



NAV Code
Protection

NAV Code Protection

4BzSoftware Company Limited | Product S-07

Released on 2015-01-01, last updated on 2016-05-20

4BZSoftware

Table of Contents

1. Introduction	1
2. How to Protect your NAV Code	2
2.1 Send "Original Codeunit" and "Target Codeunit" to us.....	2
2.2 Receive "Protect Codeunit" from us.....	4
3. How to License your NAV Add-on	5
4. Question and Answer.....	6
5. Version Control.....	8
6. Pricing	9

1. Introduction

There has been, and will continue to be, significant innovation in the software industry. If innovators wish to exercise any amount of control over their creations, they must utilize the tools of protection. By protecting their innovations, creators will have the right to choose how their ideas are distributed to the general public. Without such protection, innovators will be giving up their right to decide whether their code is dedicated to the public, made “open source”, licensed, or kept secret.

So, how to safeguard your NAV Add-on? It is your invaluable and intellectual property. Our Code Protection enables to protect and license your NAV Add-on simply and quickly. Although we can protect code of any NAV Object Types, we provide service on Codeunit and for NAV from version 2013 only.

Related videos https://www.youtube.com/playlist?list=PLfgzNr8_2Gkq5xv4U9MG3XsNQRUcq12Kj

This document describes How to Protect your NAV Code and How to License your Add-on.

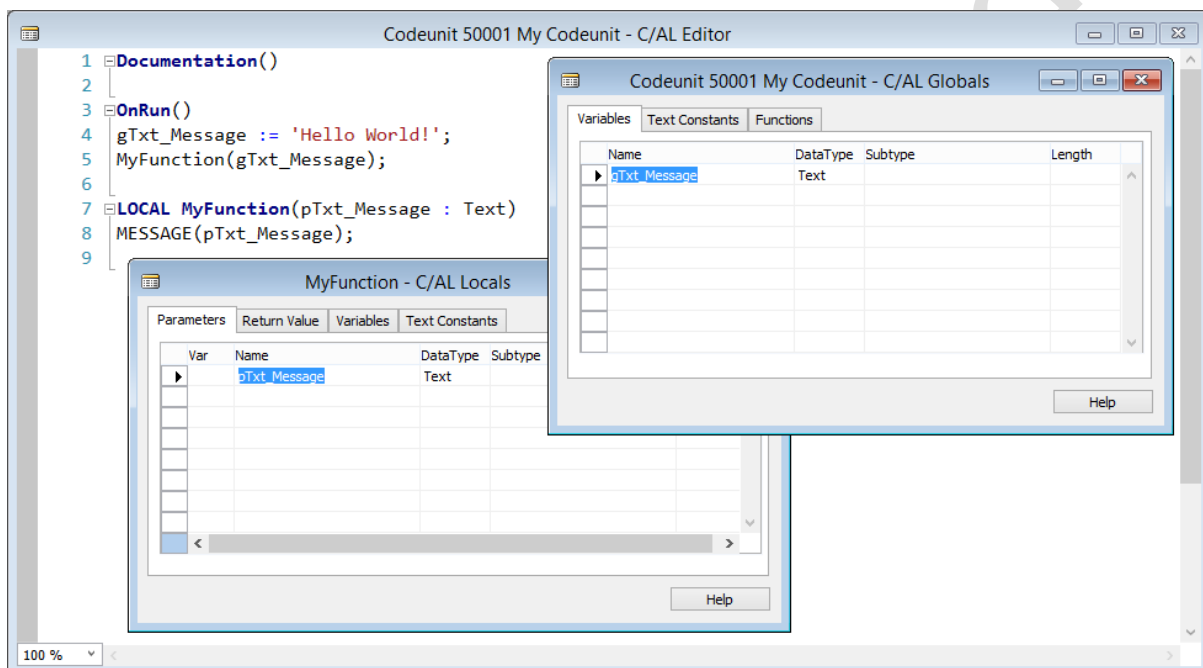
2. How to Protect your NAV Code

To protect your NAV Code:

