

licensingSystem Documentation

nopreserveroot

v0.0.1

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Chapter 1

Embedded Tools

This chapter explains the format for embedded executables for the client.

1.1 Format

Embedded executables and scripts are appended to the end of a client binary by the injector script.

The format of that section is as follows:

- Main Header
- Item 1 Header
- Item 1
- Item 2 Header
- Item 2
- ...

1.2 Main Header

The main header of embedded tools is defined as follows:

```
struct embeddedToolsMainHeader {  
    uint32_t totalSize;  
    uint16_t numberOfItems;  
    char contentHash[32];  
};
```

Explanation:

totalSize - the full size of embedded tools in bytes (including main header and individual headers)

numberOfItems - the number of embedded Items

contentHash - the SHA256 hash of the embedded part (Individual headers + items)

1.3 Individual headers

The individual header is separate for each embedded item and placed directly before the item content starts.

It is defined as follows:

```
struct individualHeader {  
    uint16_t ID;  
    uint32_t length;  
    char fileName[64];  
    char itemHash[32];  
    uint32_t permissions;  
};
```

Explanation:

ID - numeric ID of the item. Starts from 0 and is being incremented by 1.

length - length of the item (excluding individual header)

fileName - the file name of the item including extension

itemHash - SHA256 hash of the item after unpacking and decrypting

permissions - item permissions to be set by *chmod*

1.4 Items