

Forum:[Hack Forums](#)

Thread: [SecureApp - socket-based licensing system for .NET](#)

devvariety - June 13, 2019, 3:24 pm

This is a project I'm currently working for the fun of it. I still have to rewrite some parts of it since it was a project sitting in the back burner for a while now.

github.com/developervariety/secureapp

Check it out if you're ever in need of a licensing system that could be self-hosted.
Constructive criticism is accepted. I want to improve this project to the best of its ability.

I'm working on moving to a factory design instead of the poor coding state it's in right now.

int - June 13, 2019, 4:22 pm

<https://github.com/developervariety/secureapp>

fixed link

gigajew - June 13, 2019, 4:54 pm

I would probably use udp for this

devvariety - June 13, 2019, 5:54 pm

(Jun 13, 2019 04:54 PM)gigajew Wrote: [\[CITE\]](#) I would probably use udp for this
Could you explain why?

I'm open to all suggestions.

gigajew - June 13, 2019, 8:50 pm

It's faster, connectionless and pretty easy to work with

Washi - June 14, 2019, 12:17 am

(Jun 13, 2019 08:50 PM)gigajew Wrote: [\[CITE\]](#) It's faster, connectionless and pretty easy to work with

Why would anyone use a connectionless protocol like UDP for a licensing system where reliable data transfer is a must?

I guess if you like building your own TCP stack equivalent with retransmissions, error correction, duplicate removal and encryption layers on top, go for it. I'd much rather not reinvent that wheel to be honest for a variety of reasons.

Vyxn - June 14, 2019, 7:22 am

(Jun 14, 2019 12:17 AM)Washi Wrote: [\[CITE\]](#) Why would anyone use a connectionless protocol like UDP for a licensing system where reliable data transfer is a must?

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Your signature, its beautiful. ?

NYANxCAT - June 14, 2019, 10:13 am

(Jun 14, 2019 12:17 AM)Washi Wrote: [\[CITE\]](#) Why would anyone use a connectionless protocol like UDP for a licensing system where reliable data transfer is a must?

Lol this + sig ?

0xDEAD10CC - June 15, 2019, 12:59 pm

(Jun 13, 2019 08:50 PM)gigajew Wrote: [\[CITE\]](#) It's faster, connectionless and pretty easy to work with

Yeah - because UDP is definitely going to be a lot more secure than TCP for a licensing system. ?
Let's just broadcast all the data out to anyone who wants to receive it, and allow any recipient to respond...

devvariety - June 15, 2019, 2:47 pm

I have been doing some changes to the design until I feel satisfied with it. I want it to be readable, and clean as possible. Any suggestions truly do help me.

I will be working on the panel any day now, just been busy with work and other projects. This project is coming out great though, love the support. Thank you everyone, enjoy your day.
Pushed changes for the license key design.

You could read more on it here, github.com/developervariety/secureapp/wiki/License-Keys.

An example from the demo found on the repository.
Code NM1O9-7E3B6-B8X6UW-CMHS5-H8UTO
This license key is valid.

AppId: 926cd2aa03cd4a44851ae91e43162c
Tier: Bronze
Edition: Professional
Expiration date: 7/16/2019 3:41 AM
Good day!

If anyone is interested on helping me decide which way to go on about this issue,
github.com/developervariety/secureapp/issues/3.

I'm debating on whether creating a RESTful API with Slim Framework or creating a WinForms app with a plugin system.

Aristocles - June 16, 2019, 2:41 am

Why yours when there are dozen of licensing system available ? Is a question you may ask yourself

devvariety - June 16, 2019, 9:16 am

(Jun 16, 2019 02:41 AM)Aristocles Wrote: [\[CITE\]](#) Why yours when there are dozen of licensing system available ? Is a question you may ask yourself

There are multiple solutions available, you're correct but they all consist of the same features. None show you how secure they are nor customizable to your likings. You're supposed to take the developer of the solution word for it without any proof.

I'm not trying to replace all solutions and say hey, use this one, this is much better. My end goal is to create a solution that is good, secure, and customizable to the developers likings.

SecureApp is something different from others in my opinion. It shows you that it's a true secure licensing system and no bloated bullshit just to sell you out. Nor does it cost anything, completely free and open sourced. The community can fix bugs or add more features faster than a private

solution (depends on the team and size).

devvariety - June 18, 2019, 4:48 pm

I have implemented a plugin system for the server side. Developers now don't have to go deep into the project to internally change anything, just create a plugin and pop, works just the way you want it to.

The only con, which is what I'm trying to figure out is dependencies. When a plugin has a dependency, it has to be in the same directory as the executable.. which is silly and annoying to do. If anyone could create a PR to improve that it would help or any suggestions.

Good day, thank you!

devvariety - June 22, 2019, 3:26 pm

Been pushing some changes to the repository. So far everything is going smooth, let me not jinx it. I have started to work on the panel since then I have decided to add/remove some features. The list below is the current list of features that will be implemented or already implemented. The list can change.

- Application auto-updater
- Assembly verification
- Remote functions
- Remote variables
- Plugin framework
- Short cryptographically generated keys
- Announcements (news system)
- Exception logging
- Hardware fingerprint locked
- Webhook events
- Secure and compressed communication
- Web panel

Any suggestions are welcome, thank you.

NYANxCAT - June 22, 2019, 3:54 pm

(Jun 22, 2019 03:26 PM)devvariety Wrote: [\[CITE\]](#) Been pushing some changes to the repository. So far everything is going smooth, let me not jinx it. I have started to work on the panel since then I have decided to add/remove some features. The list below is the current list of features that will be implemented or already implemented. The list can change.

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Any suggestions are welcome, thank you.

Excellent job. this kind of projects will keep the C# forum active and alive.

I hope many HF legit sellers will use this and give feedback.

suggestions:-

for now, I don't have any, but maybe add some kind of panel captcha protection or a challenge to prevent brute force attack.

EDIT: haven't seen the project yet. I will check it out soon.

devvariety - June 22, 2019, 6:08 pm

(Jun 22, 2019 03:54 PM)??` NYAN CAT ?`? Wrote: [\[CITE\]](#) Excellent job. this kind of projects will keep the C# forum active and alive.

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for now, I don't have any, but maybe add some kind of panel captcha protection or a challenge to prevent brute force attack.

EDIT: haven't seen the project yet. I will check it out soon.

Thank you for the support and yes check it out when you have the time!

PRs are always welcome too. I want to create a community driven licensing system that anyone could maintain themselves with little effort.