

## Re: How to retrieve serial number of OS or CPU for copy protection?

**Source:** <http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework/2004-09/0886.html>

---

**From:** Slava M. Usov (*stripit.slough\_at\_gmx.net*)

**Date:** 09/10/04

Date: Fri, 10 Sep 2004 17:17:40 +0200

"R. Wieser" <address@not.available> wrote in message  
news:e85ca10IEHA.1656@TK2MSFTNGP09.phx.gbl...

[...]

- > > *Option three: find a job that will provide you with this software.*
- >
- > *Same problems apply : Those persons will have to learn a new package,*
- > *which (outside of people like in this newgroup) they might not desire ...*

Why? They use the same software.

[...]

- > *Well, I just can imagine a cubicle for a software-engineer, having (quite*
- > *a number) of those "super dongles" sitting around :-)*

Who's talking about software engineers? We're talking about play stations.

[...]

- > *Alas, playstation software has already been cracked, and can be copied*
- > *too.*

Because they do not use a "single-chip" technology. If you have a bit of  
silicone that cannot be programmed, how are you going to crack it? Your only  
option is to crack it physically, which is a bit too expensive to do.

[...]

- > *Maybe. But just \*one\* crack would be enough, the internet would take care*
- > *of a rapid spread of the resulting, unencumbered software.*

How? What are going to be the results of this crack? Code that executes on  
hardware that does not exist except for this very software? This is as

microsoft.public.dotnet.framework: Re: How to retrieve serial number of OS or CPU for copy protection?

useful as cracking P4 for its microcode.

S