

Serialization is a set of routines primarily intended for developers so that they may append a serial number (or other identifier) to the end of an .exe, .dll or any static files in size, put/modify/remove or get serial numbers or any 2 strings each 50 characters.

Users may use to initialize purchased software applications with ownership, security-related, or other identifying marks.

A unique serial number going out with each copy of an application affords the developer with a possible opportunity to identify, if need be, the registered client of a particular copy. The end-user is normally unaware of the existence of such a mark, its location, its method of placement or the method of reading/verifying. Its absence or modification may provide evidence of tampering.

The serialization of a file adds an overhead of 200 bytes to the specified file.

Five routines are used to handle the serialization :!

clsSerial	: check if a file is serialized.
cSerialGet	: get the serialization information.
cSerialInc	: increment the part number of the serialization.
cSerialPut	: put the serialization information.
cSerialRmv	: remove the serialization information.