

Forum:[Hack Forums](#)

Thread: [\[NO .NET DEPENDENCIES\] VirtualNet - Run your .net code through C++/Assembly](#)

DragonHunter - February 7, 2012, 7:32 am

Ok so first of I want to say that I begun working at VirtualNet for a few simple reasons

1. The JIT in .net is too easy to hook to get the code 100% back
2. There are just too many deobfuscators/dumpers etc... e.g. .Net Reflector, SAE, SND dumper
3. .Net is just too easy to decompile doesn't even matter if its encrypted/obfuscated etc

And what does this program do ? It runs your .net code through a ILCode emulator which I'm writing VirtualNet is 100% coded in C++/Assembly and so your code will be ran through native C++/Assembly interpreter/emulator

This means your .net application does not require .net anymore

Ye thats right no more .net dependencies what so ever!

I've been working at this for a few weeks now and I added 35 instructions, in total there are around 200

Even though alot of instructions are missing some basic things are working perfect and very fast

And for those thinkers that u need the .Net Framework stuff like mscorlib.dll and such VirtualNet will scan for dependencies which your program is using and emulating those also This will make your application portable and there is no JIT to hook and not even 1 .net deobfuscator will be able to deob it

Running a virtualnet .net application in vmware with no .net installed As you can see VirtualizeMe.exe is giving a error because .net is not installed and VirtualNet.exe just executes the .net code without any problem

[img]<http://g2f.nl/6bs14v/>[img]

Give your opinion :)

If you want to test it out here u go, .net program is included with the Native version of it by VirtualNet

The download is just a test, this is the not program to virtualize ur stuff

<http://www.mediafire.com/?5njmwzukc83mfvx>

Source Code: <https://github.com/AnguisCaptor/VirtualNet>

I've also added a little debug version where u can see exactly what its doing

[img]<http://img269.imageshack.us/img269/9741/captureuiw.png>[img]

OLOY - February 7, 2012, 7:36 am

thats pretty cool mate :), is it something you bind with the .net application or?

n0\$f3ratu\$ - February 7, 2012, 7:39 am

What can we say????

Really.... except this is incredible.

If you decide to sell please let me know.

Best regards.

FearMe? - February 7, 2012, 7:40 am

That's pretty epic. Cracking of programs will be harder and you won't need .NET to use it. :D

Washi - February 7, 2012, 7:46 am

Shit..?

This is astonishing! I don't have other words to say.

Good job, i'll follow this thread ?

Immortal - February 7, 2012, 7:52 am

Fucking epic. Love you brother :) you make some of the coolest shit!!

Perplexity - February 7, 2012, 7:53 am

Nice work, my friend :3

You told me about this over MSN a while back and it looks amazing <3

Support. - February 7, 2012, 8:13 am

Shit dude, this is incredible! Bookmarked & subscribed, this is truly amazing, I'm speechless.

Pumpkins - February 7, 2012, 8:17 am

this sounds cheesy but it'll probably revolutionise VB as we know it.

The MammoTh - February 7, 2012, 8:21 am

This is amazing, I am following this thread.

Rvaveo - February 7, 2012, 8:38 am

man this looks real amazing...~~yeah sounds like a new .net..

Modesty - February 7, 2012, 8:38 am

lol there are no words for this apart from you are one good programmer sir. Surely it's going to take you a fuck load of time to account for all the libraries you need to cover?

jackisback - February 7, 2012, 9:13 am

This is amazing, although the console in the background doesn't look too attractive.

soft2050 - February 7, 2012, 9:33 am

This is quite nice. I have some questions though:

Does this converts each & every .net method used in the source and compiles it?

Can you tell the size of both the applications. I assume the size is going to be very high in this case.

AirKode - February 7, 2012, 9:48 am

Mother. Of. God. I am speechless.

Seriously though, this is amazing. Can you give the output sizes of each assembly before and after?

ra1d - February 7, 2012, 9:50 am

This has got to be one of the best things that are posted in this forum for a very long time!

