

ANIMWORKS

PARTNER LICENSING

Sell your products on Animworks. We run the licensing.

Checkout, license keys, seats and renewals — handled by our platform,
validated by your plugin through one small API.

anim.works · harvey@harveynewman.com

One integration, four moving parts

Animworks is the storefront and license server for your products. You ship a partner build of your plugin pointed at our API; we sell subscriptions or one-off licenses, generate the keys, count the seats and keep validity up to date as customers renew, cancel or refund. Your plugin just asks our API one question: is this key valid on this machine?

1

You ship a partner build

Your plugin, compiled by you, wired to our API endpoints. No source code changes hands – only the contract in this document.

2

We sell and issue keys

Customers buy on anim.works (monthly, annual or one-off, per seat). Checkout, VAT, dunning and refunds are ours. A license key is generated and emailed the moment payment clears.

3

The plugin activates

The customer pastes their key into your plugin. It calls our activate endpoint, which consumes a seat and returns the license state, then re-checks periodically as a heartbeat.

4

Lifecycle runs itself

Every successful billing cycle extends the license. Cancellations run out their paid time. Chargebacks revoke instantly on the next check. Seat limits are enforced on our server.

Three endpoints, nothing exotic

HTTPS + JSON, authenticated with a public product key we issue per partner (safe to embed in a distributed client – it only unlocks these operations and is rate limited). All timestamps are UTC ISO 8601.

Activate

POST `/partner/activations`

Consumes a seat for the machine and returns the license state. Re-activating the same machine is idempotent – it never burns a second seat.

```
{ "status": "active", "valid_until": "2026-08-01T00:00:00Z", "seats": { "max": 1, "used": 1 } }
```

Check (heartbeat)

POST `/partner/activations/check`

Confirms the license is still good and refreshes `valid_until`. This is how renewals, cancellations and revocations reach the client.

```
{ "status": "active", "valid_until": "2026-08-01T00:00:00Z" }
```

Deactivate

POST `/partner/activations/deactivate`

Releases the machine's seat so the customer can move to another computer.

```
{ "status": "deactivated" }
```

License states

- **active** valid, inside its paid period
- **expired** past `valid_until` – prompt to renew
- **revoked** refund, chargeback or fraud
- **inactive** this machine holds no seat – prompt to activate

Error codes

<code>invalid_key</code>	HTTP 404
<code>seat_limit_reached</code>	HTTP 409
<code>expired / revoked</code>	HTTP 403
<code>unauthorized</code>	HTTP 401
<code>rate_limited</code>	HTTP 429

From checkout to renewal, automatically

Purchase

Payment clears on anim.works. A key is generated in your product's format (e.g. SQ-XXXX-XXXX-XXXX-XXXX), emailed to the customer and shown in their account. `valid_until` is set to the end of the paid period.

Renewal

Each successful billing cycle moves `valid_until` to the end of the new period, plus a small grace buffer (default 3 days) so a customer whose card is mid-retry is never locked out of a window they paid for.

Cancellation

We simply stop renewing. `valid_until` is never shortened - the license runs out its paid time, then check returns expired. No proration.

Refund / chargeback

The key flips to revoked immediately; the next heartbeat locks the plugin.

Seats

Each license carries a seat limit enforced by our server. Activations beyond it get `seat_limit_reached`; customers free seats themselves via deactivate or their Animworks account page.

Offline use

After a successful check a machine can stay offline for your chosen grace window (typically ~2 weeks), but `valid_until` is always honored - an expired license stops working even offline.

Who does what

Animworks provides

- The storefront: checkout, VAT, subscriptions, dunning and refunds.
- License keys issued instantly at purchase, in your product's key format.
- The license API: activation, heartbeat and seat enforcement, rate limited and monitored.
- Customer self-service: keys and seat management in the customer's account.
- Sales reporting each period to reconcile against your own usage logs.

You provide

- A partner build of your plugin wired to our API (compiled by you; no source changes hands).
- Your product details: name, plans, pricing, seat rules and key-format preferences.
- First-line support boundary: we handle checkout and activation issues, you handle product bugs.
- Optional: your own usage reporting for reconciliation.

Onboarding — about a week, most of it testing

- 1 Share your product details and plans (monthly / annual / one-off, seats, pricing).
- 2 We register you as a partner: dedicated API key, key format, product listing and license generator.
- 3 You wire your partner build to the endpoints and we hand you sandbox keys to test every state.
- 4 Together we verify activate, heartbeat, seat limits, expiry and revocation end to end.
- 5 Launch: your product goes live on anim.works and licenses start flowing.

Ready to talk?

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