

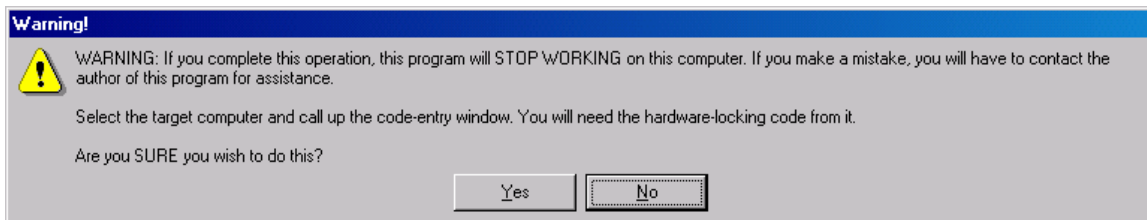
Please Print:

After receiving your 2nd Activation Key and you purchase a New Computer, you will have to transfer your license to the New Computer. You should not uninstall or reinstall this program without following the instructions below. Reformatting or Hard-drive crashes that require additional activation keys will reflect additional fees.

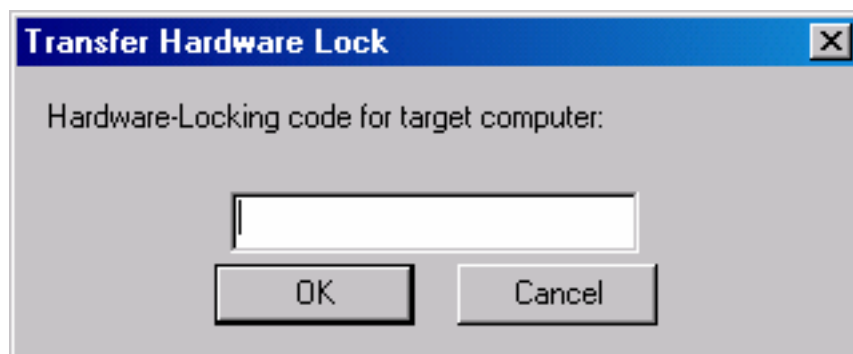
Instructions

This document shows how to transfer a license of SplashWorks! 4.0 from one computer to another. When you perform the transfer the computer you are transferring from will no longer have a valid license for SplashWorks! 4.0.

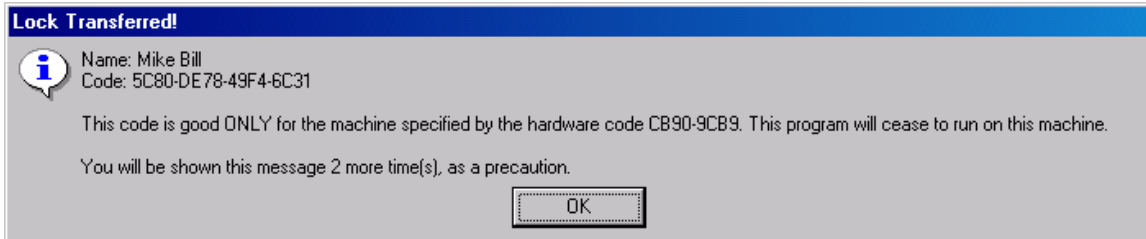
1. Install SplashWorks! 4.0 on the New computer you wish to transfer the license to.
2. Launch SplashWorks! 4.0 on the New computer you wish to transfer the license to, when prompted about the 30-day registration period click the <Enter Key> button.
3. Record the hardware fingerprint number listed in the Enter Key dialog box.
4. From the OLD computer you are transferring from click START and choose the RUN command. In the RUN dialog enter the full path to the SplashWorks! 4.0 application along with "splash4.exe TRANSFER" Typically this is:
"C:\Program Files\SplashWorks! 4.0\splash4.exe" transfer
5. The following warning dialog will display:



6. Click Yes. The following dialog will display asking for the hardware fingerprint for the computer you are transferring to.



7. Enter the Hardware fingerprint of the computer you are transferring to and click OK. You will be prompted to verify the key. Double-check it. If it is correct. Click OK.
8. Finally a dialog will display showing the User Name and Unlock Code to unlock SplashWorks! 4.0 on the computer you are transferring to.



9. Write the code down and keep it in a safe place. After a transfer Pool Design Software will have no record of your unlock code if you lose it.

10. On the computer you wish to transfer the license to you should still have the Enter Key dialog open. Enter the User Name and Key just created on the machine you transferred from. Click OK and the license will be transferred. You can now use SplashWorks! 4.0 on the computer you transferred the license to.

Note: A record of the transfer key is always written to C:\TRANSFER.TXT on the machine you transferred from as a backup in case you forget to write down the key.