I can't wait for the release!

Tell me if you need any beta testers, I will gladly beta test it.

DragonHunter - February 7, 2012, 9:55 am

(Feb 7, 2012 10:33 AM)soft2050 Wrote: [\[CITE\]](#) This is quite nice. I have some questions though:
Does this converts each & every .net method used in the source and compiles it?
Can you tell the size of both the applications. I assume the size is going to be very high in this case.
It gets every instruction from every method from your application and converts it to something my emulator/interpreter understands
And then he just runs all those instructions through my emulator/interpreter

(Feb 7, 2012 10:48 AM)AirKode Wrote: [\[CITE\]](#) Mother. Of. God. I am speechless.

Seriously though, this is amazing. Can you give the output sizes of each assembly before and after? 5kb .net size
18kb virtualnet

depends a lot how much you're using from the .net framework though

Penthos - February 7, 2012, 10:17 am

Wow just wow nothing have I seen on HF yet compares to this.. perplexity told me you were good
just never realized how good. Great achievement man :)

njq8 - February 7, 2012, 10:20 am

Q: did you try inject your virtualnet into any process? and what happens after?

btw feel free to send me a free copy :P
gl..

Feayuh - February 7, 2012, 10:28 am

You know what? I love you.
You and all of your releases
?

AirKode - February 7, 2012, 10:29 am

(Feb 7, 2012 11:20 AM)njn Wrote: [\[CITE\]](#) Q: did you try inject your virtualnet into any process? and what happens after?

btw feel free to send me a free copy :P
gl..
Didn't take long to get the classic crypter reply...

Perplexity - February 7, 2012, 10:31 am

(Feb 7, 2012 11:28 AM)Feayuh Wrote: [\[CITE\]](#) You know what? I love you.
You and all of your releases
?
Brown noser.
You joined this month, you barely know DragonHunter whatsoever ._.

njq8 - February 7, 2012, 10:34 am

(Feb 7, 2012 11:29 AM)AirKode Wrote: [\[CITE\]](#) Didn't take long to get the classic crypter reply...
didn't take long to get the classic kids reply...

who the fuck tell you inject to process means crypter?

omg at this ppl

Perplexity - February 7, 2012, 10:42 am

(Feb 7, 2012 11:34 AM)njn Wrote: [\[CITE\]](#) didnt take long to get the classic kids reply...

who the fk tell you inject to process mean crytper?

omg at this ppl
Making sense...

[img]<http://i0.kym-cdn.com/photos/images/original/000/002/626/doing-it-wrong.jpg?1242842328>[img]

XCEL G - February 7, 2012, 10:55 am

This looks extremely useful and amazing. Keep working on it :)

Banks? - February 7, 2012, 11:59 am

Same with Nosferatus. If you sell this, hit me up.

versx - February 7, 2012, 12:11 pm

(Feb 7, 2012 11:29 AM)AirKode Wrote: [\[CITE\]](#) Didn't take long to get the classic crypter reply...I never knew process injection was only related to crypters....

Anyways, this looks great Dragon, subscribed, can't wait to see more progress on this. Keep it up!

Perplexity - February 7, 2012, 12:21 pm

(Feb 7, 2012 01:11 PM)versx Wrote: [\[CITE\]](#) I never knew process injection was only related to crypters....

Anyways, this looks great Dragon, subscribed, can't wait to see more progress on this. Keep it up!
You misunderstand.
He was talking about how he asked for a free copy since it's in its pre-release stage.

Rvaveo - February 7, 2012, 12:23 pm

Same with Banksy and Nosferatus .. If you sell this hit me up.

Cody8295 - February 7, 2012, 12:27 pm

This looks amazing, I just hit you up with a PM.

versx - February 7, 2012, 12:30 pm

(Feb 7, 2012 01:21 PM)Perplexity Wrote: [\[CITE\]](#) You misunderstand.
He was talking about how he asked for a free copy since it's in its pre-release stage.
Oh alright then, makes more sense now.

