Protect package :

- Fixed a dumb bug on encryption key (Cypher package)

- Refactored Client/Server stuffs, now an authorization key is sent by email in order to activate software on a PC

- Made connection expiration mechanics less sensitive to app   crashes on client side.
  Now if application crashes, on next run it won't say "license number exceeded" anymore.

- connections not refreshed on give time (default, 5 minutes) will expire on server side; this avoids auth on client side
  just on app startup (avoids tricks with hibernations on PC)

Features :

- Product registration; defaults with a timed demo of 1 month

- Settable number of licenses per registered email

- Settable expiration date

- Collects statistics about number of connections per client and total time (seconds) of connections.

- Uses a simple mysql database on server side

- Client/Server communication is encrypted on both sides so it's virtually impossible to fake the authentication

- Allow usage on multiple machines, limited by number of licenses. Once a machine disconnects, it's license is available for another one.

- Returns a key (given on server side) useable with protect code encryption package.

There are still no docs for Client/Server stuffs, but ProtectServerDemo and ProtectClientDemo are quite well commented and shows almost all features

Ciao

Max