **File Download - Security Warning** dialog box, select **Save**.
3. When the download is complete, click **Run** to start the installation, and then follow the on-screen instructions.

After installation is complete, the Activation Wizard starts automatically and guides you through the process of activating a serial number or evaluation license for your Atalasoftware DotImage toolkit.

Activate a serial number

After you install Atalasoftware DotImage, you are prompted to activate your serial number. The activation process varies, based on your situation.

- If you have not yet purchased Atalasoftware DotImage, select **Request 30-day Evaluation**, and follow the instructions in Requesting an Evaluation License.
-

If you have purchased Atalasoftware DotImage or related toolkits, you need your serial number to continue with the activation process.

Note Your Atalasoftware DotImage serial number belongs only to you and must be kept in a safe place. You need your serial number to request license files.

Navigate to the Atalasoftware DotImage program folder and select **Activate Atalasoftware DotImage**. Then follow the on-screen instructions to activate your serial number.

The activation wizard generates your license files (.lic) in the Application Data folder, which is typically located here:

```
C:\Users\[USER_NAME]\AppData\Local\Atalasoftware\DotImage 11.0
```

where [USER_NAME] is the name of the user who runs the activation wizard

The Application Data folder may be hidden in Windows Explorer. In this case, you can access it by entering the path manually in the address bar at the top of the window.

Request an evaluation license

All Atalasoftware DotImage products are available to download for a 30-day evaluation. These downloads are the full product versions; the licensed versions and evaluation versions are the same.

Navigate to the Atalasoftware DotImage program folder and select **Atalasoftware DotImage Activate**. When the Toolkit Activation Wizard appears, follow the on-screen instructions to obtain and activate your evaluation license.

Note If questions arise during your evaluation period, contact the Atalasoftware DotImage support team.

Activate the SDK license

Use this procedure to activate the SDK license.

1. On the Start menu, navigate to **Atalasoftware DotImage 11.0 > Activate DotImage 11.0**.
The Activation Wizard appears.
2. Click **Next**.
3. Select **Activate an SDK serial number for use on this machine, or a server license option** and click **Next**.
4. Enter your serial numbers, including dashes. Each serial number must appear on a separate line. When all serial numbers are entered, click **Next** to continue.
5. Enter the email address and password for a valid Atalasoftware DotImage user account. If you do not have an account, click **Create Account**. Click **Next**.
6. When prompted to back up existing license files, click **Yes**.
If the license numbers and account information are valid, a screen appears with the actual numbers obscured for security reasons.

The account used to activate a serial number for the first time becomes the "owner" of that serial number. No other account is allowed to activate that serial number.

Activate the SDK license without internet access

Use this procedure to activate the SDK license when Internet access is not available.

1. On the Start menu, navigate to **Atalasoftware DotImage 11.0 > Activate DotImage 11.0**.
The Activation Wizard detects that no Internet connection is available.
2. Follow the on-screen instructions to create and save the required activation files, and make a note of the URL displayed at the end.

Each activation file is an XML file.

```
<?xml version="1.0" encoding="utf-8" ?>
<AtalasoftwareOfflineActivationFile>
<ActivationVersion>2.2</ActivationVersion>
<Email>xxx@atalasoftware.com</Email>
<EncPassword>x</EncPassword>
<SerialNumber>xxx</SerialNumber>
<MachineID>xxx</MachineID>
<MachineName>xxx</MachineName>
<UserName>xxx</UserName>
<Version>xxx</Version>
</AtalasoftwareOfflineActivationFile>
```

3. Do one of the following:
 - If you have an Atalasoftware DotImage toolkit installed on an Internet-connected computer, see [Activating from an Atalasoftware DotImage Installation](#).
 - If you do not have an Atalasoftware DotImage toolkit installed on an Internet-connected computer, see [Activating on the Internet](#).

