

Re: Copy protection for a .NET application

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2004-12/0621.html>

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William Stacey [MVP] wrote:

>> *The problem with decrypting the code yourself is that you have a readily
>> accessible decryption module in your software to decrypt the DLL. That
>> would make it a breeze for any decent cracker to break your protection.*
>
>
> *True. But you have equal access to the either code in memory using a
> debugger. So it does raise the bar, but not too high for crackers. They
> use debugger anyway (after ildasm fails), so it is not much difference for
> them.*
>

Not really. The decrypting part is in the hardlock, unaccessible by debuggers :) From the tech docs I've read, they also employ anti-debugging techniques to prevent on the fly inspection of things going on.

But as I said. Nothing is impossible to crack, it's just how much time and effort is one willing to spend.

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