

Licenser Class

Defines mechanism required to register the component.

Inheritance Hierarchy

[System.Object](#)

Rfc1006LibNet.Advanced.Licenser

Namespace: [Rfc1006LibNet.Advanced](#)

Assembly: Rfc1006LibNet.Advanced (in Rfc1006LibNet.Advanced.dll) Version: 1.0.2.0 (1.0.5.3)

Syntax

C#

```
public static class Licenser
```

The **Licenser** type exposes the following members.

Properties

--	Name	Description
	LicenseKey	Gets or sets the license key used to license this product.

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Remarks

It is recommended to set the [LicenseKey](#) in the main entry point of the application. If there is no entry point available set the [LicenseKey](#) property before the first use of the assembly.

See Also

Reference

[Rfc1006LibNet.Advanced Namespace](#)

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