



# WebObjects 5 License Keys

In order to install and use your copy of WebObjects, you will need to enter an appropriate license key during the installation process. We provide you with two distinct keys:

- Deployment: install a version of the deployment runtimes supporting unlimited transactions per minute
- Developer: install the developer tools, plus a version of the deployment runtimes (for development purposes only) that limits load-sharing and the rate of transactions.

You need to use a unique key for each copy of WebObjects you install. Thus, you can use the Developer key to install the developer tools on Mac OS X or Windows 2000, and use the Deployment key to install the deployment software on a separate machine. You may even use both keys on a single machine (using the WebObjectsLicenseUpgrader), if you're using the same machine for both development and deployment.

## SOFTWARE SERIAL NUMBER

### REQUIRED to install your Apple software

You have two identical software serial number peel-off labels.  
Place one label on the inside front cover of your product manual  
and the second label in another safe location.

#### WebObjects 5 Deployment

B-323-XFX-170-OGC-357-HYO-202-WEF-340

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B-323-XFX-170-OGC-357-HYO-202-WEF-340

826-5361-A

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#### WebObjects 5 Developer

B-321-XFX-186-OFI-357-HUA-308-ASM-340

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B-321-XFX-186-OFI-357-HUA-308-ASM-340

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