

MeshSafe

Lock & Unlock

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Background

You are a 3D artist. You applied MeshSafe sign and scan functions and identified some of your customers who share/resell your models without permission. You removed their nickname and email from your customer list but they may come back again with a different nickname and email, and continue to steal your models.

What can you do?

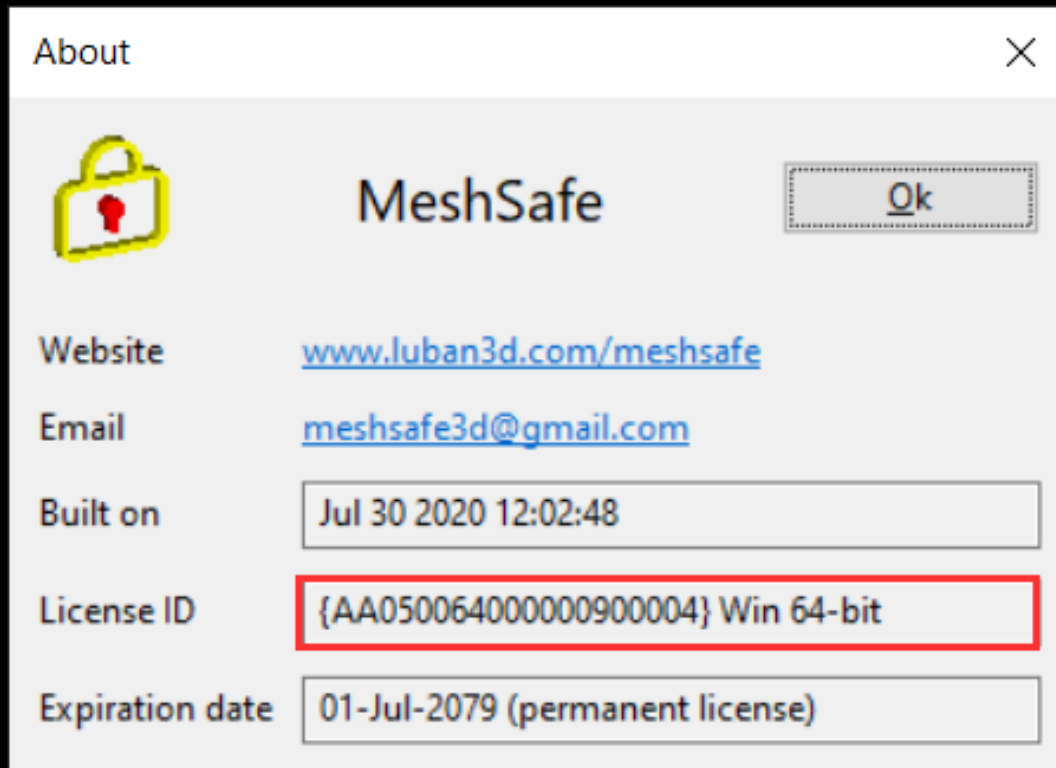
Basic idea

MeshSafe new feature: Lock & Unlock, offers a solution.

Instead of identifying a customer by nickname or email, the new feature identifies the customer by his/her computer's ID read from **MeshSafe** “Help → About” dialog box.

