

Forum:[Hack Forums](#)

Thread: [\[Beta Release\] ASM.net Beta version 0.2](#)

DragonHunter - May 6, 2011, 3:30 am

Hey guys, This is a beta release for version 0.2, There are alot of changes compared to version 0.1

Updates:

- [+] compile error handling
- [+] GraphicsDevice, VideoMemory (This is used for Direct Screen Access)
- [+] Build-in Interpreter
- [+] Virtual8086 Cpu with BIOS
- [+] VGA Driver (Used for the Virtual8086 cpu)
- [+] Zero/Overflow/Interrupt flags are supported
- [+] EAX, ECX, EBX, EDX, EIP 32-bit registers supported
- [+] AX, IP, CX, DX, BX 16-bit registers supported
- [+] VirtualScreen is used for debugging mode
- [+] New Options
- [+] Select the build output, Console/Windows application
- [+] Merge the Engine with the compiled executable & Call the functions dynamicly
- [+] Compress the engine with the compiled executable

And much more updates/bug fixes

Soon I will also start working at a Interpreter Service with will handle the ASM.Net compiled executables so your able to run them without a engine, But a installation is required for the Interpreter

But the good part about the Interpreter is that all the processes are running inside the Service so they are invisible as a normal process

Instructions supported:

CALL, CMP, DEC, INC, MOV, NOP, PUSH, JE, JNE, JNZ, JZ, JMP, INT (10, 16, 21)

APIs:

Console:

CreateConsoleScreenBuffer

Write

IO:

CopyFile

CreateDirectory

CreateDirectoryEx

CreateFile

WriteFile

Sockets:

Accept

Listen

Misc:

ActivateActCtx
AllocConsole
AttachConsole
Beep
CloseHandle
CreateEvent
CreateMutex
DebugActiveProcess
GetLastError
IsDebuggerPresent
MessageBox
OpenMutex
WaitForSingleObject

ASM.Net Development Visualization

Download version 0.2: <http://www.multiupload.com/8VXUKEVS6Q>

It could be that the compress or merge is not working correctly because of the obfuscation, Will try to fix it soon ?

Go to the options, Select Properties and uncheck compress/merge options

Apple - May 6, 2011, 3:39 am

That's awesome. Where do I get a visualizer tool like that?

flasherr - May 6, 2011, 3:40 am

Nice im looking foward to see the updates^^

flasherr - May 6, 2011, 3:40 am

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Pen and Paper - May 6, 2011, 3:56 am

nice.

how do i use listen and accept commands?

DragonHunter - May 6, 2011, 4:00 am

(May 6, 2011 03:56 AM)Multi Inject Wrote: [\[CITE\]](#) nice.

how do i use listen and accept commands?Your able to listen at a port but your not able to use the Accept API since u need a object for 1 of the arguments and ur not able to store an object in a variable yet so it's not possible

Fabric - May 6, 2011, 4:57 am

good work mate keep it up good luck

pr0t0typ3 - May 6, 2011, 5:46 am

The thing that amazed me most was your development video.
What tool did you use for that ?

DragonHunter - May 6, 2011, 5:48 am

(May 6, 2011 05:46 AM)pr0t0typ3 Wrote: [\[CITE\]](#) The thing that amazed me most was your development video.

What tool did you use for that ?Gource

<http://code.google.com/p/gource/>

shadow1992 - May 6, 2011, 7:10 am

finally v2 is out...great job mate..

Apple - May 6, 2011, 11:51 am

Can you tell me where I can get a visualizer like that please.

Slayer - May 6, 2011, 12:01 pm

DragonHunter, I must say that I love you, I'd go homo for you :o This is something amazing! The video was pretty hard to keep up with, but I watched it few times :) I hope that you will continue with developing this. All the best.

The Unknown - May 6, 2011, 12:45 pm

wow, it's really amazing, I never thought about something like that, really great job.

Kotei - May 6, 2011, 1:13 pm

This looks great, I wish I knew ASM to even the slightest extent.

Deceptive - May 31, 2011, 7:05 pm

Never saw this and I go online everyday, this really isn't an old thread so it isn't grave digging. Great job on releasing this, continue working!

DragonHunter - December 22, 2011, 5:19 am

I know this is a super old post but this project is now opensource you can find it all here

<http://asmdotnet.codeplex.com/SourceControl/changeset/view/10711>

Look in the ASM.NET - Old