Furious` - February 7, 2012, 12:39 pm

Are you converting the instructions during runtime or you compile your stub with the converted instructions?
Pretty amazing project, good luck.

JeromeMarshall - February 7, 2012, 1:10 pm

Is this supposed to be semi-managed, or pure? Is your project still in its infancy and you're not sure how this will port for larger programs, or are you positive this is just a matter of time before you finish? Having a hard time rapping my head around this because untangling yourself from the .net framework must be a hell of a task. I have no clue how you'd deal with migrating managed code by

automation :P

Either way bravo, this would be something companies would be looking for.

Impurity - February 7, 2012, 1:18 pm

When you finish this, you'll be a legend. Not just here on Hackforums either.

Sketchy - February 7, 2012, 1:21 pm

It's an emulator....Decompile .net executable -> Virtual Machine Interprets IL -> Bam .net code without .net installed. Im guessing DH is going to encrypt the decompiled .net executable. It will be more of a pain to crack now that users have the power of C++\Assembler in the loader.

tramper6000 - February 7, 2012, 1:31 pm

WHY HAS NOBODY THOUGHT OF THIS BEFORE ? :D If this becomes stable, low in file size etc. it will be a hit :D

Nice job so far

-Tramper :)

Kill?Muvz - February 7, 2012, 1:52 pm

Oh. My. Goodness. This is freaking amazing.

I'm with all the others,

If you ever think of selling this please hit me up.

Sketchy - February 7, 2012, 2:15 pm

(Feb 7, 2012 02:31 PM)tramper6000 Wrote: [\[CITE\]](#) WHY HAS NOBODY THOUGHT OF THIS BEFORE ? :D If this becomes stable, low in file size etc. it will be a hit :D

Nice job so far

-Tramper :)

They have, many packers have this feature built in for .net applications

DragonHunter - February 7, 2012, 2:15 pm

If you want to test it out here u go, .net program is included with the Native version of it by VirtualNet
<http://www.mediafire.com/?5njmwzukc83mfvx>

Install a clean windows xp without .net installed and test it ?

I've also added a little debug version where u can see exactly what its doing

[img]<http://img269.imageshack.us/img269/9741/captureuiw.png>[/img]

smasherx74 - February 7, 2012, 2:32 pm

Does it work, or can you get it to work with Linux without WINE?

Camfrog - February 7, 2012, 2:32 pm

I don't have installed .net and it's works perfectly. cool

Support. - February 7, 2012, 2:48 pm

(Feb 7, 2012 03:15 PM)DragonHunter Wrote: [\[CITE\]](#) If you want to test it out here u go, .net program is included with the Native version of it by VirtualNet
<http://www.mediafire.com/?5njmwzukc83mfvx>

Install a clean windows xp without .net installed and test it ?

I've also added a little debug version where u can see exactly what its doing

[img]http://img269.imageshack.us/img269/9741/captureuiw.png[/img]

Dude, you have made my day! Thanks a bunch, again, astounding work. May I ask, open-source?, selling?, freeware?

Making history dude.

KingCobraXD - February 7, 2012, 3:11 pm

Dragonhunter, you never cease to amaze me! So now I'm wondering..reflection would still be working in the protected file, right? And how big is the protected file compared to the original .net file?

xSilent - February 7, 2012, 3:14 pm

Oh boy...Time for the script-kiddies to have a skid-gasm.

DragonHunter - February 7, 2012, 3:15 pm

(Feb 7, 2012 04:11 PM)KingCobraXD Wrote: [\[CITE\]](#) Dragonhunter, you never cease to amaze me! So now I'm wondering..reflection would still be working in the protected file, right? And how big is the protected file compared to the original .net file?download link is in the first post and test it urself ?

idb. - February 7, 2012, 3:59 pm

(Feb 7, 2012 04:14 PM)xSilent Wrote: [\[CITE\]](#) Oh boy...Time for the script-kiddies to have a skid-gasm.

