



# TMS Cryptography Pack

## DEVELOPERS GUIDE

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## Availability

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TMS Cryptography Pack is available as VCL and FMX component set for Delphi and C++Builder.

TMS Cryptography Pack is available for Delphi XE2, XE3, XE4, XE5, XE6, XE7, XE8, 10 Seattle, 10.1 Berlin, 10.2 Tokyo & C++Builder XE2, XE3, XE4, XE5, XE6, XE7, XE8, 10 Seattle, 10.1 Berlin, 10.2 Tokyo.

TMS Cryptography Pack has been designed for and tested with: Windows Vista, Windows 7, Windows 8, Windows 10, OSX 10.12.2 and iOS 10.2 or newer.

TMS Cryptography Pack supports following targets: Win32, Win64, Android, OSX32, iOS32, iOS64, (Linux with no guarantees).

If you want to use TMS Cryptography Pack in Win64 target, there are two options:

- If you have Tokyo 10.2.1 or newer, you must uncomment `{$define IDEVERSION1021}` in each pas files;
- If you have older version than 10.2.1, you must copy RandomDLL.dll from the Win64 directory to C:\Windows\System32 if you are running 64-bit Windows or to C:\Windows\SysWOW64 if you are running 32-bit Windows.

For the use of TMS Cryptography Pack on iOS, Android or Linux, you must add the directory “libAndroid” or “libiOSDevice32” or “libiOSDevice64” or “libLinux” in the Search Path of the Project options.

## Online references

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TMS software website:

<http://www.tmssoftware.com>

TMS Cryptography Pack page:

<http://www.tmssoftware.com/site/tmscrypto.asp>

TMS Cryptography Pack is available separately and also as part of:

-TMS ALL-ACCESS: <http://www.tmssoftware.com/site/tmsallaccess.asp>

## Description

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TMS Cryptography Pack is a software library that provides various algorithms used to encrypt, sign and hash data. This library has been developed by Cyberens.

This manual provides a complete description of how to use the library and its various features. Each section corresponds to an algorithm used in cryptography and a class into TMS Cryptography Pack. The different algorithms are the following:

- ✓ AES (modes ECB-CBC-OFB-CTR)
- ✓ AES MAC
- ✓ AES GCM
- ✓ SPECK
- ✓ RSA
- ✓ EdDSA
- ✓ ECIES
- ✓ SALSA
- ✓ SHA-2
- ✓ SHA-3
- ✓ PBKDF 2
- ✓ Blake2B
- ✓ RIPEMD-160
- ✓ Argon2

## AES (modes ECB-CBC-OFB-CTR)

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AES or Advanced Encryption Standard, is a symmetric encryption algorithm. It has become a standard since 2002 in USA, described in the FIPS PUB 197. Its input is a 128-bit message and its output is a 128-bit cipher text. Depending on the version, the key length is 128 bits, 192 bits or 256 bits. To encrypt messages of different lengths, we use different encryption modes:

- ✓ ECB (Electronic Code Book): it is the simplest mode. The message to encrypt is divided into blocks of 128 bits and each block is encrypted separately with the same key.
- ✓ CBC (Cipher Block Chaining): it XORs the 128-bit first block of clear text with a 128-bit initialisation vector. Then it encrypts the result with AES. For each new block, it uses the previous cipher text as the initialisation vector.
- ✓ OFB (Output Feedback): an initialisation vector is encrypted with AES, then XORed with the first block of clear text, to obtain the first block of cipher text. Then this encrypted initialisation vector is reused as the initialisation vector for the next block.
- ✓ CTR (Counter): it encrypts a counter, which is incremented for each block. Then each counter is XORed with a block of clear text to obtain a block of cipher text.

These modes are described in the NIST Special Publication 800-38A.

The AES class is:

```
TAESKeyLength = (k128, k192, k256);
TAESType = (atECB, atCBC, atOFB, atCTR);
TIVMode = (rand, userdefined);
TPaddingMode = (PKCS7, nopadding);

TAESEncryption = class(TTMSCryptBase)
public
    Constructor Create(AOwner: TComponent); overload; override;
```

```

Constructor Create; overload;
Constructor Create(keyLength: TAESKeyLength; key: string; AType: TAESType;
paddingMode: TPaddingMode; outputFormat: TConvertType;
uni: TUnicode); overload;
Constructor Create(keyLength: TAESKeyLength; key: string; AType: TAESType;
paddingMode: TPaddingMode; outputFormat: TConvertType; uni: TUnicode;
IV: string); overload;
Destructor Destroy; override;
function Encrypt(s: string): string;
function Decrypt(s: string): string;
procedure EncryptFileW(s, o: string);
procedure DecryptFileW(s, o: string);
procedure EncryptStream(s: TStream; var o: TStream);
procedure DecryptStream(s: TStream; var o: TStream);
published
property key: string read FKey write SetKey;
property keyLength: TAESKeyLength read FKeyLength write SetKeyLength default
k128;
property AType: TAESType read FType write FType default atcbc;
property outputFormat: TConvertType read FOutputFormat write FOutputFormat
default hexa;
property IVMode: TIVMode read FIVMode write FIVMode default rand;
property IV: string read FIV write SetIV;
property paddingMode: TPaddingMode read FPaddingMode write FPaddingMode
default PKCS7;
property Unicode: TUnicode read FUni write FUni default yesUni;
property Progress: Integer read FProgress write SetProgress;
property OnChange: TNotifyEvent write FOnChange;
end;

```

The constructors and the destructor are:

- **Constructor** Create(AOwner: TComponent); **overload**; **override**; the default constructor from the TComponent class
- **Constructor** Create; **overload**; the default constructor
- **Constructor** Create(keyLength: TAESKeyLength; key: string; AType: TAESType; paddingMode: TPaddingMode; outputFormat: TConvertType; uni: TUnicode); **overload**; the constructor with IVMode = rand
- **Constructor** Create(keyLength: TAESKeyLength; key: string; AType: TAESType; paddingMode: TPaddingMode; outputFormat: TConvertType; uni: TUnicode; IV: string); **overload**; the constructor with IVMode = userdefined
- **Destructor** Destroy; **override**; to zero the key

The public methods are:

- **function** Encrypt(s: string): string; to encrypt a string s
- **function** Decrypt(s: string): string; to decrypt a string s
- **procedure** EncryptFileW(s, o: string); to encrypt a file whose path is s and the encrypted file path is o
- **procedure** DecryptFileW(s, o: string); to decrypt a file whose path is s and the decrypted file path is o
- **procedure** EncryptStream(s: TStream; var o: TStream); to encrypt the stream s into the stream o
- **procedure** DecryptStream(s: TStream; var o: TStream); to decrypt the stream s into the stream o

The properties are:

- **property** Key: `string` **read** FKey **write** SetKey; to read and write the key
- **property** KeyLength: `TAESKeyLength` **read** FKeyLength **write** SetKeyLength; to read and write the key length in bits (128, 192 or 256 bits)
- **property** AType: `TAESType` **read** FType **write** FType; to read and write the encryption mode (ECB, CBC, OFB or CTR)
- **property** OutputFormat: `TConvertType` **read** FOutputFormat **write** FoutputFormat; to read and write the output format of the data (see Converter class section)
- **property** IVMode: `TIVMode` **read** FIVMode **write** FIVMode; to read and write the IV mode, userdefined or rand.
- **property** IV: `string` **read** FIV **write** SetIV; to read and write the IV of 16 bytes if the IV mode is userdefined (in rand mode, the IV is randomly generated and added to the encrypted text)
- **property** PaddingMode: `TPaddingMode` **read** FPaddingMode **write** FpaddingMode; to read and write the padding mode, PKCS7 or nopadding. In PKCS7, the length of the encrypted text is always the length of the clear text + 16 bytes (plus 16 bytes in the case of rand IV mode). In nopadding mode, the length of the clear text must be a multiple of 16 bytes, and no padding is added to the clear text.
- **property** Unicode: `TUnicode` **read** FUni **write** FUni; to indicate whether the input buffer or the input file name has Unicode characters
- **property** Progress: `Integer` **read** FProgress **write** SetProgress; to indicate progress during encryption / decryption of a stream
- **property** OnChange: `TNotifyEvent` **write** FOnChange; to indicate that the progress changes

## Example of encryption with AES

```
var
  aes: TAESEncryption;
  cipher: string;
begin
  aes:= TAESEncryption.Create;
  aes.AType:= atCBC;
  aes.KeyLength:= k1256;
  aes.Unicode := yesUni;
  aes.Key:= '12345678901234567890123456789012';
  aes.OutputFormat:=hexa;
  aes.PaddingMode:= TpaddingMode.PKCS7;
  aes.IVMode:= TIVMode.rand;
  cipher:= aes.Encrypt('test');
  aes.Free;
end;
```

All AES functions/procedures are located in the AESObj file.

## AES MAC

To produce a message authentication code (MAC), we use the MAC mode. It is described in the NIST Special Publication 800-38B.

The AES MAC class is:

```
TAESKeyLength = (k1128,k1192,k1256);
TAESMAC = class(TTMSCryptBase)
public
    Constructor Create(AOwner: TComponent); overload; override;
    Constructor Create; overload;
    Constructor Create(keyLength: TAESKeyLength; key: string;
        tagSizeBits: integer; outputFormat: TConvertType; uni: TUnicode);
        overload;
    Destructor Destroy; override;
    function Generate(s: string): string;
    function Verify(s, t: string): integer;
    function GenerateFromFile(s: string): string;
    function VerifyFromFile(s, t: string): integer;
    function GenerateFromStream(s: TStream): string;
    function VerifyFromStream(s: TStream; t: string): integer;
published
    property key: string read FKey write SetKey;
    property keyLength: TAESKeyLength read FKeyLength write SetKeyLength default
        k1128;
    property tagSizeBits: integer read FTagSizeBits write SetTagSizeBits default
        128;
    property outputFormat: TConvertType read FOutputFormat write FOutputFormat
        default hexa;
    property Unicode: TUnicode read FUni write FUni default yesUni;
    property Progress: Integer read FProgress write SetProgress;
    property OnChange: TNotifyEvent write FOnChange;
end;
```

The constructors and the destructor are:

- **Constructor** Create(AOwner: TComponent); **overload; override;** the default constructor from the TComponent class
- **Constructor** Create; **overload;** the default constructor
- **Constructor** Create(keyLength: TAESKeyLength; key: string; tagSizeBits: integer; outputFormat: TConvertType; uni: TUnicode); **overload;** the constructor to set all the properties
- **Destructor** Destroy; **override;** to zero the key

The public methods are:

- **function** Generate(s: string): string; to generate a tag from a string s
- **function** Verify(s, t: string): Integer; to verify the tag t from the string s
- **function** GenerateFromFile(s: string): string; to generate a tag from a file whose path is s
- **function** VerifyFromFile(s, t: string): Integer; to verify a tag t from a file whose path is s

