

RsMaster Version 1.0

RsMaster is a Backup / Archive utility program for managing Master Disks used for Activation. RsMaster provides three important tools:

- Makes backup copies of "Master Disks", allowing the user to still have access to their Activations in the even of PC failure or theft,
- Archives Disk Images and Serial Numbers together in an intuitive environment, allowing quick and easy access to resources need to re-install software,
- Allows Activations to be moved onto newer PC's that do not have Floppy drives.

Using RsMaster to Install Activation on a PC

Installing activation on a PC has never been easier! When RsMaster opens, you are presented with the Main Activation window shown below:



MAIN ACTIVATION WINDOW - STEP 1

The first step is to select the Master Disk image file you wish to load from. As you select Image files from the dropdown list, details about the file appear, including the Serial Number and CD-Key associated with the Image File.

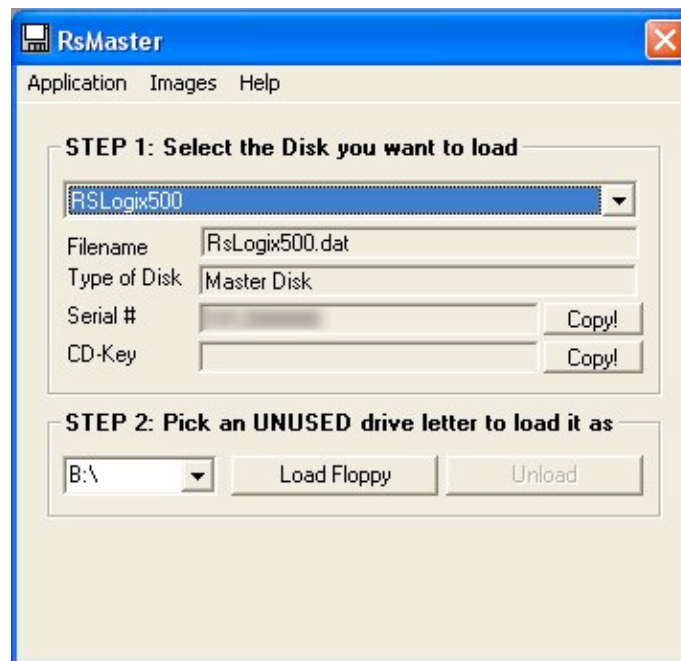
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At this point, you may want to go ahead and install the application that requires this Master Disk, while leaving this window open. When you reach the point where the installation program prompts you for the Serial Number, do the following:

- Press <Alt><Tab> until RsMaster is on the screen, and press the "Copy" button next to the Serial Number,
- Press <Alt><Tab> to return to the installation program, and put the cursor in the field where the password is to go
- Press <Ctrl>V to paste the Serial number in!

When the installation program prompts you to "Move the Activation", uncheck the box as you would if activation is already installed. Finish the installation as you would normally and return to RsMaster to install the activation.

You will notice that more options became available when you selected the Image File in Step #1. The window will look similar to the one shown below:



MAIN ACTIVATION WINDOW - STEP 2

The beauty of RsMaster is that it allows you to transfer your activations from backup Image Files you have created without requiring you to use a floppy disk! This is a huge benefit for users of newer PC's that no longer arrive with Floppy Drives, and laptop users with the new USB floppy drives that do not read Master Activation disks correctly.

RsMaster accomplishes this by loading your backup Image File to a "Virtual Floppy" drive. A Virtual Drive appears to Windows as a normal floppy disk drive, however it exists only in computer memory.

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You are given the option of picking a drive letter to create as a Virtual Drive, although the default offered will always work. When you press the "Load" button, RsMaster sets up a Virtual Drive that appears to Windows to be a standard floppy drive. Your selected Image File is then loaded into the Virtual Drive, and it appears exactly as if you have a Floppy Drive on your machine with an authentic Master Disk in it.

After you load the disk in Step 2, more options appear, as shown here:



MAIN ACTIVATION WINDOW - STEP 3

The last step is "Moving" your activation. This is the same process you have always used to move activations from the Master Disk to the PC, with the exception that the activation is being moved from a Virtual Floppy Drive instead of a Physical Floppy Drive. When you press the "Run App" button, the EVMOVE.EXE utility is run, and you are allowed to move the activation normally.

As always, when moving activations, you will need to be aware of the Source and Destination drives. When you use RsMaster to run the EVMOVE application, it tells EVMOVE that the source is the Virtual Drive, and the Destination drive is assumed to be the same drive that RsMaster is installed on.