Exactly what I was thinking.

This is probably one of the worst possible things to release on HF or anywhere at this point due to the fact it will be put to use for stupid shit like Crypters/R.A.T.'s/Downloaders/other malicious applications. If this does get released I expect like 600 threads to get posted within the span of a week asking how to add this to their "Stealth FUD Super Hax0r Greatest of all Time w/ Lifetime Updates" skidware.

That being said, DragonHunter really never ceases to amaze me. Everything this dude previews is absolutely amazing and he still gets my vote as the best coder on HF... hands down.

Pr4wn - February 7, 2012, 4:12 pm

(Feb 7, 2012 04:59 PM)idb Wrote: [\[CITE\]](#) Exactly what I was thinking.

This is probably one of the worst possible things to release on HF or anywhere at this point due to the fact it will be put to use for stupid shit like Crypters/R.A.T.'s/Downloaders/other malicious applications. If this does get released I expect like 600 threads to get posted within the span of a week asking how to add this to their "Stealth FUD Super Hax0r Greatest of all Time w/ Lifetime Updates" skidware.

That being said, DragonHunter really never ceases to amaze me. Everything this dude previews is absolutely amazing and he still gets my vote as the best coder on HF... hands down.

I actually laughed at this. It was the lifetime updates that got me. Anyway, this project sounds amazing. Really looking forward to this.

xSilent - February 7, 2012, 4:13 pm

(Feb 7, 2012 04:59 PM)idb Wrote: [\[CITE\]](#) Exactly what I was thinking.

This is probably one of the worst possible things to release on HF or anywhere at this point due to the fact it will be put to use for stupid shit like Crypters/R.A.T.'s/Downloaders/other malicious

applications. If this does get released I expect like 600 threads to get posted within the span of a week asking how to add this to their "Stealth FUD Super Hax0r Greatest of all Time w/ Lifetime Updates" skidware.

That being said, DragonHunter really never ceases to amaze me. Everything this dude previews is absolutely amazing and he still gets my vote as the best coder on HF... hands down. Exactly. I agree to both statements.

I hope this never gets in a skids hand.

Perplexity - February 7, 2012, 4:17 pm

Hmm, DragonHunter told me he plans on selling it; who knows? Maybe skids will think it's too expensive and not buy it.

Of course that would be dependent on the actual price though >.<

idb. - February 7, 2012, 4:21 pm

(Feb 7, 2012 05:17 PM)Perplexity Wrote: [\[CITE\]](#) Hmm, DragonHunter told me he plans on selling it; who knows? Maybe skids will think it's too expensive and not buy it.

Of course that would be dependent on the actual price though >.<

This is easily worth thousands of dollars. If DH sells this for anything less than \$10k then he has officially wasted his time and sold his code short.

Perplexity - February 7, 2012, 4:22 pm

(Feb 7, 2012 05:21 PM)idb Wrote: [\[CITE\]](#) This is easily worth thousands of dollars. If DH sells this for anything less than \$10k then he has officially wasted his time and sold his code short.

In that case, DH shouldn't even be posting this here on HackForums.

Banks? - February 7, 2012, 4:26 pm

(Feb 7, 2012 04:15 PM)DragonHunter Wrote: [\[CITE\]](#) download link is in the first post and test it urself ?

I downloaded it, and it only runs the messagebox. Whenever I even drag another program on it, it just runs the VirtualizMe thing you uploaded with it no matter what. Am I missing the point or something? O_o

idb. - February 7, 2012, 4:27 pm

(Feb 7, 2012 05:22 PM)Perplexity Wrote: [\[CITE\]](#) In that case, DH shouldn't even be posting this here on HackForums.

