Remote Activation
**Introduction**

The Final Draft Remote Activation is intended for use by IT or MIS personnel for multi-user-license Final Draft and Final Draft AV to provide a secure method for activating and deactivating copies of Final Draft products and to permit activation/deactivation of computers that are not connected to the internet or that are placed in a remote location.

With a Final Draft product multi-user license, you will have received a Customer Number that can be used to activate seats purchased in the license. You should have given Final Draft Sales or Support the names of the people on the IT/MIS staff and they will be registered with the Customer Number.

**NOTE:** Only these registered individuals will be entitled to technical support.

You should have also given Final Draft a Login Name and Password that you wish to use with Remote Activation.

**NOTE:** You cannot change the User Name or Password yourself. This must be done by Final Draft personnel.

**IMPORTANT NOTE:** If the program has been installed on a computer with a Customer Number other than the one from the multi-user license it should be deactivated and uninstalled prior to installing and using the multi-user Customer Number.

After the program is installed on a computer, the computer must be activated in order to run for more than 15 days.

Any computer that has been activated can be deactivated at any time. When a computer is deactivated the total number of available seats in the license will be incremented by one.

**WARNING:** If a hard drive is reformatted before removing an activation, that activation will be lost. If this occurs, contact your Final Draft representative.
Using Remote Activation

Overview
The remote activation/deactivation process consists of installing a Final Draft product on the user’s computer, then going to the Internet and logging onto the Remote Activator URL where you will enter a code generated by the program on the user’s computer. The Activator will return a second code which is entered into the user’s program.

NOTE: It doesn’t matter what type of computer the Remote Activator is running on or what type of computer is going to be activated. Correct codes will be generated for both Windows and Macintosh computers.

Activation

NOTE: The Remote Activator does not have to be run on the computer being activated (though it can be). However, someone needs to be operating the computer to be activated.

To activate a computer using the Remote Activator:
1 On the computer to be activated, install and then run Final Draft or Final Draft AV.
2 Enter the Customer Number when prompted.
3 When prompted to Activate, click Yes.
4 In the Activation dialog, click Manual Activation. On the following screen, a Challenge Code is generated.
   IMPORTANT NOTE: Make sure the Challenge Code remains onscreen. If the Challenge Code is no longer onscreen it is no longer valid.
   WARNING: You cannot activate online. This prevents unauthorized use of your site license. If Activate Online is chosen, the copy of the program will not be activated.
   NOTE: Either program will run for 15 days without activation once the Customer Number is entered. If you need to activate from within the program, choose Help> Activate and then click Manual Activation.
5 Launch your or any computer's Internet Browser.
6 Go to: http://remote.finaldraft.com
7 Enter your Login Name and Password and click Login.

NOTE: You should have given Final Draft a Login Name and Password that you wish to use with the Remote Activation.
The Remote Activator screen appears:

8 Enter the Challenge Code in the appropriate field. Click Activate. A Response Code appears. The number of Remaining Activations is decreased by one.

**IMPORTANT NOTE:** Make sure the Challenge Code is still onscreen. If the Challenge Code is no longer onscreen it is no longer valid.

9 Enter the Response Code in the appropriate field on the computer that is to be activated and click Activate.

10 The program will be activated and will run without restrictions.
Deactivation

To deactivate a computer using the Remote Activator:

1. On the computer to be deactivated, run the program.

2. Choose Help > Deactivate.

3. In the Deactivation dialog, click Manual Deactivation. On the following screen, a Deactivate Code is generated.

   **WARNING:** You cannot deactivate online. This prevents unauthorized use of your site license. If Deactivate Online is chosen, the program will not be deactivated.

4. Launch your computer’s Internet Browser.

5. Go to: [http://remote.finaldraft.com](http://remote.finaldraft.com)

6. Enter your Login Name and Password and click Login. The Remote Activator screen appears (see previous).

   **NOTE:** You should have given Final Draft a Login Name and Password that you wish to use with the Remote Activator.

7. Enter the Deactivate Code in the appropriate field. Click Deactivate. Unless there is a problem, the number of Remaining Activations is increased by one.

   **NOTE:** If there is a problem, an error message will appear in the Deactivation Status area. Call your Support Representative and report the message.

8. Click Deactivate.