



## Certainty 3D

October 19, 2010

To: General Release

From: Mauricio Terneus  
Certainty 3D, Inc.

### Re: TopoDOT Licensing System (#1004)

#### Background

TopoDOT® offers a web based licensing system which gives users flexibility to install the software on machines quickly and easily.

There are two types of licenses:

- 1) **Single User** – License is installed and registered to a single workstation.
- 2) **Enterprise** – License may be installed on unlimited machines within the company.
  - a. Usage statistics are tracked and allow for an annual number of “user-days”. \* A single “user-day” is defined as unlimited daily TopoDOT usage “per workstation” per day.
  - b. Each user-day will decrement customer user-day account balance by one.
  - c. User-day account balance is renewed annually in January (or beginning of FY of customer’s choice)
  - d. Additional user-days exceeding annual account balance will be purchased at renewal and added to total annual account balance for subsequent years.
  - e. If user-days exceeding annual account balance are not purchased at annual renewal, Certainty 3D reserves the right to:
    - i. Deny annual usage exceeding user-day account balance
    - ii. Deny upgrades and maintenance
    - iii. Deny access to C3D University and general support.

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## Additional Information

The TopoDOT software will need to access the licensing system through the web in order to operate properly. Should the user be disconnected from the internet at any time, TopoDOT will automatically check out an offline license for a period of 14 days. If the user has not reconnected to the internet after the 14 days allowed for offline usage, the TopoDOT software will no longer function.

In certain cases, TopoDOT will not be able to properly connect to the licensing system. In these cases, certain variables may need to be modified in the software as well as the local network.

- 1) Proxy information may be entered in the TopoDOT configuration file located in "C:\TopoDOT\NewTopoDOT.ini" in order to properly route outgoing information through the local network.

[Proxy Information]

; Set "Enable Proxy" to 1 to enable Proxy support, 0 to disable Proxy support  
Enable Proxy=0

; Proxy information  
Host Name=www.mysocksproxyserver.com  
Port=1080  
UserName=MyProxyLogin  
Password=MyProxyPassword

: SOCKS "1" will use HTTP Proxy which does not use the username or password  
; SOCKS "4" servers only support usernames without passwords.  
; SOCKS "5" servers support full login/password authentication.  
SOCKS Version=5

- 2) Network firewall settings may need to be modified to allow access to the licensing server located at "http://www.certainty3d.com/licensing/" using port 80.

*Questions and/or Comments*

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