- **function** `GenerateFromStream`(s: TStream): `string`; to generate a tag from the stream s
- **function** `VerifyFromStream`(s: TStream; t: `string`): integer; to verify the tag t from the stream s

The properties are:

- **property** `Key`: `string` `read` `FKey` `write` `SetKey`; to read and write the key
- **property** `KeyLength`: `TAESKeyLength` `read` `FKeyLength` `write` `SetKeyLength`; to read and write the key length in bits (128, 192 or 256 bits)
- **property** `TagSizeBits`: `Integer` `read` `FTagSizeBits` `write` `SetTagSizeBits`; to read and write the tag length in bits (<= 128 bits)
- **property** `OutputFormat`: `TConvertType` `read` `FOutputFormat` `write` `FoutputFormat`; to read and write the output format of the data (see Converter class section)
- **property** `Unicode`: `TUnicode` `read` `FUni` `write` `FUni`; to indicate whether the input buffer or the input file name has Unicode characters
- **property** `Progress`: `Integer` `read` `FProgress` `write` `SetProgress`; to indicate progress during generation / verification of the tag of a stream
- **property** `OnChange`: `TNotifyEvent` `write` `FOnChange`; to indicate that the progress changes

### Example of how to generate a tag from a `string` with AES MAC

```
var
  aesmac: TAESMAC;
  tag: string;
begin
  aesmac := TAESMAC.Create;
  aesmac.KeyLength := k1256;
  aesmac.Key := '12345678901234567890123456789012';
  aesmac.TagSizeBits := 128;
  aesmac.OutputFormat := hexa;
  aesmac.Unicode := noUni;
  tag := aesmac.Generate('test');
  aesmac.Free;
end;
```

All AES functions/procedures are located in the AESObj file.



## AES GCM

The last mode is the Galois Counter Mode, that encrypts the message using the CTR mode and products a tag using a hash function. It is described in the NIST Special Publication 800-38D. This mode allows the user to verify the integrity of some additional data, without encrypt it.

The AES-GCM class is:

```

TAESKeyLength = (k1128,k1192,k1256);
TIVMode = (rand, userdefined);

TAESGCM = class(TTMSCryptBase)
public
  Constructor Create(AOwner: TComponent); overload; override;
  Constructor Create; overload;
  Constructor Create(keyLength: TAESKeyLength; key: string;
    tagSizeBits: integer; outputFormat: TConvertType; uni: TUnicode);
    overload;
  Constructor Create(keyLength: TAESKeyLength; key: string;
    tagSizeBits: integer; outputFormat: TConvertType; uni: TUnicode;
    IVLength: integer; IV: string); overload;
  Destructor Destroy; override;
  function EncryptAndGenerate(s, a: string): string;
  function DecryptAndVerify(s, a: string; var o: string): integer;
  procedure EncryptAndGenerateFromFile(inputPath, outputPath, addDataPath,
    tagPath: string);
  function DecryptAndVerifyFromFile(inputPath, outputPath, addDataPath,
    tagPath: string): integer;
  procedure EncryptAndGenerateFromStream(inputStream: TStream;
    var outputStream: TStream; addDataStream: TStream;
    var tagStream: TStream);
  function DecryptAndVerifyFromStream(inputStream: TStream;
    var outputStream: TStream; addDataStream: TStream;
    var tagStream: TStream): integer;
published
  property key: string read FKey write SetKey;
  property keyLength: TAESKeyLength read FKeyLength write SetKeyLength default
    k1128;
  property tagSizeBits: integer read FTagSizeBits write SetTagSizeBits default
    128;
  property outputFormat: TConvertType read FOutputFormat write FOutputFormat
    default hexa;
  property IVMode: TIVMode read FIVMode write FIVMode default rand;
  property IV: string read FIV write SetIV;
  property IVLength: integer read FIVLength write SetIVLength;
  property Unicode: TUnicode read FUni write FUni default yesUni;
  property Progress: Integer read FProgress write SetProgress;
  property OnChange: TNotifyEvent write FOnChange;
end;

```

The constructors and the destructor are:

- **Constructor** Create(AOwner: TComponent); **overload**; **override**; the default constructor from the TComponent class
- **Constructor** Create; **overload**; the default constructor

- **Constructor** Create(keyLength: TAESKeyLength; key: string; tagSizeBits: integer; outputFormat: TConvertType; uni: TUnicode); **overload**; the constructor with IVMode = rand
- **Constructor** Create(keyLength: TAESKeyLength; key: string; tagSizeBits: integer; outputFormat: TConvertType; uni: TUnicode; IVLength: integer; IV: string); **overload**; the constructor with IVMode = userdefined
- **Destructor** Destroy; **override**; to zero the key

The methods are:

- **function** EncryptAndGenerate(s, a: string): string; to encrypt the string s and generate a tag from s and additional data a (the output string and the tag are concatenated)
- **function** DecryptAndVerify(s, a: string; var o: string): integer; to decrypt the string s and verify the tag (contained in s) associated with s and the additional data a, the resulting string is the o string. This function returns 0 if the decryption has succeeded and an error code if it has failed.
- **procedure** EncryptAndGenerateFromFile(inputPath, outputPath, addDataPath, tagPath: string); to encrypt a file whose path is inputPath into a file whose path is outputPath and generate a tag (associated with the inputPath file and the addDataPath file) into the file tagPath
- **function** DecryptAndVerifyFromFile(inputPath, outputPath, addDataPath, tagPath: string): Integer; to decrypt a file whose path is inputPath into a file which path is outputPath and verify the tag, associated with the outputPath file and the addDataPath file, whose path is tagPath.
- **procedure** EncryptAndGenerateFromStream(inputStream: TStream; var outputStream: TStream; addDataStream: TStream; var tagStream: TStream); to encrypt the stream inputStream into outputStream and generate a tag (associated with inputStream and addDataStream)
- **function** DecryptAndVerifyFromStream(inputStream: TStream; var outputStream: TStream; addDataStream: TStream; var tagStream: TStream): integer; to decrypt the stream inputStream into outputStream and verify the tag tagStream associated with outputStream and addDataStream

The properties are:

- **property** Key: string read FKey write SetKey; to read and write the key
- **property** KeyLength: TAESKeyLength read FKeyLength write SetKeyLength; to read and write the key length in bits (128, 192 or 256 bits)
- **property** TagSizeBits: Integer read FTagSizeBits write SetTagSizeBits; to read and write the tag length in bits (<= 128 bits)
- **property** OutputFormat: TConvertType read FOutputFormat write FoutputFormat; to read and write the output format of the data (see Converter class section)
- **property** IVMode: TIVMode read FIVMode write FIVMode; to read and write the IV mode, userdefined or rand.
- **property** IV: string read FIV write SetIV; to read and write the IV of IVLength bytes if the IV mode is userdefined (in rand mode, the IV (12 bytes) is randomly generated and added to the encrypted text)
- **property** IVLength: integer read FIVLength write SetIVLength; to read and write the IV length in bytes if the IVMode is userdefined

- **property** Unicode: TUnicode **read** FUni **write** FUni; to indicate whether the input buffer has Unicode characters
- **property** Progress: Integer **read** FProgress **write** SetProgress; to indicate progress during encryption / decryption of a stream
- **property** OnChange: TNotifyEvent **write** FOnChange; to indicate that the progress changes

### Example of how to encrypt with AES-GCM

```
var
  aesgcm: TAESGCM;
  cipher: string;
begin
  aesgcm:= TAESGCM.Create;
  aesgcm.TagSizeBits:= 128;
  aesgcm.KeyLength:= k1256;
  aesgcm.Key:= '12345678901234567890123456789012';
  aesgcm.OutputFormat:= base64;
  aesgcm.IVMode:= TIVMode.rand;
  aesgcm.Unicode := yesUni;
  cipher:= aesgcm.EncryptAndGenerate('test', '');
  aesgcm.Free;
end;
```

All AES functions/procedures are located in the AESObj file.

## RSA

---

RSA is an asymmetric encryption algorithm and a signature algorithm, described in 1977 by Ronald Rivest, Adi Shamir et Leonard Adleman.

To encrypt some data with RSA, it is necessary to use the public key of the recipient and to decrypt, it is necessary to use the recipient's private key.

To sign some data with RSA, it is necessary to use the sender's private key, and the recipient verifies the signature with the public key of the sender.

The RSA algorithm is not secured in its initial form. To make it secured, there are two options. The first is to use OAEP for encryption and PSS for signature. OAEP has been developed as a padding scheme. Similarly, for the signature, the secure form is called PSS. The second is to use PKCS v1.5 padding scheme for encryption and signature. OAEP, PSS and v1.5 are described in the PKCS#1 v2.2.

We will use in our algorithms, RSA keys of length 2048, 3072 or 4096 bits.

The RSA class is:

```

TRSAKeyLength = (k12048, k13072, k14096);
TRSAEncType = (oaep, epkcs1_5);
TRSASignType = (pss, spkcs1_5);

TRSAEncSign = class(TTMSCryptBase)
public
    Constructor Create(AOwner: TComponent); overload; override;
    Constructor Create; reintroduce; overload;
    Constructor Create(keyLength: TRSAKeyLength; modulus: string;
        publicExp: string; hashF: THashFunction; hashSB: Integer;
        outputFormat: TConvertType; uni: TUnicode); reintroduce; overload;
    Constructor Create(keyLength: TRSAKeyLength; modulus: string;
        publicExp: string; hashF: THashFunction; hashSB: Integer;
        outputFormat: TConvertType; uni: TUnicode; encT: TRSAEncType);
        reintroduce; overload;
    Constructor Create(keyLength: TRSAKeyLength; modulus: string;
        publicExp: string; hashF: THashFunction; hashSB: Integer;
        outputFormat: TConvertType; uni: TUnicode; signT: TRSASignType);
        reintroduce; overload;
    constructor Create(keyLength: TRSAKeyLength; modulus: string;
        publicExp: string; privateExp: string; hashF: THashFunction;
        hashSB: Integer; outputFormat: TConvertType; uni: TUnicode; CT: Boolean);
        reintroduce; overload;
    constructor Create(keyLength: TRSAKeyLength; modulus: string;
        publicExp: string; privateExp: string; hashF: THashFunction;
        hashSB: Integer; outputFormat: TConvertType; uni: TUnicode;
        encT: TRSAEncType; CT: Boolean); reintroduce; overload;
    constructor Create(keyLength: TRSAKeyLength; modulus: string;
        publicExp: string; privateExp: string; hashF: THashFunction;
        hashSB: Integer; outputFormat: TConvertType; uni: TUnicode;
        signT: TRSASignType; CT: Boolean); reintroduce; overload;
    Destructor Destroy; override;
    procedure GenerateKeys;
    function Encrypt(m: string): string;
    function Decrypt(m: string): string;
    function Sign(m: string): string;
    function Verify(m: string; s: string): Integer;
    function SignFile(filePath: string): string;
    function VerifySignatureFile(filePath, s: string): Integer;
    procedure FromOpenSSLCert(filePath: string);
    procedure FromOpenSSLPublicKey(filePath: string);
    procedure FromOpenSSLPrivateKey(filePath: string);