EXACTLY my thoughts. He should be shopping this around to smaller software companies and getting paid top dollar for his work. This is something that hasn't been done before and I'd hate to see it applied through some bullshit software that never should have been written in the first place. I can just see it now...

"Will this make my R.A.T. not need port forwarding and will it still work with the GDI+ theme that I purchased?"

Perplexity - February 7, 2012, 4:31 pm

(Feb 7, 2012 05:27 PM)idb Wrote: [\[CITE\]](#) EXACTLY my thoughts. He should be shopping this around to smaller software companies and getting paid top dollar for his work. This is something that hasn't been done before and I'd hate to see it applied through some bullshit software that never should have been written in the first place. I can just see it now...

"Will this make my R.A.T. not need port forwarding and will it still work with the GDI+ theme that I

purchased?"

LMFAO! It's true though; something like this should be sold for big bucks to companies who will put it to good use, not skids who ask for IDE's for sign language >.<

I remember DH talking to me about this project before he even began developing and I thought it was truly unique and I know for sure this hasn't been created before.

iRtehLeet™ - February 7, 2012, 4:36 pm

(Feb 7, 2012 05:31 PM)Perplexity Wrote: [\[CITE\]](#) and I know for sure this hasn't been created before. I'm pretty sure some packers out there may have this option.

Sho?kwave - February 7, 2012, 4:37 pm

This is insane man! great fucking job, this is amazing.

.CRz - February 7, 2012, 4:49 pm

(Feb 7, 2012 05:22 PM)Perplexity Wrote: [\[CITE\]](#) In that case, DH shouldn't even be posting this here on HackForums.

by one side i agree with you. HF is full of leachers/leakers VirtualNet will get leaked in few days as it will be very famous.?

All Crypters will be NO DEPENDENCIES.
(Talking against myself i know)

there will be alot alot polemics..?

I already knew about this project weeks before the post date.

He is a master coder, we all know that but DragonHunter it will generate alot of polemic in HF if you sell this to anyone. even if you sell to a trusted person, it will get leaked in days... ??

@Perplexity - Dont worry, i think if he sell it he will not go for less than 100 Euro

Regards

Skeetz - February 7, 2012, 5:02 pm

Im speech less... thanks so much dude...

-Skeetz

H3x0S - February 7, 2012, 5:04 pm

Now when the principle is revealed it can easily be recreated. I don't see how you could sell it at this point. Really nice project.

.CRz - February 7, 2012, 5:07 pm

(Feb 7, 2012 06:04 PM)H3x0S Wrote: [\[CITE\]](#) Now when the principle is revealed it can easily be recreated. I don't see how you could sell it at this point. Really nice project.

I didnt said he will sell it, i said, if he sell it.

H3x0S - February 7, 2012, 5:08 pm

(Feb 7, 2012 06:07 PM)Cyber.CRz Wrote: [\[CITE\]](#) I didnt said he will sell it, i said, if he sell it.

True. I am just stating my opinion.

idb. - February 7, 2012, 5:10 pm

(Feb 7, 2012 06:04 PM)H3x0S Wrote: [\[CITE\]](#) Now when the principle is revealed it can easily be recreated. I don't see how you could sell it at this point. Really nice project.

Completely untrue. Just because someone explains the process or logic behind something doesn't mean that it can instantly be recreated by any random. If DH gave a detailed breakdown of exactly what he's doing theres probably like 2-3 people on HF who would recreate it, and even then I HIGHLY doubt it would be of the same quality. DragonHunter >

Sketchy - February 7, 2012, 5:23 pm

(Feb 7, 2012 05:36 PM)iRtehLeet™ Wrote: [\[CITE\]](#) I'm pretty sure some packers out there may have this option.