You will notice that the activation moves almost instantly, compared to the amount of time it would take with a real Floppy Disk. This is normal as Floppy drives are extremely slow compared to Virtual Floppy drives that exist only in memory.

Once the activation is moved, you need to press the "Unload" button to remove the Virtual Floppy Drive you loaded earlier. RsMaster will not allow you to exit until this is done.

That's it! Too simple, huh?

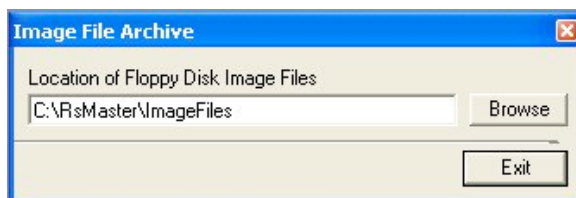
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Changing the Location where Image Files are Stored

By default, Image Files made from your Master Disks are stored in a folder named "ImageFiles" that is located in the folder where RsMaster is installed. You are able to change this location to any place on your hard drive, and you can also change it to point to a Network folder.

NOTE: If you are using a Network Folder for the image files, you will not be able to save new Image Files there unless the sharing permissions allow network users to write to the folder. It is recommended to use Network Folders only in situations where you want the Image Files and database to be "Read Only". This way only select users with permission can modify the Image Files.

To change the folder where Image Files are stored, from the Top Menu, select "Application->Settings->Set Directory Containing Image Files", and the following Dialog will be displayed:



SET IMAGE FILE DIRECTORY

Use the browse button to navigate to the folder you wish to use, and you will be prompted to confirm you want to use the new directory for your Image Files.

A folder containing Image Files contains two things:

- 1) Images of floppy disks that end with the DAT extension,
- 2) A file named FILESETS.INI, that contains information about the files in that folder.

When you change to a new folder, a new FILESETS.INI is created for that folder. This means that all the existing Image Files and Database entries stay in the old folder, and you will be creating a new list of Images in the new folder.

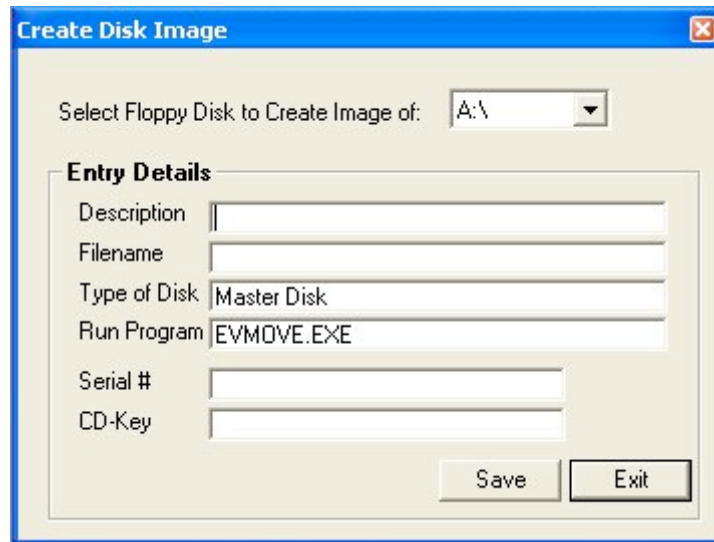
This allows you to have multiple folders for different applications. For instance, you may want to have one Image File folder containing all the Master Disks you own for archival purposes, and another one containing only a couple select Image Files that you want to share for network users.

Creating Backup Image Files from your Master Disk

RsMaster allows you to make a copy of your Master Disk, and save an Image File on your hard drive of this disk. When you use RsMaster to create disk images, it automatically saves the Image File to the current folder (see prior section) and creates an entry in the FILESETS.INI database containing information about the Image File.

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Select "Images->Create Images File from Floppy Disk" from the top menu, and the following window will be displayed:



CREATE IMAGE FILE

Make sure that you have a Master Disk with an activation on it in your floppy drive. If you have already moved the activation from your Master Disk, then you will not be able to use the disk to activate any more installations. In this case, move the activation back to the Master Disk, create your Image File, and then put the activation back on your machine.