```

```

procedure FromOpenSSLEncPrivateKey(filePath, Password: string);
function OpenSSLTypeFile(filePath: string): TOpenSSLFileType;
published
property modulus: string read FModulus write SetModulus;
property PublicExponent: string read FPublicExponent
    write SetPublicExponent;
property PrivateExponent: string read FPrivateExponent
    write SetPrivateExponent;
property keyLength: TRSAKeyLength read FKeyLength write SetKeyLength
    default kl2048;
property hashFunction: THashFunction read FHashFunction write FHashFunction
    default hsha2;
property hashSizeBits: Integer read FHashSizeBits write SetHashSizeBits
    default 256;
property outputFormat: TConvertType read FOutputFormat write FOutputFormat
    default hexa;
property Unicode: TUnicode read FUni write FUni default yesUni;
property passwd: string read Fpw;
property withOpenSSL: Boolean read FwithOpenSSL write SetwithOpenSSL
    default false;
property constantTime: Boolean read FConstantTime write FConstantTime
    default true;
property signType: TRSASignType read FSignType write FSignType default pss;
property encType: TRSAEncType read FEncType write FEncType default oaep;
end;

```

The constructors and the destructor are:

- **Constructor** Create(AOwner: TComponent); **overload**; **override**; the default constructor from the TComponent class
- **Constructor** Create; **overload**; the default constructor
- **Constructor** Create(keyLength: TRSAKeyLength; modulus: string; publicExp: string; outputFormat: TConvertType; uni: TUnicode); **overload**; the constructor to instantiate a public key
- **Constructor** Create(keyLength: TRSAKeyLength; modulus: string; publicExp: string; privateExp: string; outputFormat: TConvertType; uni: TUnicode); **overload**; the constructor to instantiate a key pair
- **Destructor** Destroy; **override**; to zero the keys

The public methods are:

- **procedure** GenerateKeys; to generate the modulus, the public exponent and the private exponent
- **function** Encrypt(m: string): string; to encrypt the string m
- **function** Decrypt(m: string): string; to decrypt the string m
- **function** Sign(m: string): string; to sign the string m
- **function** Verify(m: string; s: string): Integer; to verify the signature s of the string m
- **function** SignFile(filePath: string): string; to sign a file
- **function** VerifySignatureFile(filePath, s: string): Integer; to verify the signature s of a file
- **procedure** FromOpenSSLCert(filePath: string); to import a public key from an OpenSSL Certificate (PEM format)

- **procedure** `FromOpenSSLPublicKey`(filePath: `string`); to import a public key from an OpenSSL public key (PEM format)
- **procedure** `FromOpenSSLPrivateKey`(filePath: `string`); to import a key pair from an OpenSSL private key (PEM format)
- **procedure** `FromOpenSSLEncPrivateKey`(filePath, Password: `string`); to import a key pair from an encrypted OpenSSL private key (PEM format)
- **function** `OpenSSLTypeFile`(filePath: `string`): `TOpenSSLFileType`; to give the type an OpenSSL file

The properties are:

- **property** `Modulus`: `string read FModulus write SetModulus`; to read and write the modulus
- **property** `PublicExponent`: `string read FPublicExponent write SetPublicExponent`; to read and write the public exponent (16 bytes)
- **property** `PrivateExponent`: `string read FPrivateExponent write SetPrivateExponent`; to read and write the private exponent
- **property** `KeyLength`: `TRSAKeyLength read FKeyLength write SetKeyLength`; to read and write the key length in bits (2048, 3072 or 4096 bits)
- **property** `hashFunction`: `THashFunction read FHashFunction write FHashFunction`; to choose the hash function (sha2 or sha3) used to hash the message before signature
- **property** `hashSizeBits`: `Integer read FHashSizeBits write SetHashSizeBits`; to choose the length in bits of the hash function output
- **property** `OutputFormat`: `TConvertType read FOutputFormat write FoutputFormat`; to read and write the output format of the data (see Converter class section)
- **property** `Unicode`: `TUnicode read FUni write FUni`; to indicate whether the input buffer has Unicode characters
- **property** `passwd`: `string read Fpw`; to save temporary the password to decrypt an OpenSSL encrypted private key
- **property** `withOpenSSL`: `boolean read FwithOpenSSL write SetwithOpenSSL`; to indicate whether OpenSSL is used
- **property** `ConstantTime`: `boolean read FconstantTime write FConstantTime`; to indicate whether the encryption/decryption/signature/verification uses constant time implementation.
- **property** `signType`: `TRSAKeyType read FSignType write FSignType default pss`; to indicate whether the signature function uses PSS or PKCS v1.5 mode.
- **property** `encType`: `TRSAEncType read FEncType write FEncType default oaep`; to indicate whether the encryption function uses OAEP of PKCS v1.5 mode

### Example of how to encrypt with RSA

```
var
  rsa: TRSAEncSign;
  cipher: string;
begin
  rsa := TRSAEncSign.Create;
  rsa.KeyLength := k12048;
  rsa.OutputFormat := base64;
  rsa.GenerateKeys;
```

```
rsa.Unicode := noUni;  
rsa.encType := oaep;  
cipher:= rsa.Encrypt('test');  
rsa.Free;  
end;
```

### Example of how to sign with RSA

```
var  
  rsa: TRSAEncSign;  
  signature: string;  
begin  
  rsa:= TRSAEncSign.Create;  
  rsa.KeyLength:= k12048;  
  rsa.OutputFormat:= base64;  
  rsa.GenerateKeys;  
  rsa.Unicode := yesUni;  
  rsa.hashFunction := hsha2;  
  rsa.hashSizeBits := 256;  
  rsa.signType := pss;  
  signature:= rsa.Sign('test');  
  rsa.Free;  
end;
```

All RSA functions/procedures are located in the RSAObj file.



## EdDSA and ECIES

EdDSA is a digital signature algorithm using Edwards elliptic curves. It has been developed by a team directed by Daniel J. Bernstein. Two algorithms are implemented in this library, EdDSA25519, whose public key is encoded on 256 bits and EdDSA511187, whose public key is encoded on 512 bits. Elliptic Curve Integrated Encryption Scheme (ECIES) is an asymmetric encryption scheme using elliptic curves. In this library, we have used Edwards curves, Curve25519 and Curve511187 because they ensure a good security level and allow us to reuse a part of the algorithms already implemented for EdDSA25519 and EdDSA511187.

The ECC (Elliptic Curve Cryptography) class is:

```
TECCType = (cc25519, cc511187);
TNaCl = (naclno, naclyes);

TECCEncSign = class(TTMSCryptBase)
public
  Constructor Create(AOwner: TComponent); overload; override;
  Constructor Create; overload;
  Constructor Create(AType: TECCType; PublicKey: string; NaCl: TNaCl;
    outputFormat: TConvertType; uni: TUnicode); overload;
  Constructor Create(AType: TECCType; PublicKey: string; PrivateKey: string;
    NaCl: TNaCl; outputFormat: TConvertType; uni: TUnicode); overload;
  Destructor Destroy; override;
  procedure GenerateKeys;
  function Encrypt(m: string): string;
  function Decrypt(m: string): string;
  function Sign(m: string): string;
  function Verify(m: string; s: string): integer;
  function SignFile(filePath: string): string;
  function VerifySignatureFile(filePath, s: string): Integer;
published
  property PublicKey: string read FPublicKey write SetPublicKey;
  property PrivateKey: string read FPrivateKey write SetPrivateKey;
  property ECCType: TECCType read FECCType write SetType default cc25519;
  property outputFormat: TConvertType read FOutputFormat write FOutputFormat
    default hexa;
  property NaCl: TNaCl read FNaCl write FNaCl default NaClno;
  property Unicode: TUnicode read FUni write FUni default yesUni;
end;
```

The constructors and destructor are:

- **Constructor** Create(AOwner: TComponent); **overload**; **override**; the default constructor from the TComponent class
- **Constructor** Create; **overload**; the default constructor
- **Constructor** Create(AType: TECCType; PublicKey: string; NaCl: TNaCl; outputFormat: TConvertType; uni: TUnicode); **overload**; the constructor to instantiate a public key
- **Constructor** Create(AType: TECCType; PublicKey: string; PrivateKey: string; NaCl: TNaCl; outputFormat: TConvertType; uni: TUnicode); **overload**; the constructor to instantiate a key pair
- **Destructor** Destroy; **override**; to zero the keys

The public methods are:



- **procedure** `GenerateKeys`; to generate the public and private keys
- **function** `Encrypt(m: string): string`; to encrypt the string m
- **function** `Decrypt(m: string): string`; to decrypt the string m
- **function** `Sign(m: string): string`; to sign the string m
- **function** `Verify(m: string; s: string): Integer`; to verify the signature s of the string m
- **function** `SignFile(filePath: string): string`; to sign a file
- **function** `VerifySignatureFile(filePath, s: string): Integer`; to verify the signature s of a file

The properties are:

- **property** `PublicKey: string read FPublicKey write SetPublicKey`; to read and write the public key
- **property** `PrivateKey: string read FPrivateKey write SetPrivateKey`; to read and write the private key
- **property** `ECType: TECType read FECType write SetType`; to read and write the type of curve (25519 or 511187)
- **property** `OutputFormat: TConvertType read FOutputFormat write FoutputFormat`; to read and write the output format of the data (see Converter class section)
- **property** `NaCl: TNaCl read FNaCl write FNaCl`; to use an EdDSA interoperable with NaCl software library (available only for ed25519)
- **property** `Unicode: TUnicode read FUni write FUni`; to indicate whether the input buffer has Unicode characters

### Example of how to encrypt with ECIES

```
var
  ecc: TECCEncSign;
  cipher: string;
begin
  ecc := TECCEncSign.Create;
  ecc.ECType := cc25519;
  ecc.OutputFormat := base64;
  ecc.Unicode := noUni;
  ecc.NaCl := naclno;
  ecc.GenerateKeys();
  cipher := ecc.Encrypt('test');
  ecc.Free;
end;
```

### Example of how to sign with EdDSA

```
var
  ecc: TECCEncSign;
  signature: string;
begin
  ecc := TECCEncSign.Create;
  ecc.ECType := cc25519;
  ecc.OutputFormat := base64;
  ecc.Unicode := yesUni;
  ecc.NaCl := naclno;
```

```
ecc.GenerateKeys();  
signature:= ecc.Sign('test');  
ecc.Free;  
end;
```

All ECC functions/procedures are located in the ECCObj file.

