


## How To Licence PasCheck

1 – In PasCheck, go to the “START” sheet and click on “LICENCE REPORT”


A	B	C	D	E	F
<b>Report Parameters &amp; Settings:</b>					
Pastel Server IP Address	0	<b>Change Connection Settings</b>			
Pervasive Engine Name	0				
Delivery Address Column #	1	<b>Licence Report</b>			
Reference Field	ordernumber				
		<b>Run Report</b>			



2- If you receive an error, it is likely that you have not configured the connection to your Pastel database correctly. You must be able to connect to the database before you can licence PasCheck.

3 – You will need to contact Selected Business Systems to obtain a licence code. Please provide the company name as listed in the window:

**Licence Report** [X]

Company Name : DEMO COMPANY 

Licence expires : Invalid Licence

Current registration code :

**Enter New Activation**

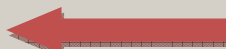
4 – Once you have received the activation code, click on “ENTER NEW ACTIVATION”

**Licence Report** [X]

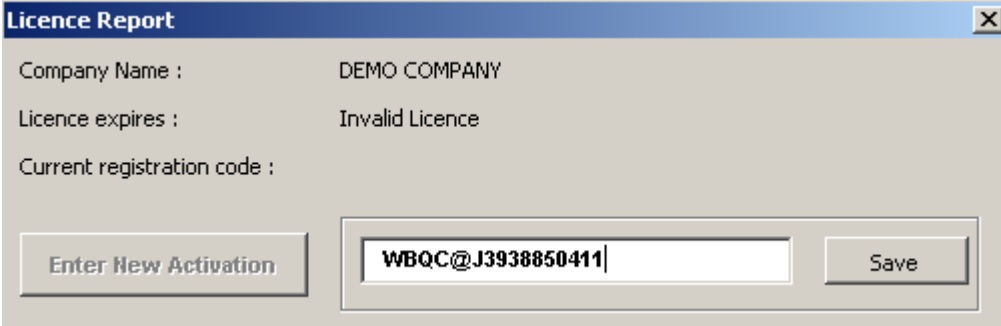
Company Name : DEMO COMPANY

Licence expires : Invalid Licence

Current registration code :

**Enter New Activation** 

5 – Enter the activation code and click “SAVE”

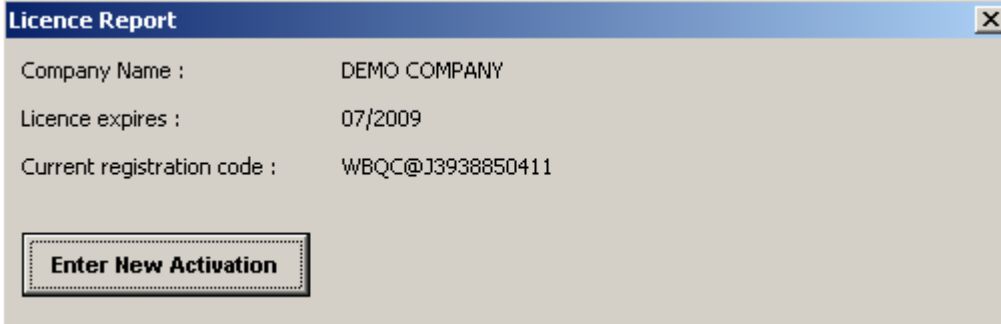


The image shows a dialog box titled "Licence Report" with a close button (X) in the top right corner. The dialog contains the following text:

Company Name : DEMO COMPANY  
Licence expires : Invalid Licence  
Current registration code :

At the bottom, there is a button labeled "Enter New Activation" on the left, a text input field containing the activation code "WBQC@J3938850411" in the center, and a button labeled "Save" on the right.

6 – If successful, the screen should display a valid licence



The image shows the same "Licence Report" dialog box after a successful activation. The text now reads:

Company Name : DEMO COMPANY  
Licence expires : 07/2009  
Current registration code : WBQC@J3938850411

The "Enter New Activation" button is now highlighted with a dashed border, indicating it is the next step in the process.