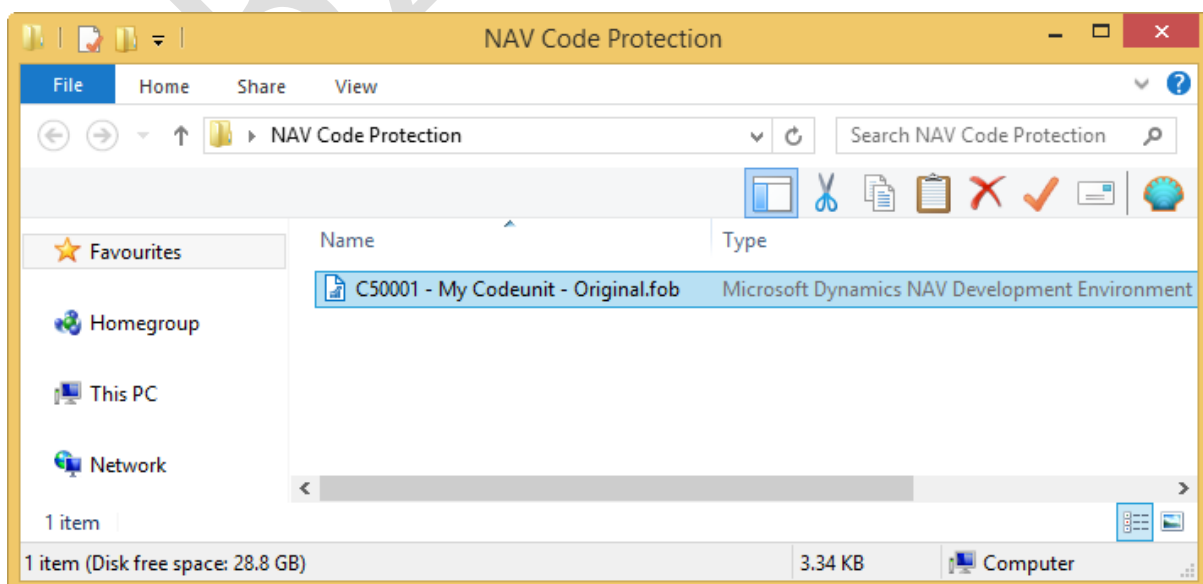
1. Send "Original Codeunit" and "Target Codeunit" to us.
2. We generate and send back to you "Protect Codeunit" that:
 - Work as "Original Codeunit".
 - Display as "Target Codeunit".

2.1 Send "Original Codeunit" and "Target Codeunit" to us

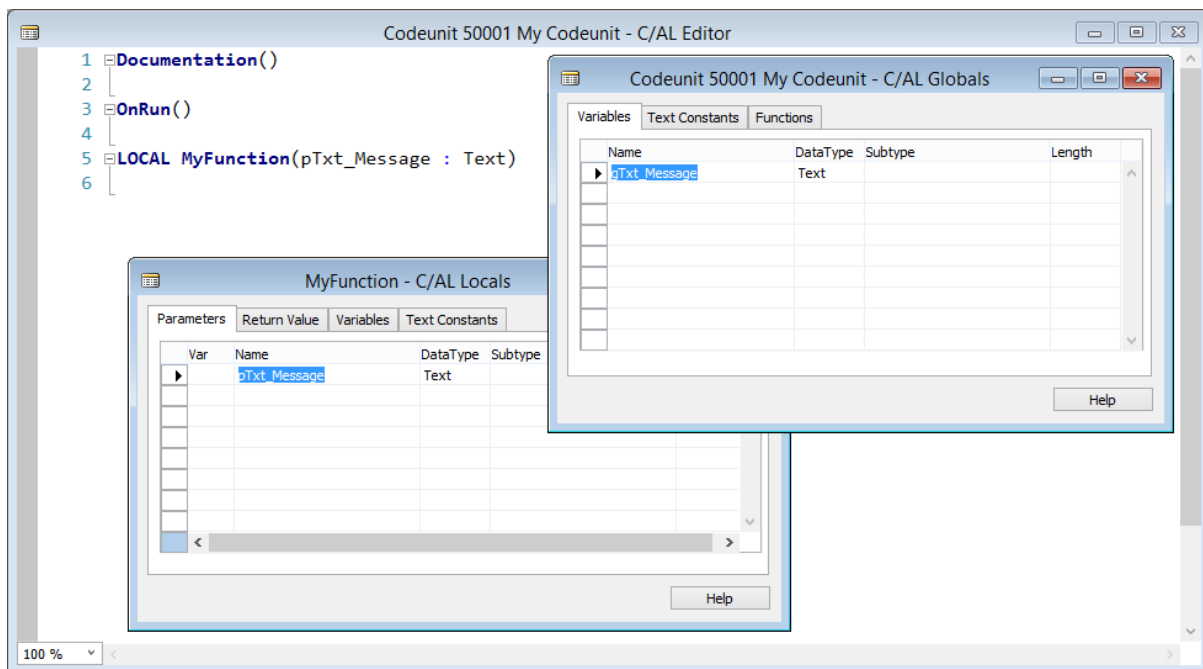
Develop your Add-on:



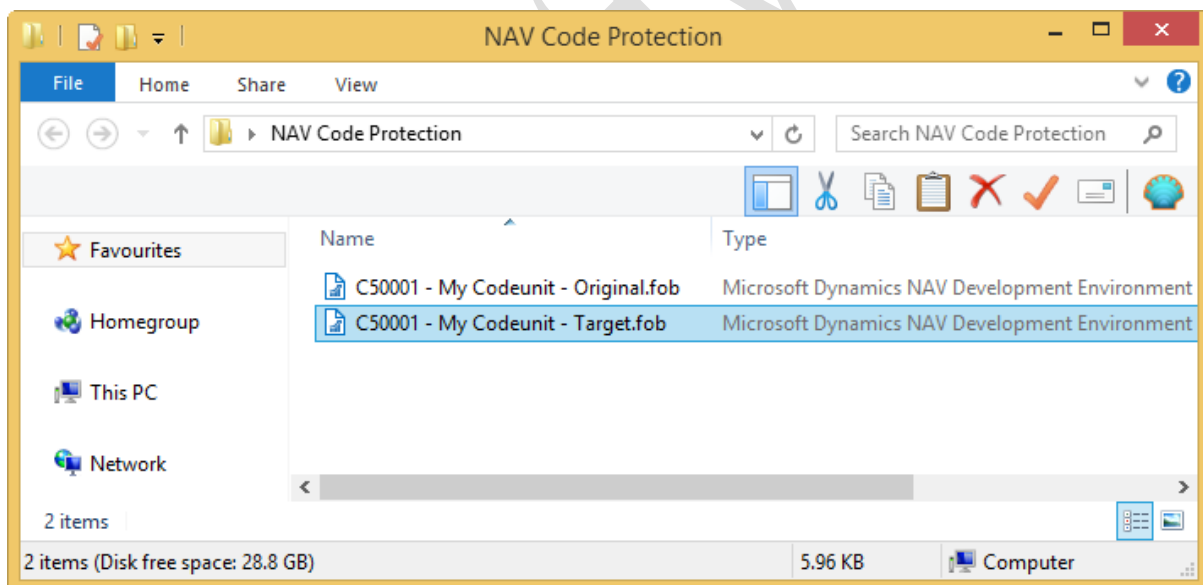
Compile the object, then export "Original Codeunit" in fob format:



Edit Codeunit again, delete all code inside functions only, to make “Target Codeunit”:



Compile the object, then export “Target Codeunit” in fob format:

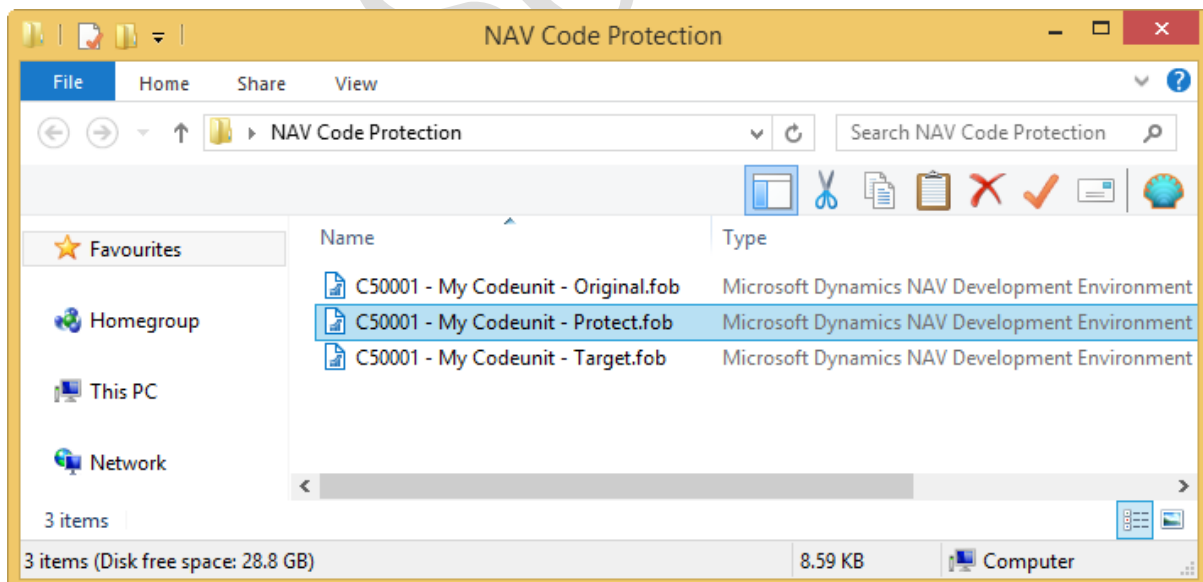
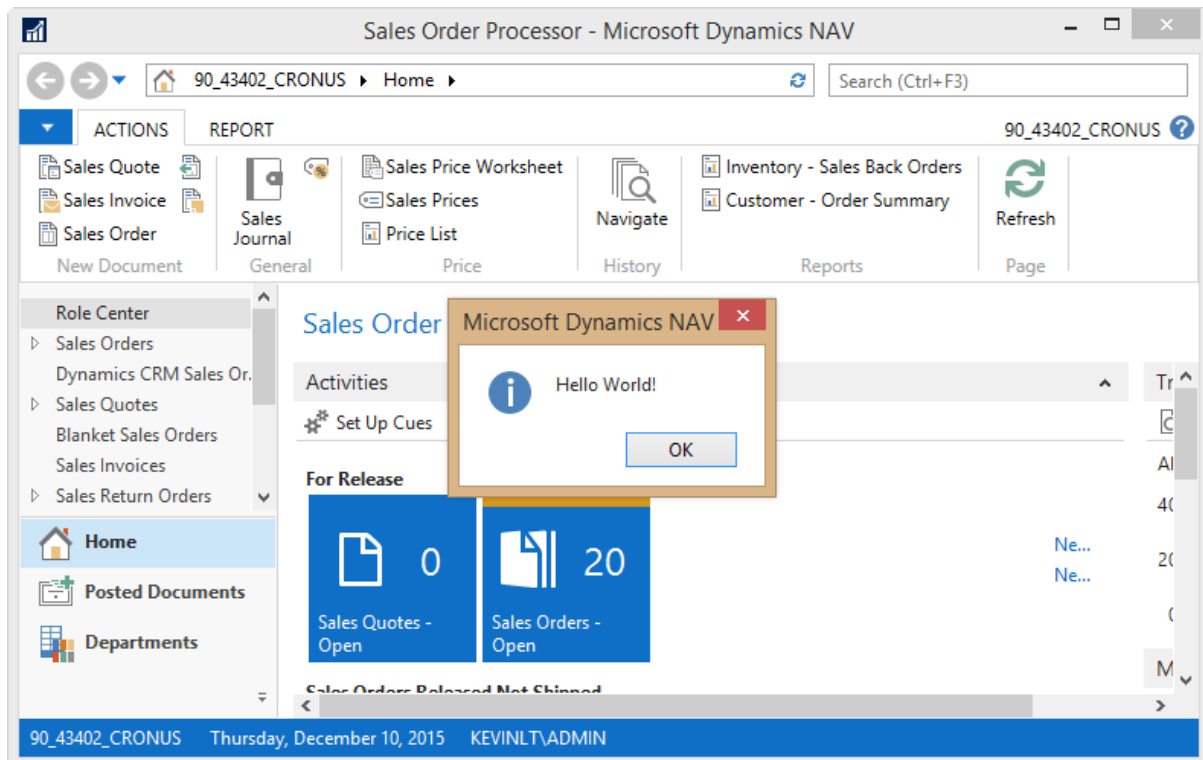


Finally, send us both “Original Codeunit” and “Target Codeunit” fob files.