## SALSA

Salsa20 is a stream encryption algorithm proposed by Daniel Bernstein.  
The SALSA class is:

```
TSalsaKeyLength = (sk128, sk256);

TSalsaEncryption = class(TTMSCryptBase)
public
  Constructor Create(AOwner: TComponent); overload; override;
  Constructor Create; overload;
  Constructor Create(keyLength: TSalsaKeyLength; key: string;
    outputFormat: TConvertType; uni: TUnicode); overload;
  Destructor Destroy; override;
  function Encrypt(s: string): string;
  function Decrypt(s: string): string;
  procedure EncryptFile(s, o: string);
  procedure DecryptFile(s, o: string);
  procedure EncryptStream(s: TStream; var o: TStream);
  procedure DecryptStream(s: TStream; var o: TStream);
published
  property key: string read FKey write SetKey;
  property keyLength: TSalsaKeyLength read FKeyLength write SetKeyLength
    default sk128;
  property outputFormat: TConvertType read FOutputFormat write FOutputFormat
    default hexa;
  property Unicode: TUnicode read FUni write FUni default yesUni;
  property Progress: Integer read FProgress write SetProgress;
  property OnChange: TNotifyEvent write FOnChange;
end;
```

The constructors and destructor are:

- **Constructor** Create(AOwner: TComponent); overload; override; the default constructor from the TComponent class
- **Constructor** Create; overload; the default constructor
- **Constructor** Create(keyLength: TSalsaKeyLength; key: string; outputFormat: TConvertType; uni: TUnicode); overload; the constructor to set all the parameters
- **Destructor** Destroy; override; to zero the key

The public methods are:

- **function** Encrypt(s: string): string; to encrypt the string s
- **function** Decrypt(s: string): string; to decrypt the string s
- **procedure** EncryptFile(s, o: string); to encrypt the file whose path is s in the file whose path is o
- **procedure** DecryptFile(s, o: string); to decrypt the file whose path is s in the file whose path is o
- **procedure** EncryptStream(s: TStream; var o: TStream); to encrypt the stream s in the stream o
- **procedure** DecryptStream(s: TStream; var o: TStream); to decrypt the stream s in the stream o

The properties are:

- **property** Key: `string` **read** FKey **write** SetKey; to read and write the key
- **property** KeyLength: `TSalsaKeyLength` **read** FKeyLength **write** SetKeyLength; to read and write the key length in bits (256 or 512 bits)
- **property** OutputFormat: `TConvertType` **read** FOutputFormat **write** FoutputFormat; to read and write the output format of the data (see Converter class section)
- **property** Unicode: `TUnicode` **read** FUni **write** FUni; to indicate whether the input buffer or the file name has Unicode characters
- **property** Progress: `Integer` **read** FProgress **write** SetProgress; to indicate progress during encryption / decryption of a stream
- **property** OnChange: `TNotifyEvent` **write** FOnChange; to indicate that the progress changes

### Example of how to encrypt with SALSA

```
var
  salsa: TSalsaEncryption;
  cipher: string;
begin
  salsa:= TSalsaEncryption.Create;
  salsa.KeyLength:= sk128;
  salsa.Key:= '0123456789012345';
  salsa.Unicode := yesUni;
  salsa.OutputFormat:= hexa;
  cipher:= salsa.Encrypt('test');
  salsa.Free;
end;
```

All SALSA functions/procedures are located in the SALSAObj file.

## SHA-2

SHA-2 (Secure Hash Algorithm) is a family of hash functions that have been designed by the National Security Agency (NSA) of the USA, on the model of the now deprecated SHA-1 and SHA-0 functions. The algorithms of the SHA-2 family, SHA-256, SHA-384 and SHA-512 are described and published along with SHA-1 in the FIPS 180-2 (Secure Hash Standard). In this library, only SHA-256 and SHA-512 have been implemented.

SHA-2 is described in the FIPS PUB 180-4.

The SHA2 class is:

```
TSHA2Hash = class(TTMSCryptBase)
public
  Constructor Create(AOwner: TComponent); overload; override;
  Constructor Create; overload;
  Constructor Create(hashSizeBits: Integer; outputFormat: TConvertType;
    uni: TUnicode); overload;
  function Hash(s: string): string;
  function HashFile(s: string): string;
  function HashStream(s: TStream): string;
  function HMAC(s, k: string): string;
  function VerifyHMAC(s, k, h: string): Integer;
published
  property hashSizeBits: Integer read FHashSizeBits write SetHashSizeBits
    default 256;
  property outputFormat: TConvertType read FOutputFormat write FOutputFormat
    default hexa;
  property Unicode: TUnicode read FUni write FUni default yesUni;
  property Progress: Integer read FProgress write SetProgress;
  property OnChange: TNotifyEvent write FOnChange;
end;
```

The constructors are:

- **Constructor** Create(AOwner: TComponent); **overload**; **override**; the default constructor from the TComponent class
- **Constructor** Create; **overload**; the default constructor
- **Constructor** Create(hashSizeBits: Integer; outputFormat: TConvertType; uni: TUnicode); **overload**; the constructor to set all the parameters

The public methods are:

- **function** Hash(s: string): string; to hash the string s
- **function** HashFile(s: string): string; to hash the file whose path is s
- **function** HashStream(s: TStream): string; to hash the stream s
- **function** HMAC(s, k: string): string; to generate a hmac from a string s and a key k
- **function** VerifyHMAC(s, k, h: string): Integer; to verify the hmac h associated with the string s and the key k

The properties are:

- **property** HashSizeBits: Integer **read** FHashSizeBits **write** SetHashSizeBits; to read and write the number of bits (256 or 512) of the hash
- **property** OutputFormat: TConvertType **read** FOutputFormat **write** FOutputFormat; to read and write the output format of the data (see Converter class section)

- `property Unicode: TUnicode read FUni write FUni`; to indicate whether the input buffer has Unicode characters
- `property Progress: Integer read FProgress write SetProgress`; to indicate progress during hashing of a stream
- `property OnChange: TNotifyEvent write FOnChange`; to indicate that the progress changes

### Example of how to hash with SHA-2

```
var
  sha2: TSHA2Hash;
  hash: string;
begin
  sha2:= TSHA2Hash.Create;
  sha2.HashSizeBits:= 256;
  sha2.OutputFormat:= hexa;
  sha2.Unicode:= noUni;
  hash:= sha2.Hash('test');
  sha2.Free;
end;
```

### Example of how to generate a HMAC with SHA-2

```
var
  sha2: TSHA2Hash;
  hash: string;
  k: string;
begin
  sha2:= TSHA2Hash.Create;
  sha2.HashSizeBits:= 256;
  sha2.OutputFormat:= hexa;
  sha2.Unicode := yesUni;
  k:= '0123456789012345';
  hash:= sha2.HMAC('test', k);
  sha2.Free;
end;
```

All HASH functions/procedures are located in the HashObj file.

## SHA-3

SHA-3 comes from the NIST hash function competition which elected the algorithm Keccak on October 2, 2012. It is not intended to replace SHA-2 but to provide an alternative following the possibilities of attacks on the deprecated standards MD5, SHA-0 and SHA-1. This library allows hashing with the SHA-3 standard algorithm but also with the SHA-3 XOF (Extendable-Output Function) algorithm which allows to have a variable length output. SHA-3 is described in the FIPS PUB 202. This library includes the SHA3 Derived functions cSHAKE, KMAC and TupleHash, described in NIST Special Publication (SP) 800-185.

cSHAKE allows a user to add a salt to the hashed output. KMAC provides pseudorandom function and keyed hash function with variable-length outputs. And TupleHash provides function that hashes tuples of input strings correctly and unambiguously.

The SHA3 class is:

```
TSHA3Type = (tsha, txof);

TSHA3Hash = class(TTMSCryptBase)
public
  Constructor Create(AOwner: TComponent); overload; override;
  Constructor Create; overload;
  Constructor Create(hashSizeBits: Integer; outputFormat: TConvertType;
    uni: TUnicode); overload;
  Constructor Create(hashSizeBits: Integer; outputFormat: TConvertType;
    uni: TUnicode; version: Integer); overload;
  function Hash(s: string): string;
  function HashFile(s: string): string;
  function HashStream(s: TStream): string;
  function cSHAKEHash(s, salt: string): string;
  function KMACHash(k, s, salt: string): string;
  function TupleHash(s: array of string; salt: string): string;
  function HMAC(s, k: string): string;
  function VerifyHMAC(s, k, h: string): Integer;
published
  property hashSizeBits: Integer read FHashSizeBits write SetHashSizeBits
    default 256;
  property version: Integer read FVersion write SetVersion default 256;
  property AType: TSHA3Type read FType write SetType default tsha;
  property outputFormat: TConvertType read FOutputFormat write FOutputFormat
    default hexa;
  property Unicode: TUnicode read FUni write FUni default yesUni;
  property Progress: Integer read FProgress write SetProgress;
  property OnChange: TNotifyEvent write FOnChange;
end;
```

The constructors are:

- **Constructor** Create(AOwner: TComponent); overload; override; the default constructor from the TComponent class
- **Constructor** Create; overload; the default constructor
- **Constructor** Create(hashSizeBits: Integer; outputFormat: TConvertType; uni: TUnicode); overload; the constructor in tsha mode
- **Constructor** Create(hashSizeBits: Integer; outputFormat: TConvertType; uni: TUnicode; version: Integer); overload; the constructor in txof mode

The public methods are:

- **function** Hash(s: string): string; to hash the string s

- **function** `HashFile(s: string): string`; to hash the file whose path is s
- **function** `HashStream(s: TStream): string`; to hash the stream s
- **function** `cSHAKEHash(s, salt: string): string`; to hash the string s with a salt – to be used with txof mode
- **function** `KMACHash(k, s, salt: string): string`; to hash the string s with a salt and a key k – to be used with txof mode
- **function** `TupleHash(s: array of string; salt: string): string`; to hash the array of string s with a salt – to be used with txof mode
- **function** `HMAC(s, k: string): string`; to generate a hmac from a string s and a key k
- **function** `VerifyHMAC(s, k, h: string): Integer`; to verify the hmac h associated with the string s and the key k

The properties are:

- **property** `HashSizeBits: Integer` `read` `FHashSizeBits` `write` `SetHashSizeBits`; to read and write the number of bits (224, 256, 384 or 512 bits in classical SHA-3, any value in extended SHA-3) of the hash
- **property** `Version: Integer` `read` `FVersion` `write` `SetVersion`; to read and write the version (256 or 512) in case of extended type
- **property** `AType: TSHA3Type` `read` `FType` `write` `SetType`; to read and write the type, classical or extended.
- **property** `OutputFormat: TConvertType` `read` `FOutputFormat` `write` `FoutputFormat`; to read and write the output format of the data (see Converter class section)
- **property** `Unicode: TUnicode` `read` `FUni` `write` `FUni`; to indicate whether the input buffer or the file name has Unicode characters
- **property** `Progress: Integer` `read` `FProgress` `write` `SetProgress`; to indicate progress during hashing of a stream
- **property** `OnChange: TNotifyEvent` `write` `FOnChange`; to indicate that the progress changes

### Example of how to hash with SHA-3

```
var
  sha3: TSHA3Hash;
  hash: string;
begin
  sha3 := TSHA3Hash.Create;
  sha3.AType := txof;
  sha3.HashSizeBits := 1024;
  sha3.Version := 512;
  sha3.OutputFormat := base64;
  sha3.Unicode := yesUni;
  hash := sha3.Hash('test');
  sha3.Free;
end;
```

### Example of how to generate a HMAC with SHA-3

```
var
```



```
sha3: TSHA3Hash;  
hash: string;  
k: string;  
begin  
  sha3:= TSHA3Hash.Create;  
  sha3.AType:= tsha;  
  sha3.HashSizeBits:= 256;  
  sha3.OutputFormat:= hexa;  
  sha3.Unicode := yesUni;  
  k:= '0123456789012345';  
  hash:= sha3.HMAC('test', k);  
  sha3.Free;  
end;
```

All HASH functions/procedures are located in the HashObj file.