Yes, Themida

In my opinion this is kinda useless because .net is a "must" on upcoming Windows Computer but this could be a new protection system

memesbro - February 7, 2012, 5:26 pm

This is amazing! Leap forward for .NET developers in my book.

iRtehLeet™ - February 7, 2012, 5:29 pm

(Feb 7, 2012 06:23 PM)Sketchy Wrote: [\[CITE\]](#) Yes, Themida

In my opinion this is kinda useless because .net is a "must" on upcoming Windows Computer but this could be a new protection system

Yeah I agree. I do think most people here are over reacting. It's nice though for sure.

Sketchy - February 7, 2012, 5:32 pm

(Feb 7, 2012 06:29 PM)iRtehLeet™ Wrote: [\[CITE\]](#) Yeah I agree. I do think most people here are over reacting. It's nice though for sure.

Yeah, very true this technology has been around for years. There other methods you can do instead of emulation EX: manual mapping the required dlls to the .nets memory space (this will kick up .nets size a shit load because your "binding" the dlls to the application).

MoBaT - February 7, 2012, 5:39 pm

(Feb 7, 2012 06:10 PM)idb Wrote: [\[CITE\]](#) Completely untrue. Just because someone explains the process or logic behind something doesn't mean that it can instantly be recreated by any random. If DH gave a detailed breakdown of exactly what he's doing theres probably like 2-3 people on HF who would recreate it, and even then I HIGHLY doubt it would be of the same quality. DragonHunter >

I can agree with this statement so much.

Endeavour - February 7, 2012, 6:07 pm

Just like everybody else's response: This is really amazing, and something truly unique and one-of-a-kind to hackforums. I can't wait to see how this turns out.

Question: When you "virtualize" the .net program, exactly what is the interpreter interpreting? The compiled .net code? Does it decompile into MSIL or something, then interpret that? Also, although a bit trickier to get the source, wouldn't one still be able to uncover it? As you stated: it's just an interpreter.

Anyway, once again, awesome work! :)

Sketchy - February 7, 2012, 6:37 pm

(Feb 7, 2012 07:07 PM)Brogrammer Wrote: [\[CITE\]](#) Just like everybody else's response: This is really amazing, and something truly unique and one-of-a-kind to hackforums. I can't wait to see how this

turns out.

Question: When you "virtualize" the .net program, exactly what is the interpreter interpreting? The compiled .net code? Does it decompile into MSIL or something, then interpret that? Also, although a bit trickier to get the source, wouldn't one still be able to uncover it? As you stated: it's just an interpreter.

Anyway, once again, awesome work! :)

From what i understand i think your just "emulating" what .net would do

Cherish Life - February 7, 2012, 6:43 pm

Whenever you post, you just amaze me. I'm serious.

Arckos - February 7, 2012, 7:44 pm

This is amazing. Very nice job man this will def change VB as we know it!

superkidhj - February 7, 2012, 8:43 pm

Excellent Job Mate!!! I gonna play with this now :P

TraptCode - February 7, 2012, 9:10 pm

Just so most people know, the MSIL code of a method can be obtained easily by loading the assembly via the reflection namespace. It is literally all given in an array(plain text). The difficult part, however, is creating something that can piece it all together and run it in the order it was intended. Good work dragon.

Unbanned666 - February 7, 2012, 10:29 pm

Wow... That is just simply amazing, if you ever plan on releasing this and or even selling this. Please let me know as I would pay very good money for this! A builder for this would be fucking amazing if possible haha, example browse for the .net file you want virtualized and then basically another button to virtualize that file and make it into a virtualized app!

I would be very much interested in the bin or builder!

Zero?? - February 8, 2012, 1:19 am

God took special care in creating DragonHunter, He gave him some real killer skills ^^

Unbelievable... :P

Menalix - February 8, 2012, 2:36 am

Thats fucking crazy! Amazing stuff. That must be one of the coolest thing I've seen in the .net section

Stenography - February 8, 2012, 4:21 am

I'm really impressed from this.

Are you planning to release it for money or not ?

