#contentWrapper #fs, #sidebarContent #fs, #contentWrapper div [id * = 'myExtraContent'], #sidebarContent div [id * = 'myExtraContent'] {display: block;}

Kermith's workshop (https://translate.googleusercontent.cc depth=1&hl=en&prev=search&pto=aue&rurl=translate.goog The other way to see supervision ...

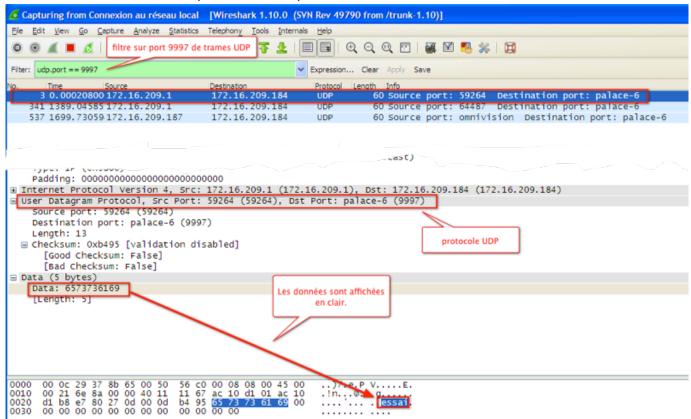
Secure your flows



Sending data over the network is good. But when we start to take a closer look, we notice that the data appears in clear in the frames. Only one way to add a little confidentiality: encryption. We will use the same routine from the LiveCode-Clapi project article in the Preferences chapter.

Analysis of a UDP frame

To analyze a UDP frame from our previous program, I use the excellent Wireshark sniffer. The filter of the sniffer will be positioned on port 9997 of UDP frames.



Analysis of a UDP frame

As we can see, the data travels in clear in the frame. If your application uses sensitive data, we need to find a solution to secure it. One solution, the encryption that we will discover below.

Data encryption

We will use the two functions ReturnCrypte and ReturnDecrypte described in the Preferences article of the LiveCode-Clapi Project. We will modify two lines of the client and server program. Drop these two functions into each stack.

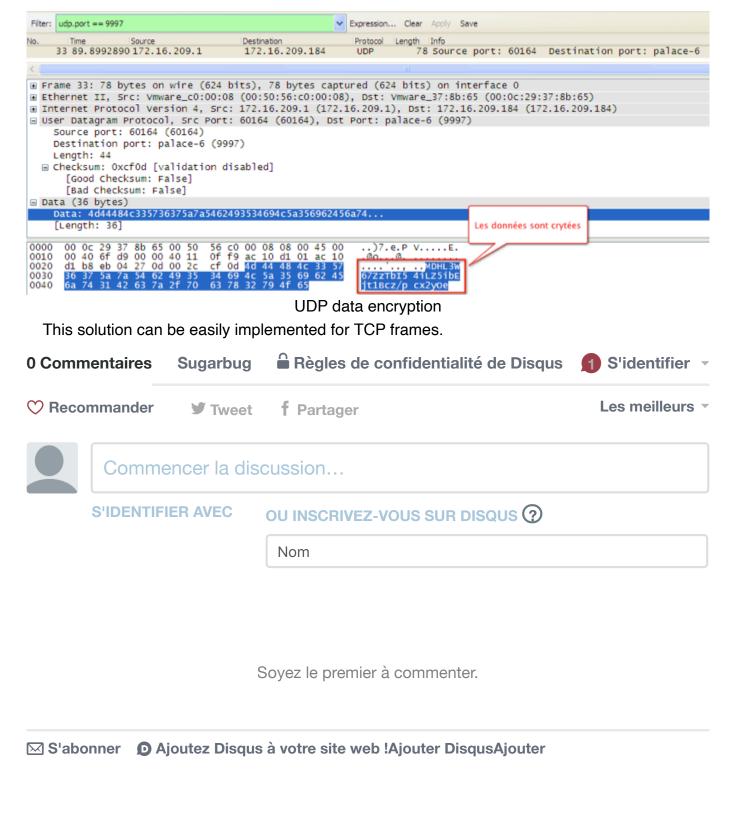
Customer program

We will use the encryption function to send the data. - it sends the message without acknowledgment of receipt write ReturnCrypte (eld "txtMessage") to socket ipDest

Server program

We will use the decryption function after recovering the data. – **display of UDP message dialog box received answer** pSocket & cr & ReturnDecrypte (pMsg) Attention: do not put an accented character in the key if you are using different OS.

Verification of data encryption.



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