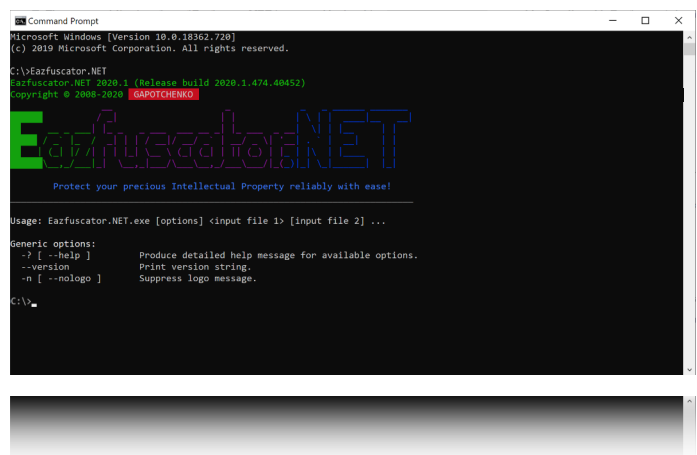
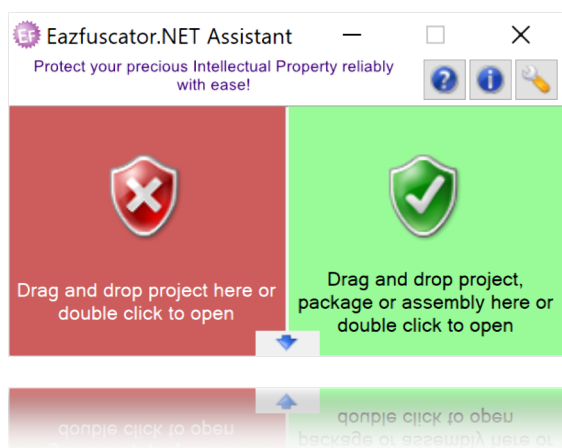


GAPOTCHENKO

# Eazfuscator.NET

A top-grade obfuscator and optimizer for .NET platform

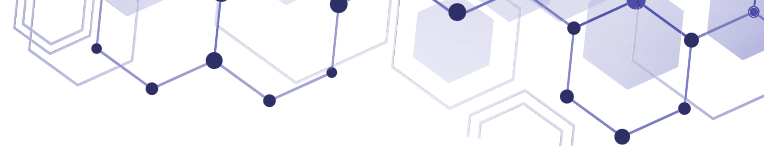


- ✓ Automatic **code protection** with variety of supported obfuscation and encryption techniques
- ✓ Automatic **code optimization**
- ✓ Extensive support of various platforms and technologies
- ✓ Easy to use GUI as well as a classical command-line interface
- ✓ Can obfuscate any managed .NET assembly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

From \$399<sup>00</sup>

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 covers a wide range of supported platforms and technologies:

- .NET 5.0
- .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