## SPECK

Speck is a family of lightweight block ciphers publicly released by the National Security Agency (NSA) in June 2013. Speck has been optimized for performance in software implementations. Speck is an add-rotate-xor (ARX) cipher.

Speck supports a variety of block and key sizes. A block is always two words, but the words may be 16, 24, 32, 48 or 64 bits in size. The corresponding key is 2, 3 or 4 words. The round function consists in two rotations, adding the right word to the left word, xoring the key into the left word, then and xoring the left word to the right word.

To encrypt a message with many blocks, we will use the following modes (like AES):

- ECB (Electronic Code Book)
- CBC (Cipher Block Chaining)
- OFB (Output Feedback)

The SPECK class is:

```

TSPECKWordSizeBits = (wsb16, wsb24, wsb32, wsb48, wsb64);
TSPECKKeySizeWords = (ksw2, ksw3, ksw4);
TSPECKType = (stECB, stCBC, stOFB);
TSPECKIVMode = (rand, userdefined);
TSPECKPaddingMode = (PKCS7, nopadding);

TSPECKEncryption = class(TTMSCryptBase)
public
    Constructor Create(AOwner: TComponent); overload; override;
    Constructor Create; overload;
    Constructor Create(wordSizeBits: TSPECKWordSizeBits;
        keySizeWords: TSPECKKeySizeWords; key: string; AType: TSPECKType;
        OutputFormat: TConvertType; paddingMode: TSPECKPaddingMode;
        uni: TUnicode); overload;
    Constructor Create(wordSizeBits: TSPECKWordSizeBits;
        keySizeWords: TSPECKKeySizeWords; key: string; AType: TSPECKType;
        OutputFormat: TConvertType; paddingMode: TSPECKPaddingMode; uni: TUnicode;
        IV: string); overload;
    Destructor Destroy; override;
    function Encrypt(s: string): string;
    function Decrypt(s: string): string;
    procedure EncryptFilew(s, o: string);
    procedure DecryptFilew(s, o: string);
    procedure EncryptStream(s: TStream; var o: TStream);
    procedure DecryptStream(s: TStream; var o: TStream);
published
    property key: string read FKey write SetKey;
    property wordSizeBits: TSPECKWordSizeBits read FWordSizeBits
        write SetWordSizeBits default wsb32;
    property keySizeWords: TSPECKKeySizeWords read FKeySizeWords
        write SetKeySizeWords default ksw4;
    property AType: TSPECKType read FType write FType default stcbc;
    property OutputFormat: TConvertType read FOutputFormat write FOutputFormat
        default hexa;
    property IVMode: TSPECKIVMode read FIVMode write FIVMode default rand;
    property IV: string read FIV write SetIV;
    property paddingMode: TSPECKPaddingMode read FPaddingMode
        write FPaddingMode default PKCS7;
    property Unicode: TUnicode read FUni write FUni default yesUni;
    property Progress: Integer read FProgress write SetProgress;

```

```
property OnChange: TNotifyEvent write FOnChange;
end;
```

The constructors and destructor are:

- **Constructor** Create(AOwner: TComponent); **overload**; **override**; the default constructor from the TComponent class
- **Constructor** Create; **overload**; the default constructor
- **Constructor** Create(wordSizeBits: TSPECKWordSizeBits; keySizeWords: TSPECKKeySizeWords; key: string; AType: TSPECKType; OutputFormat: TConvertType; paddingMode: TSPECKPaddingMode; uni: TUnicode); **overload**; the constructor to set the parameters with IVMode = rand
- **Constructor** Create(wordSizeBits: TSPECKWordSizeBits; keySizeWords: TSPECKKeySizeWords; key: string; AType: TSPECKType; OutputFormat: TConvertType; paddingMode: TSPECKPaddingMode; uni: TUnicode; IV: string); **overload**; the constructor to set the parameters with IVMode = userdefined
- **Destructor** Destroy; **override**; to zero the key

The public methods are:

- **function** Encrypt(s: string): string; to encrypt the string s
- **function** Decrypt(s: string): string; to decrypt the string s
- **procedure** EncryptFileW(s, o: string); to encrypt the file whose path is s and the encrypted file path is o
- **procedure** DecryptFileW(s, o: string); to decrypt the file whose path is s and the decrypted file path is o
- **procedure** EncryptStream(s: TStream; var o: TStream); to encrypt the stream s into the stream o
- **procedure** DecryptStream(s: TStream; var o: TStream); to decrypt the stream s into the stream o

The properties are:

- **property** Key: string **read** FKey **write** SetKey; to read and write the key
- **property** WordSizeBits: TSPECKWordSizeBits **read** FWordSizeBits **write** SetWordSizeBits; to read and write the length of the words in bits
- **property** KeySizeWords: TSPECKKeySizeWords **read** FKeySizeWords **write** SetKeySizeWords; to read and write the number of words in the key
- **property** AType: TSPECKType **read** FType **write** FType; to read and write the encryption mode (ECB, CBC or OFB)
- **property** OutputFormat: TConvertType **read** FOutputFormat **write** FoutputFormat; to read and write the output format of the data (see Converter class section)
- **property** IVMode: TSPECKIVMode **read** FIVMode **write** FIVMode; to read and write the IV mode, userdefined or rand.
- **property** IV: string **read** FIV **write** SetIV; to read and write the IV of FwordSizeBits/4 bytes if the IV mode is userdefined (in rand mode, the IV is randomly generated and added to the encrypted text)
- **property** PaddingMode: TSPECKPaddingMode **read** FPaddingMode **write** FpaddingMode; to read and write the padding mode, PKCS7 or nopadding. In PKCS7, the length of the encrypted text is always the length of the clear text + FwordSizeBits/4 bytes (plus FwordSizeBits/4 bytes in the case of rand IV mode). In nopadding mode, the length of

the clear text must be a multiple of `FwordSizeBits/4` bytes, and no padding is added to the clear text.

- **property** `Unicode: TUnicode` **read** `FUni` **write** `FUni`; to indicate whether the input buffer or the file name has Unicode characters
- **property** `Progress: Integer` **read** `FProgress` **write** `SetProgress`; to indicate progress during encryption / decryption of a stream
- **property** `OnChange: TNotifyEvent` **write** `FOnChange`; to indicate that the progress changes

### Example of how to encrypt with SPECK

```
var
  speck: TSPECKEncryption;
  cipher: string;
begin
  speck := TSPECKEncryption.Create;
  speck.AType := stCBC;
  speck.WordSizeBits := wsb32;
  speck.KeySizeWords := ksw4;
  speck.Key := '0123456789012345';
  speck.OutputFormat := hexa;
  speck.Unicode := noUni;
  speck.PaddingMode := TSPECKPaddingMode.PKCS7;
  speck.IVMode := TSPECKIVMode.rand;
  cipher := speck.Encrypt('test');
  speck.Free;
end;
```

All SPECK functions/procedures are located in the `SPECKObj` file.

## PBKDF2

PBKDF2 (Password-Based Key Derivation Function 2) is a key derivation function that is part of RSA Laboratories' Public-Key Cryptography Standards (PKCS) series, specifically PKCS #5 v2.0, also published as Internet Engineering Task Force's RFC 2898. It replaces an earlier standard, PBKDF1, which could only produce derived keys up to 160 bits long.

PBKDF2 applies a pseudorandom function, such as a cryptographic hash, cipher, or HMAC, to the input password or passphrase along with a salt value and repeats the process many times to produce a derived key, which can then be used as a cryptographic key in subsequent operations. The added computational work makes password cracking much more difficult, and is known as key stretching.

It is described in NIST Special Publication 800-132.

**Warning:** to ensure compatibility between versions before 2.4.2, we have implemented a `TPBKDF2KeyDerivationOLD` class, which computes a wrong result for the PBKDF2 algorithm. Use this only if you are using the PBKDF2 algorithm from a version before 2.4.2 and you want to ensure compatibility. But it is deprecated from the 2.4.2 version of TMS Cryptography Pack.

The PBKDF2 class is:

```
THashFunction = (hsha2, hsha3);

TPBKDF2KeyDerivation = class(TTMSCryptBase)
public
  Constructor Create(AOwner: TComponent); overload; override;
  Constructor Create; overload;
  Constructor Create(outputSizeBits: Integer; salt: string; counter: Integer;
    outputFormat: TConvertType; uni: TUnicode, hashF: THashFunction;
    hashSB: Integer); overload;
  function GenerateKey(s: string): string;
published
  property outputSizeBits: Integer read FOutputSizeBits
    write SetOutputSizeBits default 128;
  property Salt: string read FSalt write FSalt;
  property counter: Integer read FCounter write FCounter default 10000;
  property hashFunction: THashFunction read FHashFunction write FHashFunction
    default hsha2;
  property outputFormat: TConvertType read FOutputFormat write FOutputFormat
    default hexa;
  property hashSizeBits: Integer read FHashSizeBits write SetHashSizeBits
    default 256;
  property Unicode: TUnicode read FUni write FUni default yesUni;
end;
```

The constructors are:

- `Constructor Create(AOwner: TComponent); overload; override;` the default constructor from the `TComponent` class
- `Constructor Create; overload;` the default constructor
- `Constructor Create(outputSizeBits: Integer; salt: string; counter: Integer; outputFormat: TConvertType; uni: TUnicode); overload;` the constructor to set all the parameters

The public method is:

- `function GenerateKey(s: string): string;` to generate a key from a password `s`

The properties are:

- **property** OutputSizeBits: Integer **read** FOutputSizeBits **write** SetOutputSizeBits; to read and write the output length in bits
- **property** Salt: string **read** FSalt **write** FSalt; to read and write the salt
- **property** Counter: Integer **read** FCounter **write** FCounter; to read and write the number of iterations of the algorithm
- **property** hashFunction: THashFunction **read** FHashFunction **write** FHashFunction; to read and write the hash function used into PBKDF2 algorithm
- **property** OutputFormat: TConvertType **read** FOutputFormat **write** FoutputFormat; to read and write the output format of the data (see Converter class section)
- **property** hashSizeBits: Integer **read** FHashSizeBits **write** SetHashSizeBits; to read and write the number of output bits of the hash function used in PBKDF2 algorithm
- **property** Unicode: TUnicode **read** FUni **write** FUni; to indicate whether the input buffer has Unicode characters

### Example of how to generate a key from a password with PBKDF2

```
var
  pbkdf2: TPBKDF2KeyDerivation;
  output: string;
begin
  pbkdf2:= TPBKDF2KeyDerivation.Create;
  pbkdf2.OutputSizeBits:= 1024;
  pbkdf2.Counter:= 10000;
  pbkdf2.Unicode:= yesUni;
  pbkdf2.OutputFormat:= base64;
  pbkdf2.Salt:= '012345678901234567890123456789012345678901234567890123456789';
  output:= pbkdf2.GenerateKey('test123');
  pbkdf2.Free;
end;
```

All KEY DERIVATION functions/procedures are located in the HashObj file.