Also, for your extremely hard work, 1 green apple to you buddy :)

jessman420 - February 8, 2012, 6:08 am

This is a fantastic idea, I can't wait to check it out. Great share

E25EB8582FF05BF - February 8, 2012, 6:57 am

Just very curious. How does the following little 7 lines program performs with VirtualNet ?
Explanations of why I feel it to be challenging after the code

```
Code public static class POC
{
    public static void Main(string[] args)
    {
        System.Console.WriteLine("This is ", (new System.Object()).GetType() == typeof(System.Object));
    }
}
```

So why is it challenging ?

We all know about MSIL. Actually every .Net program we write with standard Microsoft compiler produces MSIL. However there is perfectly legal .Net programs and libraries that have some method which actually are NOT written with MSIL. They are pure native functions. Such methods are tagged with the InternalCall method implementation option attribute. How will VirtualNet handle such methods when invoked from our code ? In the above POC program there is three such internal functions calls.

Actually there is many such internal classes in the .Net framework.

Bonus question : This one is much more easy. What about Interop both to native libraries and to COM components.

Pen and Paper - February 8, 2012, 7:19 am

is it opensource? i would like to become a developer of this amazing thing :D

Gh0st-Zer0 - February 8, 2012, 11:00 am

So basically what you did theoritically is to get the executable's assembly code and gather all the libraries that is linked with this. After that, you gather these libraries and merge them all together with the executable (by making some tweaks to the assembly and the paths of these linked lib into the executable?) . .

Please give more explanation about that. . .knowledge must be free right?
(Except if you are an ACTA\SOPA FUN)

ArSkHelios - February 8, 2012, 11:25 am

Oh wow, This looks amazing, Cant wait to try it out.

Immortal - February 8, 2012, 11:33 am

I love this but hate the price.. 500\$

Ben Evader - February 8, 2012, 11:47 am

Great, now we'll see 10,000 "no dependency pulymeric .net cryptarz". You really are intent on ruining this scene aren't you?

DragonHunter - February 8, 2012, 12:17 pm

(Feb 8, 2012 07:57 AM)E25EB8582FF05BF Wrote: [\[CITE\]](#) Just very curious. How does the following little 7 lines program performs with VirtualNet ? Explanations of why I feel it to be challenging after the code

```
Code public static class POC
{
    public static void Main(string[] args)
    {
        System.Console.WriteLine("This is ", (new System.Object()).GetType() == typeof(System.Object));
    }
}
```

```
}  
}
```

So why is it challenging ?

We all know about MSIL. Actually every .Net program we write with standard Microsoft compiler produces MSIL. However there is perfectly legal .Net programs and libraries that have some method which actually are NOT written with MSIL. They are pure native functions. Such methods are tagged with the InternalCall method implementation option attribute. How will VirtualNet handle such methods when invoked from our code ? In the above POC program there is three such internal functions calls.

Actually there is many such internal classes in the .Net framework.

Bonus question : This one is much more easy. What about Interop both to native libraries and to COM components. Console.WriteLine is actually a funny 1, You maybe don't know it but that 1 is actually the best function to test VirtualNet

Console.WriteLine is making use of virtual functions, properties, variables, if/else, throwing exceptions, abstract class, APIs... alot of stuff

And ye some methods are using the InternalCall so i'd need to look for that soon, just a guess is thats its coded in CLR lol

Zorani - February 8, 2012, 12:32 pm

Wow seems very cool, gj DragonHunter

Deceptive - February 8, 2012, 2:17 pm

UbbeLoL was talking to me about this, hope you keep working with this project.

Sutton2k9 - February 8, 2012, 2:37 pm

You Still amaze me every time you post

Nice job

Unbanned666 - February 8, 2012, 4:51 pm

So you're selling this for \$500? Please PM me if you are.

smasherx74 - February 8, 2012, 5:56 pm

How about, instead of selling it. You release it for free, and help improve the world... if you were planning to sell it.

