

# SecuROM™

## SecuROM™ Release Control



Your official street date is next week, but a retail outlet has jumped the gun and started selling your title prematurely. Or even worse, your title leaked out weeks before the release date and now it's posted on the Internet for everyone to download for free.

Do not take a chance. Use SecuROM™ Release Control to make sure you decide when your title releases. Apply Release Control in a matter of minutes and set the release date online with a simple Internet connection.

## 1. How does it work?

SecuROM™ Release Control places your executable and any other desired files inside a 128-bit key encrypted, self-extracting container. When the container is launched, it first contacts the SecuROM™ Release Control server to determine if the release date has been reached. After the release date, the server returns the key for decryption and unpacking of the container.

The container decrypts and extracts its contents into the Windows temporary folder and subsequently overwrites itself with the unpacked content.

If the release date has not been reached, Release Control informs the user with an error message. The container will remain unencrypted, and when started the next time, the release date check will be performed again.

## 2. End-User Experience

When the Release Control container is started, a dialog will appear informing the user about the progress of the online date check:

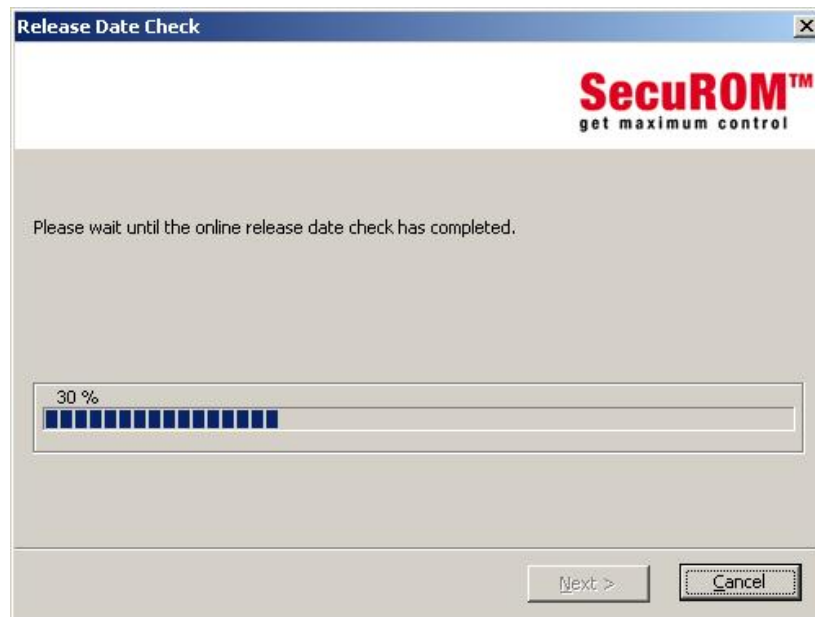


Figure 1 Release date check in progress

If the release date check was successful, the container decrypts and overwrites itself:

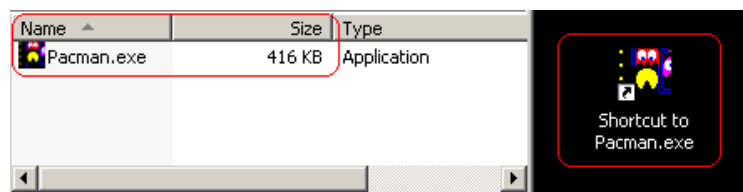


Figure 2 Executable after release date check.

After a successful RC check the game is automatically started:



Figure 3 Pac man after launch

If the release date has not been reached however, the user will get an error message:



Figure 4 Error message about the not reached release date

In the case above, the executable is still in the container and not of use for a reverse engineer.

### 3. Set up your game to use SecuROM™ Release Control

In order to set up your game to use Release Control, please follow the 4 easy steps outlined in the "SecuROM™\_HowTo\_release\_Control" guide.

### 4. SecuROM™ Release Control consists of the following components:

- 128 bit encrypted self-extracting Release Control EXE
- Application EXE's (and possibly additional files) which are contained in the Release Control EXE and are extracted after a successful Release Control check.
- SecuROM™ Release Control temporarily stores some license info under %ALLUSERSPROFILE%\SecuROM\DFA\[RCPROJECTID], which is deleted after exit of the Release Control decryption.

In the windows temporary folder in the folder "mtka\_tmp" also temporarily files are stored and deleted after the Release Control process is finished. One executable and one log file in the "mtka\_tmp" folder are deleted after reboot.

### 5. Operating System Support

#### Microsoft Operating Systems

- Windows 2000
- Windows XP Home
- Windows XP Professional
- Windows XP 64 Bit, Edition Version 2003
- Windows Vista

### 6. Distribution Media Support

By protecting your content with SecuROM™ Product Activation, any media (e.g. CD-ROM, DVD-ROM, CD-R, DVD-R, Internet, Memory Stick, Hard disk, etc.) or digital download can be used to securely distribute your valuable intellectual property.

### 7. For more information

Please visit the official SecuROM™ website at [www.securom.com](http://www.securom.com) for more information. For customer references or sales related questions do not hesitate to contact our SecuROM™ sales team at [sales@securom.com](mailto:sales@securom.com).