

strong key problems

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Dear readers,

I have some problems with strong keys.

What I want to do is basically this.

A – create an application (f.x. strongHello.dll) with a strong key.

B – import the functions of this dll into a console application (f.x StrongConsoleApp.exe) and run it if I have somehow specified the public part of the strong key and not otherwise.

(think of it as A being me and B my users that may continue developing my exuiste application)

My question is pretty much: How do I/my users run my strongly named applications.

I have found some relatively nice info out on the web, but only info that deals with

- i – how to create a strong key and use it in your applications.
- ii – how to create the public part of a strong key (not how another developer can use this public part).
- iii – that reverse engineering of strongly named files is still possible
- iv – any referencer to any app with strong name must also have a strong name

What I had expected

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- a) my dll-file uses a strong key
 - b) extract public part from this key
 - c) import public part in new app
 - d) any app referencing a strong named app must also have a strong name (thus: create a 2nd strong key (end users key))
 - e) rejoyce

What I got (Long version below this line)

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(1)

I create an empty class library with the following (in MS visual c++ 2005 express edition)

```
//ugly way of writing "hell o world!"
namespace A
{
public class B
{
public string C(int pos1, int pos2)
{
string s = "HELLOWORLD!";
s = s.Substring(0, pos1) + " " + s.Substring(pos1, pos2 - pos1) +
" " + s.Substring(pos2);
s.Insert(pos1, " ");
return s;
}
}
}
```

(2)

I remove the assembly info file (getting version 0.0.0.0 which is ok), right click my project and sign with my myStrength.snk (just created with "Long path\sn.exe" -k myStrength.snk)

(3)

Close this solution and start a new one (StrongConsoleApp) with the following:

```
namespace strongHello
{
class Program
{
static void Main(string[] args)
{
A.B s = new A.B();
Console.WriteLine(s.C(4, 5));
}
}
}
```

to my surprise (since I have not used any key for this solution) I get

HELL O WORLD!

I did not expect this to be possible – does the program know that I did both of these applications?

(4)

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I copy strongHello.dll and StrongConsoleApp.exe to a shared folder and try the same. I get an exception (as expected, but not the one I had expected)

Unhandled Exception: System.Security.SecurityException: That assembly does not allow partially trusted callers.

I had however expected another exception – a complaint about the application not having a strong name (This is what happened with my real application. I was trying to reproduce that with this smaller issue.)

(5)

I sign my exe file with the same key. On my harddrive it still works. In the shared folder it still fails. with the same exception.

(6)

The application has security under it's properties – I set the project to be a partial trust application. But the dll does not allow partial trust, nor has it got a security tab under it's properties (really confusing).

Can someone please give a helping hand?

/Per

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