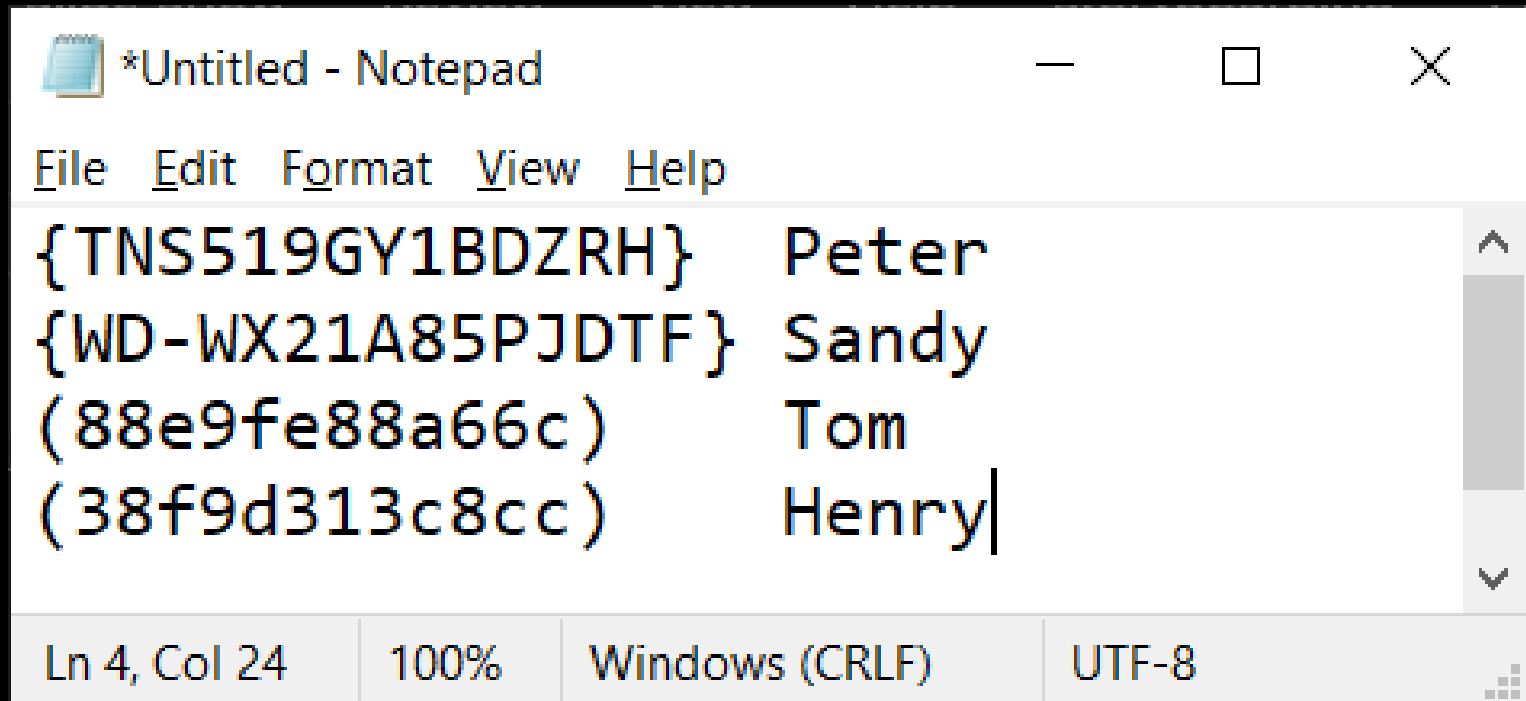
ID of a customer's computer

A customer should run **MeshSafe** on his computer and send you this ID. He does not need a **MeshSafe** license to do so.



Put IDs in a text file

An ID in a pair of braces is generated from a hard disk; that in a pair of round brackets is generated from a network adaptor.



The screenshot shows a Notepad window titled '*Untitled - Notepad'. The menu bar includes File, Edit, Format, View, and Help. The text content is as follows:

{TNS519GY1BDZRH}	Peter
{WD-WX21A85PJDTF}	Sandy
(88e9fe88a66c)	Tom
(38f9d313c8cc)	Henry

The status bar at the bottom indicates the current position is Ln 4, Col 24, the zoom is 100%, the line endings are Windows (CRLF), and the encoding is UTF-8.

Lock model files

MeshSafe “File → Open” or “Batch → Load folder” your models in STL, OBJ, etc.

“File → Lock” these models to MSL files, which can only be viewed in **MeshSafe**.

Note: Before applying the Lock function, you should sign your models with a different signature for each customer.

Send locked files to your customers

When applying the Lock function, you will be asked to select the text file that contains a list of computer IDs.

Only these computers can unlock the MSL files. The computers do not need a **MeshSafe** license to do so.

Send the MSL files to your customers.

Unlock the files

Your customers will Open the MSL files in **MeshSafe** and “File → Unlock” them to obtain STL (no color information) or OBJ (with color information) files.

They do not need any password. They just need unlock the files using the computer with an ID that was sent to you earlier.

Advantages

In this method, you have a computer ID of each of your customer. If someone is found sharing your model without permission, you can put his ID to a blacklist. This person cannot cheat you again unless he uses a different computer.

In short, the method has made cheating very expensive for irresponsible sharers.

Disadvantages

Compared to directly sending STLs, this method needs an extra step: Your customers must send you their computer's ID read from **MeshSafe**.

The extra step only need be done once unless a customer changes to a new computer.

Caution

As mentioned earlier, **MeshSafe** may get two types of computer ID: one based on a hard disk, shown in a pair of braces {.....}, and the other based on a network adaptor, shown in a pair of round brackets (.....).

The former is hard to change manually but the latter can be manually set to any value using special software.

Caution

MeshSafe always shows the first type of ID if detected. If not found, it will show the second type of ID. (Some hard disks do not have a unique ID; therefore, a network adaptor's ID may be shown.)

You should feel confident in the first type of ID, while moderately confident in the second type.

Summary

Defence against model stealing benefits not only 3D artists but also their customers.

MeshSafe is taking every effort in offering you technical solutions. Even though a solution may require extra work on your customers, you may be surprised to find that your genuine customers want to stop model stealing as much as you do and will cooperate with you as much as they can.