Activating from an Atalasoftware DotImage installation

1. Copy the activation files you saved earlier to the machine with the Internet connection and Atalasoftware DotImage toolkit installed.
2. On the Start menu, navigate to **Atalasoftware DotImage 11.0 > Activate DotImage 11.0**.
3. Follow the on-screen instructions to activate a serial number from an activation file.
4. Repeat the preceding steps for each license you need to activate.
5. Copy the entire contents of the licenses folder to:

```
C:\Users\{username}\AppData\Local\Atalasoftware\DotImage 11.0.
```

Activating on the internet

Use this procedure if you do not have Atalasoftware DotImage installed on a computer with Internet connectivity.

1. Move any offline activation files to a computer with an Internet connection.
2. Open a browser and go to the website URL noted earlier in the Activation Wizard.
3. Follow the instructions on the website for each offline activation file, and save each generated license file in a folder.
4. When all of the necessary licenses are generated, move the license files back to the computer with your Atalasoftware DotImage installation, and copy them to the following location:

```
C:\Users\\AppData\Local\Atalasoftware\DotImage 11.0
```

You can now use the Atalasoftware DotImage licenses.

Activate the server license

Use this procedure to activate the server license.

A server serial number is easily identified because it contains an X in the first group of digits. For example, a server license might start with *DIDX*. If a serial number lacks the X, it is for a Development SDK license.

When installing a server license, you have two options. Consider these carefully and make the appropriate choice before continuing.

- **Bind the license to the Machine ID (or MAC address):** This is the simplest option. Select this option if you anticipate a changing IP address, but always expect to use the license on the same physical machine.
- **Bind the license to the Server's IP address:**
Select this option if you anticipate changing the physical machine more frequently than the IP address. You may have more than one possible IP address to use. Your choice must take into account the fact that the license must be registered to the IP address that your application runs from.
 - If the application is thin client, the license should be bound to the IP address visible to the server (the local or internal IP).
 - If the application is a thick or heavy client, the license should be bound to the IP address visible to the client (the external IP).

It is not necessary to install Atalasoftware DotImage on the server to register the license. If you opt to bind the license to the Machine ID, you need to copy the Activation Wizard executable to the server from the Atalasoftware DotImage install directory on a development machine. Once copied to the server, run it.

If you bind the license to the server's IP address, you can run the utility on any computer with an Internet connection, and copy the license file to the server afterwards.

1. On the Start menu, navigate to **Atalasoftware DotImage 11.0 > Activate DotImage 11.0**.
The Activation Wizard appears.
2. Click **Next**.
3. Select **Activate an SDK serial number for use on this machine, or a server license option** and click **Next**.
4. Enter your serial numbers, including dashes. Each serial number must appear on a separate line. When all serial numbers are entered, click **Next** to continue.
5. Select one of the following license type options:
 - **I am running server-side:**
Select if you are running Atalasoftware DotImage components on the server. For example, select this option if you are using Atalasoftware DotImage WebControls in ASP.NET applications.
 - **I am running client-side:**
Select if you are web deploying certain Atalasoftware DotImage components, such as Silverlight Web controls.

6. Do one of the following, and then click **Next**:
 - If you selected the server-side option in the previous step, you must enter information about the production server you intend to use to run Atalasoftware DotImage. Select one of the following options, and then click **Next**:
 - **Bind license to IP address:**
Select if you anticipate changing the physical machine more frequently than the IP address.
 - **Bind license to machine ID:**
Select if you anticipate a changing IP address, but always expect to use the license on the same physical machine.
 - If you selected the client-side option in the previous step, you must enter a server IP address or DNS. The server name option is not available.

Note Contact Atalasoftware DotImage sales to change the IP address entered at the time you activated your license.

If you have a multiple CPU servers, you must activate additional serial numbers with the same IP address or machine ID. Atalasoftware DotImage will generate a license file with the appropriate number of server CPUs.

7. When prompted for login information, enter it and click **Next**.
8. On the next screen, you are prompted to specify a location to save the license file. Once the desired directory is selected, click **OK** to continue.
Later, you must copy this license file to the output directories for each project you create that references Atalasoftware DotImage.
9. When the Atalasoftware DotImage Document Image Server Activation screen appears, click **Finish** to close the wizard.

