**painter7**

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AMTEmu Win (v0.9.2) / Mac ( v0.8.1)

ENG

*The whole description and the change log are in the zip archive.*

**The simplified algorithm for the Adobe protection mechanism of the emulator is included in the archive as well. For those who want to understand the idea in general: everything is required for emulator is the amtlib.dll chain, everything else is not important. If you are lazy to learn the archive content, here are few links for you. Of simplified alghorithm of The as Adobe's amtlib: https://twitter.com/painter701/status/706572424649826308 of The simplified alghorithm of amtemu: https://twitter.com/painter701/status/709050597153087488 A quick performance the benchmark: https: // twitter. com / painter701 / status / 728672272475623424**

**What is the difference between ...?**

Many users still ask me what is the difference between AMTEmu & Universal Patcher. Let's make it clear. It is obvious what is the patch is . Any patch modifies the target application and its logic. As of amtlib, it makes possible to bypass the activation of "features". AMTEmu is the result of my research, which I personally use and decided to share it with you. After I learned how Adobe's protection works, I made a conclusion that the patch \ keygen method has issues for me and it is not perfect. So, AMTEmu fixes those issues and emulates processes related to Adobe Application Manager without any reference to Adobe Application Manager.

For the average user there is no difference what exactly to use, since the result will be the same: Adobe apps will work.

Several Reasons are There to use AMTEmu: 1. Up Need You to the create a portable version of the apps without the protection to use IT on the any supported Hadrware. 2. You have no sufficient rights to install Adobe software with its protection, which will not work under the limited user account. 3. You would like to save some disk space by disabling software protection logs. 4. You are not happy to send any data to Adobe servers which will be collected and sent by services installed on the PC. and so on.

In any other case, you can use any patch of keygen you have.

**PS For the Mac the users! I had no time to implement the elevation request. That's why you need to use sudo when you have no sufficient privileges to modify the apps folder. Otherwise you will need to create configs and copy emulator's**

**files manually.**

**Code:**

The login of Last: Mon Oct xx xx: xx: xx console on the User: ~ user $ sudo /AMTEmu.app/Contents/MacOS/AMTEmu

**# Download**

Win (v0.9.2): http://ftpportal.tk/PainteR/ru-board/CC/amtemu.v0.9.2.win-painter.zip http://upiter.info/PainteR/ru-board/ CC / amtemu.v0.9.2.win-painter.zip the Mac (v0.8.1): http://ftpportal.tk/PainteR/ru-board/CC/amtemu.v0.8.1.mac-painter.dmg http: / /upiter.info/PainteR/ru-board/CC/amtemu.v0.8.1.mac-painter.dmg

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*Cached as of April 16, 2017*