Well, the idea is to check the license correctness at program startup and abort if not valid.... You should never reach the encrypted functions if license is not valid.
The check could be quite simple, like that one :


```
main()
{
    String guard = "someencryptedtextofwhichyouknowthedecryptresult";
    String key = GetGey();
    Buffer<byte>buf(guard.GetCount());
    memcpy(buf, ~guard, guard.GetCount());
    RC4 rc4(key);
    rc4.Crypt(buf, buf, guard.GetCount());
    if(strncmp(buf, "yourknowndecryptedtext", guard.GetCount())
    {
        PromptOK("Invalid license key!!!");
        exit(1);
    }

    // here rest of your app

}
```


As you see, the user is warned that the key is invalid. If it
patches the app, for example removing the exit(), he deserves a good app crash

Purpose of encryption is to (try to) avoid reverse engineering of application, not to signal the user of the correctness of license.

Ciao

Max