

CodeEncipher

As Unity uses Mono,it is easy to read and manipulate the code of Unity Projects via freely available tools.

CodeEncipher is a tool to encrypt your assembly build by Unity.

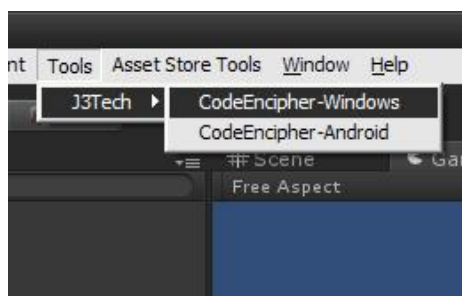
Current version support Windows standalone and Android. Notice that code is protected by encrypting assembly file and not obfuscating text. Now, it only work on Unity Pro 4.6.x.and Unity Pro 5.x.x.

Next version will support more platform.Any questions please email [me \(j3engine@qq.com\)](mailto:j3engine@qq.com).


Getting Start

CodeEncipher for Windows

1.Open CodeEncipher window by clicking on "Tools>J3Tech>CodeEncipher-Windows" in the menu bar, then select the correct architecture.





2. Set the path of the application file you have build by clicking on  button. The attached demo for you to quickly build a test application.



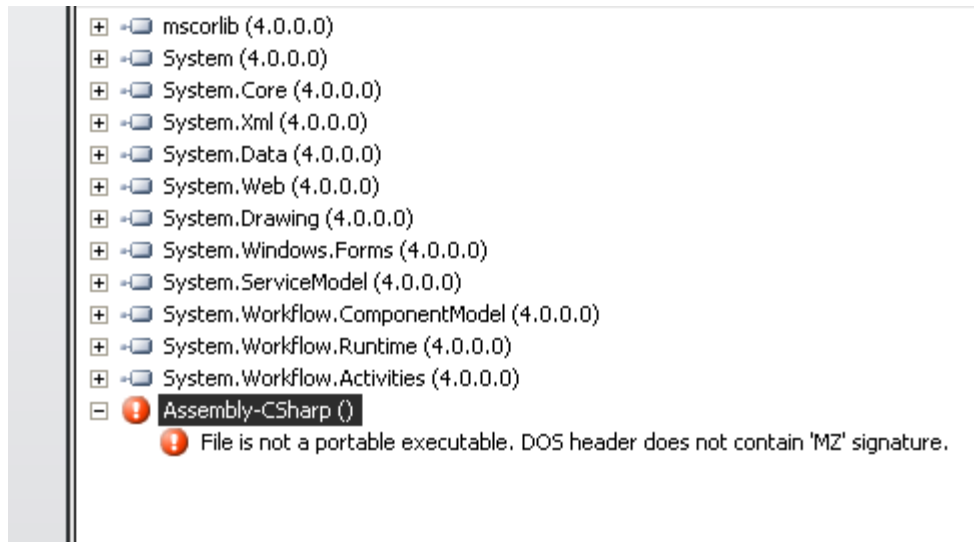
3.Select assemblies that you want to encrypt.



4.Click "Encrypt" button to encrypt assemblies you selected.



5. You will see the notification show "Done!" if succeed encrypt .Now you can open assemblies you encrypted with decompilation tool(e.g. .NET Reflector) to check it.



Than you can execute the application you encrypted to show end result.

CodeEncipher for Android

Before all operations, you must confirm JDK have been installed on your machine and you have set the environment variables.

Build & Encrypt

1. Open CodeEncipher window by clicking on "Tools>J3Tech>CodeEncipher-Windows" in the menu bar.



2.Click "Build & Encrypt" button to build .apk file then encrypt it.

Encrypt

If you want to encrypt an apk file what have been built, please enable "Custom Settings" and set correct version of Unity what built this apk, then click "Encrypt" button to encrypt it.