

## Re: Decompiler.NET reverse engineers your CLS compliant code

*Source:* <http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework/2004-09/1146.html>

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*From:* Nak ([a\\_at\\_a.com](mailto:a_at_a.com))

*Date:* 09/13/04

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> *Remember – all depends on the key length chosen. If you're going to choose*  
> *a*  
> *16-bit key – hell I can crack that too :-)* (*Yes– within my lifetime ;–)*  
> *!!*  
> *Read here:* <http://news.com.com/2100-1023-204556.html?legacy=cnet>

All I have to say on that matter is f\*\*ksticks

> *Ofcourse, the standard now is to use 512 bit keys and sooner or later*  
> *we'll*  
> *be moving to a 1024 bit standard as soon as as someone (or rather group)*  
> *cracks a 512-bit RSA key encoded message. Thats a totally different ball*  
> *game altogether.*

That sucks, I've never even been able to open a passworded zip file using an app designed for the task of brute force simply because it takes too long. These groups must be very adamant on destruction that's all I can say!

Nick.

"Imran Koradia" <[nospam@microsoft.com](mailto:nospam@microsoft.com)> wrote in message  
[news:eMrZiRbmEHA.3756@TK2MSFTNGP09.phx.gbl...](mailto:news:eMrZiRbmEHA.3756@TK2MSFTNGP09.phx.gbl...)

>  
>  
> *Imran.*  
>  
> *"Nak" <a@a.com> wrote in message*  
> *news:OdPwgUamEHA.4004@TK2MSFTNGP10.phx.gbl...*  
>> *Whoah!*  
>>  
>> *"RSA encryption can be cracked too"*  
>>  
>> *How much time do you have on your hands??*  
>>

microsoft.public.dotnet.framework: Re: Decompiler.NET reverse engineers your CLS compliant code

>> *Nick.*

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