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Subject: Re: Protect package - A starting copy protection system

Posted by [mdelfede](#) on Fri, 15 Oct 2010 10:23:53 GMT

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koldo wrote on Fri, 15 October 2010 12:05Hello Massimo

Sorry for the petitions...

I think MySQL would have to be removed from Protect, and included only if MySQL is explicitly used. In my case I do not use MySQL in any case . And now Protect package includes many MySQL elements.

Could you do a basic server version using sqlite, and the possibility to extend it to other databases?. As I do not expect many clients running out there , with sqlite should have to be enough.

What is the advantage of a PHP version if C++ one works?

Quote:Please test it, It's setup on my server

For now with MySQL in Protect, I cannot use it, and I really want it .

Mhhhh... what's your problem about including MySQL ? It's for the library linking ? It shouldn't be linked anyways for client, just for server.

If your problem is about compiling the server, yep... I could do it. But you could do it also, the \*only\* files on which the database stuff is used (and encapsulated) are  
ProtectDB.h/ProtectDB.cpp.

It should be quite easy to add sqlite implementation there.

If you can't / have no time to do it, I can try on this week end.

Last thing... the engine is still missing some cosmetics and a major hardening. By now a malicious client could record a client/server communication (even if it can't decrypt it...), and replay it on the client side to unlock the app.

The solution is quite simple but I haven't implemented yet.

It will be done by passing a random number from/to server, so the replayed communication will be useless.

Ciao

Max

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