

Version 1.1.3 (15/07/2025)

New features:

Changes:

Added additional logging to the log file about the communication between License Server and client.

Implemented version check between iSee Ui License Server and connected iSee Ui Builder. If the Builder has a too low version, the License Server will notify the Builder such that the user will be notified as well.

Also made the iSee Ui License Server compatible with iSee Ui Builder v1.9.1

Bug fixes:

Solved bug where the License Server did not correctly check if a client was already using a license. When multiple licenses were added to the server, and there was still a license available, the License Server would already send the same license to the client if the client was already using a license. But if there were no licenses available, the License Server did not detect that the client was already using a license, and would send to the client that no licenses are available. This has been fixed, so a client can now use multiple instances of the iSee Ui Builder with the same license.

Solved bug in the "Client" tab where, when a client used multiple instances of the iSee Ui Builder with the same license, the License Server would remove the license "Usage" by a client when the client closed 1 instance of the Builder.

Version 1.1.2 (28/02/2025)

New features:

Improved file browser window by using the native file browser.

Added logging. The log file will be created in the installation folder of the application.

Changes:

Changed iSee Ui logo in application.

Changed loading screen to include new iSee Ui logo.

Changed about screen to also include new iSee Ui logo.

Improved installer: the installer will check if another version is installed and first uninstall it. Also, the installer and uninstaller will not proceed as long as the software is being used.

Added install option to automatically start the software at startup.

Bug fixes:

Version 1.1.1 (23/8/2023)

New features:

Improved security for license keys.

Added software version to license request file for better support.

Added default sorting of license keys. Licenses with type "Full" will be placed and used before a license of type "Trial", and they are also sorted on their validUntil date.

Improved communication with Builder. If protocol error occurs or an unknown header is received, the server will send a notification to the client. The client will then close the connection. If client sends that an error has occurred or unknown header is received, the server will be notified and will close the connection.

Added about button in toolbar to open about screen. In about screen, the compatible Builder version is mentioned.

Bug fixes:

Solved bug where valid until date was not displayed for license keys of type "Full" and limited in time.

Solved bug where program could get stuck at loading screen when another application was already running with a running server.

Solved bug where removing a license key also occurred when the user pressed the "cancel" button of the confirmation window or closed the confirmation window.

Solved bug where "request deactivate" button was still visible for an expired license of type Full.

Solved bug in commuting a license where the valid until date was not correct.

Solved bug where, when a client is using a license, and the client is removed, the client was able to still keep using the license until the connection with the license server was closed. Now, when a client is removed, the client will lose direct access to the license if the license is not commuted.

Version 1.1.0 (11/7/2023)

New features:

Added startup screen mentioning the version of the license server that is being started.

Added setting to auto start server when software is started.

Added extra detailed return message to client in case a connecting client is not allowed to be granted a license.

Bug fixes

Solved commuted license, no valid until date added to object which caused a commuted license to be still valid after the “commuted until” date is passed.

Solved bug where a license key could not be deleted if the license data file was deleted.

Fixed bug where server was not able to detect client disconnected if the client lost internet connection. The license key was not released.

When the server is started, but the socket port is already in use (by other instance or other program) an error was thrown. This error is resolved and instead a popup window will appear mentioning that the port is already in use.