## Blake2

BLAKE2 is a cryptographic hash function faster than MD5, SHA-1, SHA-2, and SHA-3, yet is at least as secure as the latest standard SHA-3. BLAKE2 had been adopted by many projects due to its high speed, security, and simplicity. BLAKE2 is specified in RFC 7693. We have chosen to implement BLAKE2b that is optimized for 64-bit platforms and produces digests of any size between 1 and 64 bytes.

The Blake2B class is:

```
TBlake2BHash = class(TTMSCryptBase)
public
  Constructor Create(AOwner: TComponent); overload; override;
  Constructor Create; overload;
  Constructor Create(hashSizeBytes: Integer; key: string;
    outputFormat: TConvertType; uni: TUnicode); overload;
  function Hash(s: string): string;
  function HashFile(s: string): string;
  function HashStream(s: TStream): string;
published
  property hashSizeBytes: Integer read FHashSizeBytes write SetHashSizeBytes
    default 16;
  property outputFormat: TConvertType read FOutputFormat write FOutputFormat
    default hexa;
  property key: String read FKey write SetKey;
  property Unicode: TUnicode read FUni write FUni default yesUni;
  property Progress: Integer read FProgress write SetProgress;
  property OnChange: TNotifyEvent write FOnChange;
end;
```

The constructors are:

- **Constructor** Create(AOwner: TComponent); **overload**; **override**; the default constructor from the TComponent class
- **Constructor** Create; **overload**; the default constructor
- **Constructor** Create(hashSizeBytes: Integer; key: string; outputFormat: TConvertType; uni: TUnicode); **overload**; the constructor to set all the parameters

The public methods are:

- **function** Hash(s: string): string; to hash a string s
- **function** HashFile(s: string): string; to hash a file whose path is s
- **function** HashStream(s: TStream): string; to hash the stream s

The properties are:

- **property** HashSizeBytes: Integer **read** FHashSizeBytes **write** SetHashSizeBytes; to read and write the hash size in bytes
- **property** OutputFormat: TConvertType **read** FOutputFormat **write** FOutputFormat; to read and write the output format of the data (see Converter class section)
- **property** Key: String **read** FKey **write** SetKey; to read and write the optional key
- **property** Unicode: TUnicode **read** FUni **write** FUni; to indicate whether the input buffer or the file name has Unicode characters
- **property** Progress: Integer **read** FProgress **write** SetProgress; to indicate progress during hashing of a stream

- `property` `OnChange: TNotifyEvent write FOnChange;` to indicate that the progress changes

### Example of how to hash a `string` with Blake2B

```
var
  blake2B: TBlake2BHash;
  output: String;
begin
  blake2B := TBlake2BHash.Create;
  try
    blake2B.Key := '';
    blake2B.HashSizeBytes := 64;
    blake2B.OutputFormat := hexa;
    blake2B.Unicode := yesUni;

    output := blake2B.Hash('ABCDEFGH');

  finally
    blake2B.Free;
  end;
end;
```

All HASH functions/procedures are located in the HashObj file.



## RIPEMD-160

RIPEMD (RACE Integrity Primitives Evaluation Message Digest) is a family of cryptographic hash functions developed in Leuven, Belgium, by Hans Dobbertin, Antoon Bosselaers and Bart Preneel at the COSIC research group at the Katholieke Universiteit Leuven, and first published in 1996. RIPEMD was based upon the design principles used in MD4, and is similar in performance to the more popular SHA-1 (NOTE: both MD4 and SHA-1 are deprecated).

RIPEMD-160 is an improved, 160-bit version of the original RIPEMD, and the most common version in the family.

The RIPEMD160 class is:

```
TRIPeMD160Hash = class(TTMSCryptBase)
public
  Constructor Create(AOwner: TComponent); overload; override;
  Constructor Create; overload;
  Constructor Create(outputFormat: TConvertType; uni: TUnicode); overload;
  function Hash(s: string): string;
  function HashFile(s: string): string;
  function HashStream(s: TStream): string;
published
  property outputFormat: TConvertType read FOutputFormat write FOutputFormat
    default hexa;
  property Unicode: TUnicode read FUni write FUni default yesUni;
  property Progress: Integer read FProgress write SetProgress;
  property OnChange: TNotifyEvent write FOnChange;
end;
```

The constructors are:

- **Constructor** Create(AOwner: TComponent); **overload**; **override**; the default constructor from the TComponent class
- **Constructor** Create; **overload**; the default constructor
- **Constructor** Create(outputFormat: TConvertType; uni: TUnicode); **overload**; the constructor to set all the parameters

The public methods are:

- **function** Hash(s: string): string; to hash a string s
- **function** HashFile(s: string): string; to hash a file whose path is s
- **function** HashStream(s: TStream): string; to hash the stream s

The property is:

- **property** OutputFormat: TConvertType **read** FOutputFormat **write** FOutputFormat; to read and write the output format of the data (see Converter class section)
- **property** Unicode: TUnicode **read** FUni **write** FUni; to indicate whether the input buffer has Unicode characters
- **property** Progress: Integer **read** FProgress **write** SetProgress; to indicate progress during hashing of a stream

- `property` `OnChange: TNotifyEvent write FOnChange;` to indicate that the progress changes

### Example of how to hash a string with RIPEMD-160

```
var
  ripemd160: TRIPEMD160Hash;
  output: String;
begin
  ripemd160:= TRIPEMD160Hash.Create;
  try
    ripemd160.OutputFormat:= hexa;
    ripemd160.Unicode:= yesUni;
    output:= ripemd160.Hash('ABCDEFGH');
  finally
    ripemd160.Free;
  end;
end;
```

All HASH functions/procedures are located in the HashObj file.

## Argon2

Argon2 is a key derivation function that was selected as the winner of the Password Hashing Competition (PHC) in July 2015. It was designed by Alex Biryukov, Daniel Dinu, and Dmitry Khovratovich from the University of Luxembourg. Argon2 provides two related versions:

- Argon2d maximizes resistance to GPU cracking attacks.
- Argon2i is optimized to resist side-channel attacks.

We have chosen to implement Argon2d with no parallelism.

The Argon2 class is:

```
TArgon2KeyDerivation = class(TTMSCryptBase)
public
  Constructor Create(AOwner: TComponent); overload; override;
  Constructor Create; overload;
  Constructor Create(outputSizeBytes: Integer; salt: string; counter: Integer;
    outputFormat: TConvertType; memory: Integer; uni: TUnicode); overload;
  function GenerateKey(s: string): string;
published
  property outputSizeBytes: Integer read FOutputSizeBytes
    write SetOutputSizeBytes default 16;
  property StringSalt: string read FStringSalt write SetStringSalt;
  property counter: Integer read FCounter write SetCounter default 10;
  property outputFormat: TConvertType read FOutputFormat write FOutputFormat
    default hexa;
  property memory: Integer read FMemory write SetMemory default 16;
  property Unicode: TUnicode read FUni write FUni default yesUni;
end;
```

The constructors are:

- **Constructor** Create(AOwner: TComponent); overload; override; the default constructor from the TComponent class
- **Constructor** Create; overload; the default constructor
- **Constructor** Create(outputSizeBytes: Integer; salt: string; counter: Integer; outputFormat: TConvertType; memory: Integer; uni: TUnicode); overload; the constructor to set all the parameters

The public method is:

- **function** GenerateKey(s: string): string; to generate a key from a password s

The properties are:

- **property** OutputSizeBits: Integer read FOutputSizeBits write SetOutputSizeBits; to read and write the output length in bits
- **property** StringSalt: string read FStringSalt write SetStringSalt; to read and write the salt (16 bytes in string form)
- **property** Counter: Integer read FCounter write SetCounter; to read and write the number of iterations of the algorithm (minimum 1)
- **property** OutputFormat: TConvertType read FOutputFormat write FOutputFormat; to read and write the output format of the data (see Converter class section)
- **property** Memory: Integer read FMemory write SetMemory; to read and write the amount of memory you want to use in KB (minimum 8)

- `property Unicode: TUnicode read FUni write FUni;` to indicate whether the input buffer or the file name has Unicode characters

### Example of how to generate a key from a password with Argon2

```
var
  argon2: TArgon2KeyDerivation;
  output: String;
begin
  argon2 := TArgon2KeyDerivation.Create;
  try
    argon2.OutputFormat := base64;
    argon2.OutputSizeBytes := 64;
    argon2.Counter := 10;
    argon2.Memory := 16;
    argon2.Unicode:= yesUni;
    argon2.StringSalt := 'ABCDEFGHJKLMNOP';

    output := argon2.GenerateKey('toto23');
  finally
    argon2.Free;
  end;
end;
```

All KEY DERIVATION functions/procedures are located in the HashObj file.

## Converter class

To display the output binary data of the library functions on a screen, we need to convert them in a printable format. We have chosen four formats:

- Hexadecimal format: consists in replacing each 4-bit block by a symbol in the list 0, ..., 9, A, ..., F.
- Base64 format: consists in replacing each 6-bit block by a symbol in the list a, ..., z, A, ..., Z, 0, ..., 9, + and / (the symbol = is used in complement when the length of the data is not a multiple of 3 bytes).
- Base64url format: the same as Base64 with - in place of + and \_ in place of /, to be compatible with URLs.
- Base32 format: consists in replacing each 5-bit block by a symbol in the list A, ..., Z, 2, ..., 7 (the symbol = is used in complement when the length of the data is not a multiple of 8 bytes).

We add the raw format to have an output format compatible with the input of some functions.

