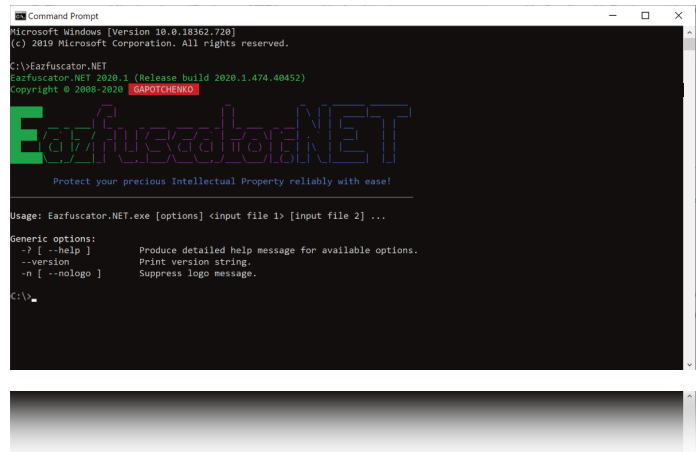
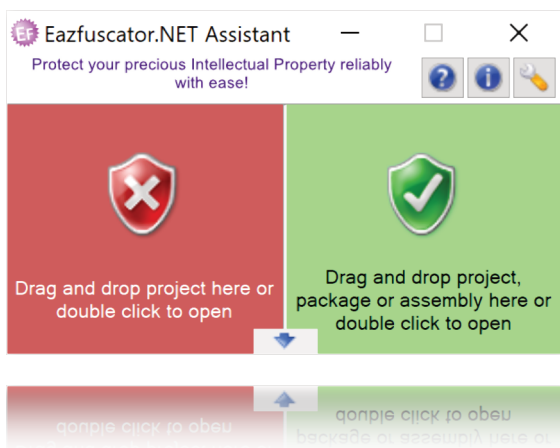


GAPOTCHENKO

Eazfuscator.NET

A top-grade obfuscator and optimizer for .NET platform

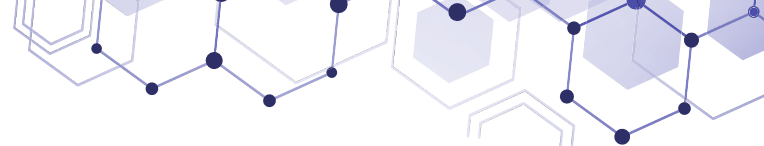


- ✓ Automatic **code protection** with variety of supported obfuscation and encryption techniques
- ✓ Automatic **code optimization**
- ✓ Extensive support of various platforms and technologies
- ✓ Easy to use GUI interface as well as classical command line interface
- ✓ Can obfuscate any 100% managed .NET assembly
- ✓ Full Microsoft Visual Studio™ integration. Supported versions are Visual Studio 2005 – 2019 including Express editions
- ✓ Supports automatic builds

From \$399.00

Protect your intellectual property today

Buy now



What is Eazfuscator.NET?

Eazfuscator.NET is an obfuscator and optimizer for .NET platform. The key objective of Eazfuscator.NET is to protect intellectual property of the software.

Automatic code protection

To protect your code, just drag and drop a project or assembly to the designated pane in the Eazfuscator.NET Assistant. Once the project is protected, Eazfuscator.NET will automatically obfuscate it.

Obfuscation and encryption techniques

Eazfuscator.NET uses a variety of obfuscation and encryption techniques to shield your intellectual property:

- **Homomorphic Encryption (HE)**
- **Code and Data Virtualization**
- Symbols Renaming
- Resource Encryption and Compression
- Code control flow obfuscation

Automatic code optimization

Eazfuscator.NET performs high-level code optimizations by replacing code fragments which are proven to be slow with their faster equivalents — behind the scenes. In some extreme cases, optimization may make code faster by hundreds of times.

Extensive platforms and technologies support

Eazfuscator.NET provides a wide range of supported platforms and technologies:

- .NET Standard versions 1.0 – 2.1
- .NET Core versions 1.0 – 3.1
- .NET Framework versions 2.0 – 4.8
- Third-party platforms: Mono and Xamarin
- Enterprise-grade technologies: ClickOnce, VSTO and many others
- Gaming technologies: Unity, MonoGame and XNA