2.2 Receive "Protect Codeunit" from us

We generate and send back to you "Protect Codeunit" that:

- Work as "Original Codeunit".
- Display as "Target Codeunit".



3. How to License your NAV Add-on

Below code basically licenses your Add-on by “License End Date” and “NAV Licensed Number”:

Global Variables	Data Type	Subtype	Length	Description
gBol_LicenselsValid	Boolean			License Status of your Add-on
gDat_LicenseEndDate	Date			License End Date of your Add-on
gTxt_LicenseNAV	Text			NAV Licensed Number
gTxt_LicenseAddon	Text			Your Add-on Licensed Numbers

```

1 Documentation()
2
3 OnRun()
4   MyFunction;
5
6 LicenseIsValid_Bol() Boolean : Boolean
7   //Already init values
8   IF (gTxt_LicenseNAV <> '') THEN
9     EXIT(gBol_LicenseIsValid);
10
11  //Init values
12  gDat_LicenseEndDate := DMY2DATE(31, 12, 2016); //License End Date here
13  gTxt_LicenseAddon := '+LicenseA +LicenseB'; //License Number here (comment this line for TRIAL License)
14  //gTxt_LicenseAddon := '+TRIAL'; //Uncomment this line for TRIAL License
15
16  gTxt_LicenseNAV := '+' + DELCHR(SERIALNUMBER, '<>');
17  IF (TODAY <= gDat_LicenseEndDate) THEN
18    IF (STRPOS(gTxt_LicenseAddon, gTxt_LicenseNAV) > 0) OR (STRPOS(gTxt_LicenseAddon, '+TRIAL') > 0) THEN
19      gBol_LicenseIsValid := TRUE;
20    EXIT(gBol_LicenseIsValid);
21
22 LicenseInfo_Txt() Text : Text
23   LicenseIsValid_Bol;
24   lTxt_NewLine[1] := 13;
25   lTxt_NewLine[2] := 10;
26   Text := STRSUBSTNO('- License End Date: %1 (Today: %2)%3', gDat_LicenseEndDate, TODAY, lTxt_NewLine);
27   Text += STRSUBSTNO('- License Numbers: %1 (Yours: %2)%3', gTxt_LicenseAddon, gTxt_LicenseNAV, lTxt_NewLine);
28

```

Adjust lines 12 to 14 to create new License.

When invoke your main functions (MyFunction), call check license function (LicenseIsValid_Bol) as lines 30 to 32. If your License is invalid, stop the system. Otherwise, carry out your main functions:

```

1 Documentation()
2
3 OnRun()
4   MyFunction;
5
6 LicenseIsValid_Bol() Boolean : Boolean...
22 LicenseInfo_Txt() Text : Text...
29 MyFunction()
30   //Check License
31   IF (NOT LicenseIsValid_Bol) THEN
32     ERROR('Your Add-on License is invalid:\' + LicenseInfo_Txt);
33
34   //Carry out function
35   MESSAGE('Your Add-on License is valid:\' + LicenseInfo_Txt);
36

```

Finally, follow section 2 “How to Protect your NAV Code” to protect your NAV Add-on.

4. Question and Answer

1. Is it possible that users accidentally re-compile Protected Codeunit?

Yes, it is possible.

2. Does it remove original functionality when users accidentally re-compile Protected Codeunit?

Yes, it does. It becomes Target Codeunit with empty code inside functions.