The class TConvert is the following:

```
TConvertType = (base64, hexa, base64url, base32, raw);
TUnicode = (noUni, yesUni);

TConvert = class(TTMSCryptBase)
public
    Constructor Create(AOwner: TComponent); overload; override;
    Constructor Create; overload;
    Constructor Create(AType: TConvertType); overload;
    {$IF (defined(MSWINDOWS) or defined(MACOS)) and (not defined(IOS))}
    function CharToFormat(charstring: PAnsiChar; charlen: Integer): string;
    function FormatToChar(str: string): PAnsiChar;
    function UnicodeToPAnsiChar(str: string): PAnsiChar;
    function PAnsiCharFromUnicodeLength(str: string): Integer;
    {$ELSE}
    function CharToFormat(charstring: PByte; charlen: Integer): string;
    function FormatToChar(str: string): PByte;
    {$IFEND}
    function TestUnicode(str: string): Integer;
    function StringToUnicode(str: string): string;
    function StringToFormat(charstring: string): string;
    function FormatToString(str: string): string;
    function OutputFormatLength(charlen: Integer): Integer;
    function CharLength(charstring: string): Integer;
    function Base64ToHexa(base64String: string): string;
    function HexaToBase64(hexaString: string): string;
    function Base64ToBase64url(inString: string): string;
    function Base64urlToBase64(inString: string): string;
    function Base64urlToHexa(inString: string): string;
    function HexaToBase64url(inString: string): string;
    function Base32ToHexa(base32String: string): string;
    function HexaToBase32(hexaString: string): string;
    function Base32ToBase64url(inString: string): string;
    function Base64urlToBase32(inString: string): string;
    function Base32ToBase64(inString: string): string;
    function Base64ToBase32(inString: string): string;
    function KeyRSAOpenSSLToKeyTRSAEncSign(strKey: string): string;
    function KeyTRSAEncSignToKeyRSAOpenSSL(strKey: string): string;
```

```
function Base58Encode(const value: uint64): string;
function Base58Decode(const encoded: string): uint64;
function TBytesToString(const t: TBytes): string;
function StringToTBytes(const str: string): TBytes;
```

```
published
property AType: TConvertType read FType write FType default hexa;
end;
```

The constructors are:

- **Constructor** Create(AOwner: TComponent); **overload**; **override**; the default constructor from the TComponent class
- **Constructor** Create; **overload**; the default constructor
- **Constructor** Create(AType: TConvertType); **overload**; the constructor to set the type

The public methods are:

- **function** CharToFormat(charstring: PAnsiChar; charlen: Integer): **string**; to convert a PAnsiChar (or a PByte) with length charlen to a string in the format defined by AType.
- **function** FormatToChar(str: **string**): PAnsiChar; to convert a formatted string to a PAnsiChar in binary format
- **function** UnicodeToPAnsiChar(str: **string**): PAnsiChar; to convert an Unicode string to a PAnsiChar with only UTF8 characters values
- **function** PAnsiCharFromUnicodeLength(str: **string**): Integer; to compute the length of the Unicode string in byte
- **function** TestUnicode(str: **string**): Integer; to test whether a string has Unicode characters
- **function** StringToUnicode(str: **string**): **string**; to convert an ANSI string to an Unicode string
- **function** StringToFormat(charstring: **string**): **string**; to convert a raw string to a string in the format defined by AType
- **function** FormatToString(str: **string**): **string**; to convert a string in the format defined by AType to a raw string
- **function** OutputFormatLength(charlen: Integer): Integer; to compute the length of the formatted string from the length of the binary data
- **function** CharLength(charstring: **string**): Integer; to compute the length of the binary data from the formatted string
- **function** Base64ToHexa(base64String: **string**): **string**; to convert a string in base64 format to a string in hexadecimal format
- **function** HexaToBase64(hexaString: **string**): **string**; to convert a string in hexadecimal format to a string in base64 format
- **function** Base64ToBase64url(inString: **string**): **string**; to convert a string in base64 format to a string in base64url format

- **function** `Base64urlToBase64`(inString: string): string; to convert a string in base64url format to a string in base64 format
- **function** `Base64urlToHexa`(inString: string): string; to convert a string in base64url format to a string in hexadecimal format
- **function** `HexaToBase64url`(inString: string): string; to convert a string in hexadecimal format to a string in base64url format
- **function** `Base32ToHexa`(base32String: string): string; to convert a string in base32 format to a string in hexadecimal format
- **function** `HexaToBase32`(hexaString: string): string; to convert a string in hexadecimal format to a string in base32 format
- **function** `Base32ToBase64url`(inString: string): string; to convert a string in base32 format to a string in base64url format
- **function** `Base64urlToBase32`(inString: string): string; to convert a string in base64url format to a string in base32 format
- **function** `Base32ToBase64`(inString: string): string; to convert a string in base32 format to a string in base64 format
- **function** `Base64ToBase32`(inString: string): string; to convert a string in base64 format to a string in base32 format
- **function** `KeyRSAOpenSSLToKeyTRSAEncSign`(strKey: string): string; to convert an RSA key (the modulus, the public exponent or the private exponent) in OpenSSL format to an RSA key usable in TRSAEncSign
- **function** `KeyTRSAEncSignToKeyRSAOpenSSL`(strKey: string): string; to convert an RSA key (the modulus, the public exponent or the private exponent) in TRSAEncSign format to an RSA key in OpenSSL format
- **function** `Base58Encode`(const value: uint64): string; to convert an uint64 to a string in Base58
- **function** `Base58Decode`(const encoded: string): uint64; to convert a string in Base58 to the corresponding uint64
- **function** `TBytesToString`(const t: TBytes): string; to convert a TBytes into a string where each byte is a character
- **function** `StringToTBytes`(const str: string): TBytes; to convert a string of bytes into a TBytes

The property is:

- **property** `AType`: TConvertType **read** `FType` **write** `Ftype`; to read and write the type of the conversion: hexa or base64

## Example of how to use AES with a key in TBytes form

Let b be a TBytes array of 16 bytes.

```
var
  aes: TAESEncryption;
  conv: TConvert;
  str: string;
begin
```

```
aes:= TAESEncryption.Create;
conv:= TConvert.Create;
try
  aes.AType := atcbc;
  aes.KeyLength := kl128;
  aes.OutputFormat := hexa;
  aes.Key := conv.TBytesToString(b);
  aes.IVMode := TIVMode.rand;
  aes.PaddingMode := TPaddingMode.PKCS7;
  aes.Unicode := yesUni;

  str := AES.Encrypt('test');

Finally
  aes.Free;
  conv.Free;
end;
end;
```

All CONVERSION functions/procedures are located in the MiscObj file.



## X509 certificates

---

X.509 is a standard that defines the format of public key certificates. X.509 certificates are used in many Internet protocols, including TLS/SSL, which is the basis for HTTPS, the secure protocol for browsing the web. They are also used in offline applications, like electronic signatures. An X.509 certificate contains a public key and an identity (a hostname, or an organization, or an individual), and is either signed by a certificate authority or self-signed. When a certificate is signed by a trusted certificate authority, or validated by other means, someone holding that certificate can rely on the public key it contains to establish secure communications with another party, or validate documents digitally signed by the corresponding private key.

In the library, you can decode an X509 certificate to display all the fields and verify the signature if the algorithm is supported. You can also generate a self-signed certificate (only on MacOS and Windows platform). The demo on Windows of these functionalities is here:

<https://www.tmssoftware.com/site/freetools.asp>

The X509 certificate class is:

```
TX509Certificate = class(TTMSCryptBase)
public
    constructor Create(AOwner: TComponent); overload; override;
    constructor Create; reintroduce; overload;
    constructor Create(RootCAPath: string); reintroduce; overload;
    {$IF (defined(MSWINDOWS) or defined(MACOS)) and (not defined(IOS))}
    procedure GenerateSelfSigned;
    {$IFEND}
    procedure Decode;
published
    property KeyFilePath: string write FKeyFilePath;
    property CrtFilePath: string read FCrtFilePath write FCrtFilePath;
    property signatureAlgorithm: TSignAlgo read FSignatureAlgorithm
        write setSignatureAlgorithm;
    property countryName: string read FIssuerCountryName write SetCountryName;
    property SubjectCountryName: string read FSubjectCountryName;
    property stateName: string read FIssuerStateName write FIssuerStateName;
    property SubjectStateName: string read FSubjectStateName;
    property localityName: string read FIssuerLocalityName
        write FIssuerLocalityName;
    property SubjectLocalityName: string read FSubjectLocalityName;
    property OrganizationName: string read FIssuerOrganizationName
        write FIssuerOrganizationName;
    property SubjectOrganizationName: string read FSubjectOrganizationName;
    property OrganizationUnitName: string read FIssuerOrganizationUnitName
        write FIssuerOrganizationUnitName;
    property SubjectOrganizationUnitName: string
        read FSubjectOrganizationUnitName;
    property commonName: string read FIssuerCommonName write FIssuerCommonName;
    property SubjectCommonName: string read FSubjectCommonName;
    property AltName1: string read FAltName1 write FAltName1;
    property AltName2: string read FAltName2 write FAltName2;
    property AltName3: string read FAltName3 write FAltName3;
    property AltName4: string read FAltName4 write FAltName4;
    property AltName5: string read FAltName5 write FAltName5;
```

```

property AltName6: string read FAltName6 write FAltName6;
property isCA: boolean write FIsCA;
property Unicode: TUnicode read FUni write FUni default yesUni;
property version: string read FVersion;
property serialNumber: string read FSerialNumber;
property notBefore: string read FnotBefore;
property notAfter: string read FnotAfter;
property EncryptionAlgorithm: string read FEncryptionAlgorithm;
property publicKey: string read FPublicKey;
property modulus: string read FModulus;
property IsSignatureValid: string read FISignatureValid;
property BitSizeEncryptionAlgorithm: Integer
    read FBitSizeEncryptionAlgorithm write FBitSizeEncryptionAlgorithm;
property ecCurve: string read FECCurve;
property RootCAPath: string read FRootCAPath write FRootCAPath;
end;

```

The constructors are:

- **constructor** Create(AOwner: TComponent); overload; override; the default constructor from the TComponent class
- **constructor** Create; reintroduce; overload; the default constructor
- **constructor** Create(RootCAPath: string); reintroduce; overload; the constructor to set the path to the folder containing the CA certificates

The public methods are:

- **procedure** GenerateSelfSigned; to generate a self-signed certificate
- **procedure** Decode; to decode the fields of a certificate and verify the signature

The properties are:

- **property** KeyFilePath: string write FKeyFilePath; to set the path to the private key file
- **property** CrtFilePath: string read FCrtFilePath write FCrtFilePath; to read and write the path to the certificate file
- **property** signatureAlgorithm: TSignAlgo read FSignatureAlgorithm write setSignatureAlgorithm; to read and write the path to the certificate file
- **property** countryName: string read FIssuerCountryName write SetCountryName; to read and write the issuer country name field
- **property** SubjectCountryName: string read FSubjectCountryName; to read and write the subject country name field
- **property** stateName: string read FIssuerStateName write FIssuerStateName; to read and write the issuer state name field
- **property** SubjectStateName: string read FSubjectStateName; to read and write the subject state name field
- **property** localityName: string read FIssuerLocalityName write FIssuerLocalityName; to read and write the issuer locality name field
- **property** SubjectLocalityName: string read FSubjectLocalityName; to read and write the subject locality name field