Fill in the following fields:

Description	This is the text displayed in the dropdown list on the main window
Filename	The desired name of the Image File. Names must start with a Letter, and contain only Letters and Number. Spaces, Dashes, and Parenthesis are also allowed.
Type of Disk	Lets user know what kind of Image File this is. "Master Disk" is the default.
Run Program	This is the program that is run when the user clicks the "Run App" button. EVMOVE.EXE is the required EXE for Master Disks.
Serial #	Serial Number for the Software associated with this Image File.
CD-Key	CD-Key number for the Software associated with this Image File.

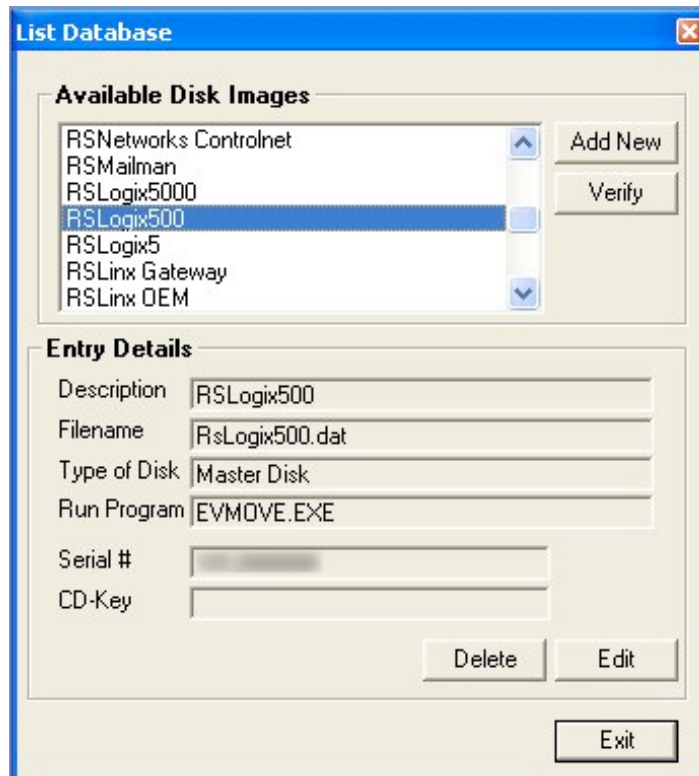
When you click the "Save" button, RsMaster reads your Floppy Disk and displays a progress bar to show you how far along the process is. It generally takes about a minute to create an Image File.

When you exit this window, you will see your new Image File listed in the dropdown list on the Main Window.

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Editing the Database of Master Disk Images

When you create an Image File, information such as the Serial Number and Description are saved in the database. You can go back and edit this database at any time by selecting "Image->Edit Image File Database" from the top menu. The following window will be displayed:



EDIT IMAGE FILE DATABASE

Editing Existing Entries

Select the entry you want to modify, and select the Edit button. The Detail boxes will turn from gray to white to indicate that editing is enabled. You may edit any field except for the Filename field. When you are done editing, click Save or Cancel.

Deleting Existing Entries

Select the entry you want to Delete, and click the Delete button. You will be prompted to confirm that you want to delete the entry.

NOTE: Deleting an entry does NOT delete the Image File from your hard drive. If you want to delete the file, you will need to do this via Windows Explorer.

Adding New Image Files

This is only used when you have manually copied an Image File to the current folder, and need to create a database entry for it. Pressing the "Add New" button scans the current folder, and if there are any Image Files there that are not listed in the Database, it will automatically add them to the database with default information.

When this is done, you will be prompted to look at the Disk Image File list for entries that are listed as "NEW: [Filename]", and edit the details for this entries.

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Verifying Filenames

If there is a chance that any of the Filenames have changed for your Disk Images (if you have modified files via Windows Explorer, for example), you should run "Verify" to check that the database has the correct filenames.

Pressing the "Verify" button causes RsMaster to go through each entry in the Database, and verify that the filename listed in the database still exists in the folder. If there are any problems, RsMaster highlights the offending entry.

IF YOU HAVE A BAD ENTRY: It is recommended that you Delete the entry (make sure you write down the Serial #), run "Add New" to add the correct filename to the database, and edit the details for that entry.

Legal Disclaimer

RsMaster is a copyrighted product of LRWSYSTEMS.COM, and is in no way affiliated with or related to Rockwell Software or its subsidiaries.

This utility was created to allow users to create backup copies of their Master Disks, and provides a mechanism to allow users to move activations to computers that do not have functional Floppy Drives.

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