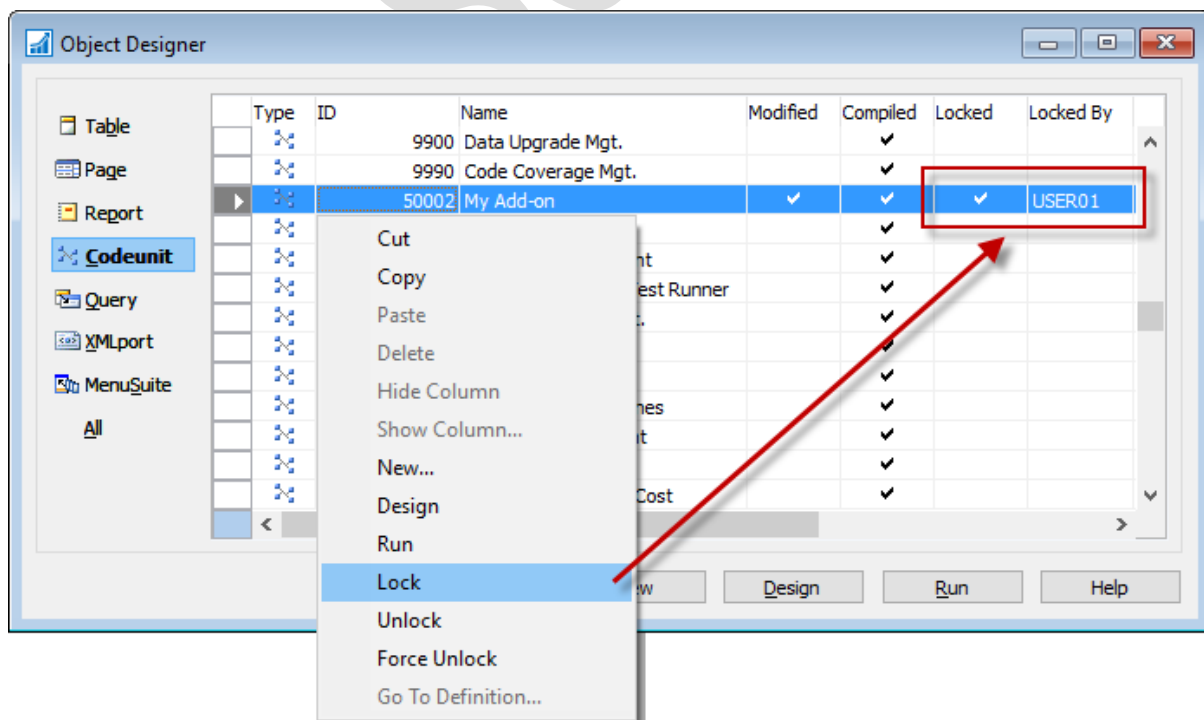
3. How to cover it when users accidentally re-compile Protected Codeunit?

Just re-import Protect Codeunit and use it. DO NOT re-compile Protect Codeunit.

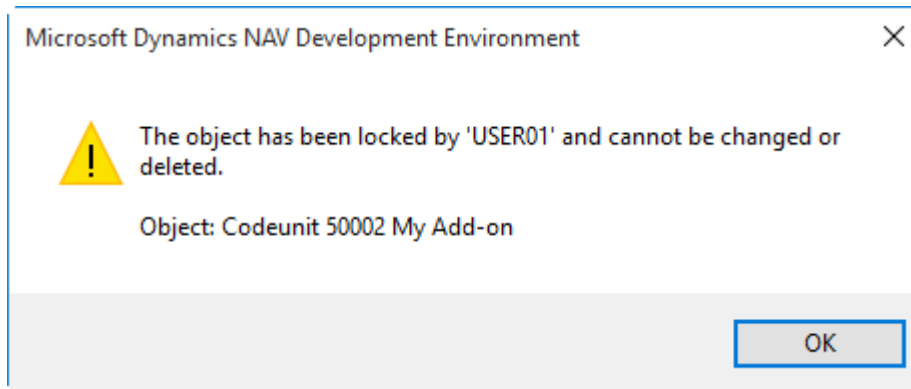
4. Is it possible to prevent re-compiling somehow?

Yes, it is possible. You can use standard Lock object function or prevent users from accessing Development Environment. To Lock object:

- Open Development Environment.
- Open Object Designer (press Shift+F12).
- Select objects to be locked.
- Right-click mouse → Lock:



When other users compile or modify locked object, users receive the following message:



5. How to debug Protect Codeunit?

You need to import Original Codeunit for debugging.
Remember to re-import Protect Codeunit after debugging.

5. Version Control

Version (YYMMDD)	Description
150101	Launch Service 1. Launch Service.
160315	Update - new section 1. New Version Control section.
160520	Update - new section 1. New Question and Answer section. 2. New Question and Answer 1 to 5.

4BZSoftware

6. Pricing

Please contact us via email support@4bzsoftware.com

or visit <http://4bzsoftware.com/product/nav-code-protection.html>

4BZSoftware

This is last page.

Thank you!