- **property** OrganizationName: string read FIssuerOrganizationName write FIssuerOrganizationName; to read and write the issuer organization name field
- **property** SubjectOrganizationName: string read FSubjectOrganizationName; to read and write the subject organization name field
- **property** OrganizationUnitName: string read FIssuerOrganizationUnitName write FIssuerOrganizationUnitName; to read and write the issuer organization unit name field
- **property** SubjectOrganizationUnitName: string read FSubjectOrganizationUnitName; to read and write the subject organization unit name field
- **property** commonName: string read FIssuerCommonName write FIssuerCommonName; to read and write the issuer common name field (mandatory)
- **property** SubjectCommonName: string read FSubjectCommonName; to read and write the subject common name field (mandatory)
- **property** AltName1: string read FAltName1 write FAltName1; to read and write the first alternative name field
- **property** AltName2: string read FAltName2 write FAltName2; to read and write the second alternative name field
- **property** AltName3: string read FAltName3 write FAltName3; to read and write the third alternative name field
- **property** AltName4: string read FAltName4 write FAltName4; to read and write the fourth alternative name field
- **property** AltName5: string read FAltName5 write FAltName5; to read and write the fifth alternative name field
- **property** AltName6: string read FAltName6 write FAltName6; to read and write the sixth alternative name field
- **property** isCA: boolean write FIsCA; to set whether the certificate is a CA one
- **property** Unicode: TUnicode read FUni write FUni default yesUni; to indicate whether the input buffer or the file name has Unicode characters
- **property** version: string read FVersion; to read the version of the certificate
- **property** serialNumber: string read FSerialNumber; to read the serial number of the certificate
- **property** notBefore: string read FnotBefore; to read the date of emission of the certificate
- **property** notAfter: string read FnotAfter; to read the date of validity of the certificate
- **property** EncryptionAlgorithm: string read FEncryptionAlgorithm; to read the encryption algorithm of the certificate
- **property** publicKey: string read FPublicKey; to read the public key of the certificate
- **property** modulus: string read FModulus; to read the modulus of the certificate
- **property** IsSignatureValid: string read FIsSignatureValid; to read the validity of the certificate
- **property** BitSizeEncryptionAlgorithm: Integer read FBitSizeEncryptionAlgorithm write FBitSizeEncryptionAlgorithm; to read and write the bit size of the encryption algorithm of the certificate
- **property** ecCurve: string read FECCurve; to read the curve type of the certificate

- **property** RootCAPath: string read FRootCAPath write FRootCAPath; to read and write the path to the folder containing the CA certificates

### Example of how to generate a self-signed X509 certificate

```
var
  X509Certificate1: TX509Certificate;
begin
  X509Certificate1 := TX509Certificate.Create;
  try
    X509Certificate1.RootCAPath := '.\\RootCA\\';
    X509Certificate1.KeyFilePath := '.\\mykey.key';
    X509Certificate1.CrtFilePath := '.\\mycert.crt';
    X509Certificate1.signatureAlgorithm := TSignAlgo.sa_sha256rsa
    X509Certificate1.BitSizeEncryptionAlgorithm := 2048
    X509Certificate1.countryName := 'France';
    X509Certificate1.stateName := 'Nouvelle-Aquitaine';
    X509Certificate1.localityName := 'Bordeaux';
    X509Certificate1.OrganizationName := 'Cyberens';
    X509Certificate1.commonName := 'Cyberens certificate';
    X509Certificate1.GenerateSelfSigned;
  finally
    X509Certificate1.Free;
  end;
end;
```

### Example of how to parse an X509 certificate

```
var
  X509Certificate1: TX509Certificate;
  ts: TStringList;
begin
  X509Certificate1 := TX509Certificate.Create;
  ts := TStringList.Create;
  try
    X509Certificate1.RootCAPath := '.\\RootCA\\';
    X509Certificate1.CrtFilePath := '.\\mycert.crt\\';
    X509Certificate1.Decode;
    ts.Add('Version: ' + X509Certificate1.version);
    ts.Add('Serial number: ' + X509Certificate1.serialNumber);
    ts.Add('Signature algorithm: ' + TabSignAlgo
      [Integer(X509Certificate1.signatureAlgorithm)]);
    ts.Add('not before: ' + X509Certificate1.notBefore);
    ts.Add('not after: ' + X509Certificate1.notAfter);
    ts.Add('Issuer country name: ' + X509Certificate1.countryName);
    ts.Add('Issuer state or province name: ' + X509Certificate1.stateName);
    ts.Add('Issuer locality name: ' + X509Certificate1.localityName);
    ts.Add('Issuer organization name: ' + X509Certificate1.OrganizationName);
    ts.Add('Issuer organization unit name: ' +
      X509Certificate1.OrganizationUnitName);
    ts.Add('Issuer common name: ' + X509Certificate1.commonName);
    ts.Add('Subject country name: ' + X509Certificate1.SubjectcountryName);
    ts.Add('Subject state or province name: ' +
      X509Certificate1.SubjectstateName);
    ts.Add('Subject locality name: ' + X509Certificate1.SubjectlocalityName);
    ts.Add('Subject organization name: ' +
      X509Certificate1.SubjectOrganizationName);
```

```
ts.Add('Subject organization unit name: ' +
      X509Certificate1.SubjectOrganizationUnitName);
ts.Add('Subject common name: ' + X509Certificate1.SubjectCommonName);
ts.Add('Alternative name 1: ' + X509Certificate1.AltName1);
ts.Add('Alternative name 2: ' + X509Certificate1.AltName2);
ts.Add('Alternative name 3: ' + X509Certificate1.AltName3);
ts.Add('Alternative name 4: ' + X509Certificate1.AltName4);
ts.Add('Alternative name 5: ' + X509Certificate1.AltName5);
ts.Add('Alternative name 6: ' + X509Certificate1.AltName6);
ts.Add('Asymmetric encryption algorithm: ' +
      X509Certificate1.EncryptionAlgorithm + ' ' +
      IntToStr(X509Certificate1.BitSizeEncryptionAlgorithm) + ' bits');
ts.Add('Modulus: ' + X509Certificate1.Modulus);
ts.Add('Curve: ' + X509Certificate1.ecCurve);
ts.Add('Public key: ' + X509Certificate1.publicKey);
ts.Add(X509Certificate1.IsSignatureValid);
Finally
  X509Certificate1.Free;
end;
end;
```

All X509 Certificate generation and parsing functions are located in the X509Obj.pas file.

## Random generators

---

To generate random integers or random buffers, you can use the following functions (in MiscObj.pas).

On Windows or OSX:

- `function RandomBuffer(len: Integer; MyBuffer: PAnsiChar): Integer;`
- `function RandomUBuffer(len: Integer; MyBuffer: PAnsiChar): Integer;`
- `function RandomInt: Integer;`
- `function RandomUInt: Integer;`

On iOS or Android:

- `function RandomBuffer(len: Integer; MyBuffer: PByte): Integer;`
- `function RandomUBuffer(len: Integer; MyBuffer: PByte): Integer;`
- `function RandomInt: Integer;`
- `function RandomUInt: Integer;`

`RandomBuffer` and `RandomUBuffer` fill the buffer `MyBuffer` with `len` random characters (and return an error if it fails). On Windows, the functions use the same algorithm, but in the other targets, they use `/dev/random` for `RandomBuffer` and `/dev/urandom` for `RandomUBuffer`. So, if you want to generate some cryptographic keys, preferably use `RandomBuffer`, and use `RandomUBuffer` for salt, IV, or other data which are not keys. We recommend the same for `RandomInt` and `RandomUInt`.

All RANDOM functions/procedures are located in the MiscObj file.

## Encrypt an ini file

---

Included in the TMS Cryptography Pack is also the non-visual class TEncryptedIniFile that offers the capability to store application settings in an encrypted INI file. TEncryptedIniFile descends from TMemInifile, so it inherits all methods to read and write various types (string, number, Boolean, ...) to an INI file. The encryption and decryption is done in memory, so at no time, the file system 'sees' an unencrypted file. TEncryptedIniFile uses internally AES 256bit encryption. Further, the only difference with a regular TINIFile class is the added encryption key parameter in the constructor of TEncryptedIniFile.

The class definition looks like:

```
TEncryptedIniFile = class(TMemInifile)
  private
    FFileName: string;
    FEncoding: TEncoding;
    FKey: string;
    FOnDecryptError: TNotifyEvent;
    procedure LoadValues;
  public
    constructor Create(const FileName: string; const Key: string); overload;
    constructor Create(const FileName: string; const Encoding: TEncoding;
      CaseSensitive: Boolean); overload; override;
    procedure UpdateFile; override;
  published
    property OnDecryptError: TNotifyEvent read FOnDecryptError
      write FOnDecryptError;
end;
```

A sample to use this class to read data back from such encrypted file is here:

```
const
  aeskey = 'anijd54dee1c3e87e1de1d6e4d4e1de3';
var
  mi: TEncryptedIniFile;
begin
  try
    mi := TEncryptedIniFile.Create('.settings.cfg', aeskey);
    try
      FTPUserNameEdit.Text := mi.ReadString('FTP', 'USER', '');
      FTPPasswordNameEdit.Text := mi.ReadString('FTP', 'PWD', '');
      FTPPortSpin.Value := mi.ReadInteger('FTP', 'PORT', 21);
      mi.WriteDateTime('SETTINGS', 'LASTUSE', Now);
      mi.UpdateFile;
    finally
      mi.Free;
    end;
  except
    ShowMessage('Error in encrypted file. Someone tampered with the file?');
  end;
end;
```

## Troubleshooting

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There several potential issues when running the various demos included in TMS Cryptography Pack.

### RandomDLL.DLL

It is necessary to copy this DLL in the appropriate folder to run the Windows 64 demo and to use the library in Windows 64 applications.

Copy RandomDLL.dll from the Win64 directory of TMS Cryptography Pack:

- to C:\Windows\SysWOW64 if you are running 32 bit Windows
- or to C:\Windows\System32 if you are running 64 bit Windows

### libTMSCLib.a

Some error messages contain "... libTMSCLib.a not found". In this case, the search path for the libraries needs to be updated. Go to Project->Options, then Search Path and click on "... " to update your list with the directory location of libTMSCLib.a (for instance "FULL TMS INSTALLATION PATH\iOSDevice64").

### C++ demo

To use the C++ demo, you need to add the .a file to the project for Android or iOS target.

### iOS Simulator

The TMS Cryptography Pack does not support the iOS Simulator because we generate .a files from C code and we cannot generate .a file for iOS Simulator target with RAD Studio.

### Import a public/private key from an OpenSSL file

To do use the TRSAEncSign methods to import a public/private key from an OpenSSL file, you must have OpenSSL installed on Windows or OSX. For Android/iOS, OpenSSL is included in the libcrypto.a/libcrypto.so.1.0.0 and libssl.a/libssl.so.1.0.0 in libAndroid, libiOSDevice32 and libiOSDevice64 folders.