Activate the server license without internet access

Use this procedure if you do not have Atalasoftware DotImage installed on a computer with Internet connectivity.

1. Run the activation toolkit on a server that has the SDK installed and an active Internet connection.
2. When prompted, enter your server license key.
3. When prompted, enter the IP address of your server. If your server has two IP addresses, press the spacebar after you enter the first one.

Note The IP addresses entered must match the IP addresses on the server when you run the Ipconfig utility from the Command Prompt window.

4. Follow the instructions on the screen and save the .lic file.
5. Move the .lic file to the server running the Atalasoftware DotImage software, and copy it to your application's bin directory.

Assembly restructuring introduced in version 10.3

Beginning in version 10.3, we restructured our classes and assemblies. Certain assemblies have been removed and the classes within have been moved to other assemblies. In some cases, classes from one assembly needed to be split up and added to different assemblies. The PdfRasterizer assembly has been renamed to PdfReader. No name spaces have changed. The goal of this shift is to make our product easier and more intuitive to use, which reduces development time.

All Atalasoftware DotImage products are available to download for a 30-day evaluation. These downloads are the full product versions; the licensed versions and evaluation versions are the same.

Assembly to Remove	Destination Assembly
Atalasoftware.DotAnnotate	Atalasoftware.dotImage
Atalasoftware.DotAnnotate(Pdf annotation classes)	Atalasoftware.dotImage.PdfDoc.Bridge
Atalasoftware.dotImage.Annotate	Atalasoftware.dotImage.WinControls
Atalasoftware.dotImage.Annotate(Import/Export classes)	Atalasoftware.dotImage
Atalasoftware.dotImage.Annotate(Pdf Import/Export classes)	Atalasoftware.dotImage.PdfDoc.Bridge
Atalasoftware.dotImage.Annotate.Design	Atalasoftware.- dotImage.WinControls.Design
Atalasoftware.- dotImage.Silverlight.Annotations.Web	Atalasoftware.dotImage.Silverlight
Atalasoftware.WebControls.Annotations	Atalasoftware.WebControls
Atalasoftware.dotImage.Wpf.Annotations	Atalasoftware.dotImage.Wpf
Atalasoftware.dotImage.Wpf.Annotations.Design	Atalasoftware.dotImage.Design
Atalasoftware.dotImage.PdfRasterizer	Atalasoftware.dotImage.PdfReader

In most cases, because the name spaces have not changed, there is no need for a code change in projects when upgrading to 10.3. There are two situations where a code change would be required. The first is if you are using a .NET BinaryFormatter to deserialize annotation objects. The second is if you are using an AnnotationController outside the context of a viewer and using Pdf annotation types(PdfLine or PdfMarkup). These are both fairly uncommon, because we offer our own formatters and because, an AnnotationController is typically used in the context of a viewer.

When using a BinaryFormatter to deserialize annotation objects into version 10.3, and the objects were serialized in a previous version, you need to use our AnnotationBinder class so the formatter will resolve the types to the correct assemblies.

If you are using an AnnotationController and PDF annotations outside the context of a viewer, you need to add the required annotation UI factories for these annotation types to the AnnotationController's factory collection. We created a static method to add the required factories to an AnnotationUIFactoryCollection.

Update Atalasoftware DotImage

The Atalasoftware DotImage 11.0 installer will not be upgrading existing Atalasoftware DotImage 10.x installations, i.e. several versions (e.g. 10.5, 10.6, 10.7 and 11.0) can coexist on the same machine.

When we release an update or HotFix to Atalasoftware DotImage, you are free to use one of the following approaches to distribute the update to your clients.

- Rebuild Atalasoftware DotImage with an update.
- Install an assembly redirect configuration file.

Rebuilding Atalasoftware DotImage with an Update

To rebuild Atalasoftware DotImage with an Update, follow this procedure:

1. Install the updated SDK.
2. Verify that you are referencing the updated assemblies in your project references.
3. Rebuild your project.
4. Distribute the new build of your EXE and the updated Atalasoftware DotImage assemblies.