Anyways, this is great. I'm hyped lets all get hyped.

Deceptive - February 8, 2012, 5:57 pm

(Feb 8, 2012 06:56 PM)smasherx74 Wrote: [\[CITE\]](#) How about, instead of selling it. You release it for free, and help improve the world.

No, just no, this doesn't deserve to be released, want to know why? Because it's going to be used for malware reasons, no reason to deny it. Even though it's going to be used by good people with good intent, there will always be someone that will use it for malware.

idb. - February 8, 2012, 6:00 pm

(Feb 8, 2012 06:57 PM)Deceptive Wrote: [\[CITE\]](#) No, just no, this doesn't deserve to be released, want to know why? Because it's going to be used for malware reasons, no reason to deny it. Even though it's going to be used by good people with good intent, there will always be someone that will use it for malware.

EXACTLY! I'm repping you for this post alone. Thank you for using logic.

d0mination - February 8, 2012, 6:02 pm

(Feb 8, 2012 06:57 PM)Deceptive Wrote: [\[CITE\]](#) No, just no, this doesn't deserve to be released, want to know why? Because it's going to be used for malware reasons, no reason to deny it. Even though it's going to be used by good people with good intent, there will always be someone that will use it for malware. The only reason .NET Dependency is frowned upon is because of malware, who would want to get rid of dependencies if it's not malware based, i don't see a point.

smasherx74 - February 8, 2012, 6:02 pm

(Feb 8, 2012 07:00 PM)idb Wrote: [\[CITE\]](#) EXACTLY! I'm repping you for this post alone. Thank you for using logic.

Based on a bias opinion? He could possibly make it to detect many types of encryptions for viruses or anything that can damage a computer very badly.

Deceptive - February 8, 2012, 6:10 pm

(Feb 8, 2012 07:02 PM)d0mination Wrote: [\[CITE\]](#) The only reason .NET Dependency is frowned upon is because of malware, who would want to get rid of dependencies if it's not malware based, i don't see a point.

Pretty sure companies would love to have an application like this that would remove the .NET dependency from their application. ._.

d0mination - February 8, 2012, 6:15 pm

(Feb 8, 2012 07:10 PM)Deceptive Wrote: [\[CITE\]](#) Pretty sure companies would love to have an application like this that would remove the .NET dependency from their application. ._.

I don't mind installing the .net framework for something not related to malware ;p

Deceptive - February 8, 2012, 6:21 pm

(Feb 8, 2012 07:15 PM)d0mination Wrote: [\[CITE\]](#) I don't mind installing the .net framework for something not related to malware ;p

From my perspective if a company has 50+ computers, wouldn't it be fun to install the .NET Framework on every one of them, then install the app :D?

idb. - February 8, 2012, 6:22 pm

(Feb 8, 2012 07:02 PM)d0mination Wrote: [\[CITE\]](#) The only reason .NET Dependency is frowned upon is because of malware, who would want to get rid of dependencies if it's not malware based, i don't see a point.

Because some end users are complete idiots and if they don't have the proper framework installed they will immediately start raging when the app doesn't work for them.

(Feb 8, 2012 07:02 PM)smasherx74 Wrote: [\[CITE\]](#) Based on a bias opinion? He could possibly make it to detect many types of encryptions for viruses or anything that can damage a computer very badly.

Compare the number of people in the .NET section that are writing anti-malware apps to the number of people in the .NET section that are writing malware and then come back and tell me what you think this would get put to use for based on the information you observed.

(° ? °) - February 8, 2012, 7:55 pm

I can honestly say, you are the most knowledgeable member on HF.

I don't know how you have not gotten the genius award yet.

Gh0st-Zer0 - February 8, 2012, 11:56 pm

For those that saying that this can be used for malware purposes they are completely wrong. . . instead of using that for making in some way your app undetectable you will probably gona make it more detectable because the antivirus will be able read the libs you're calling and detect them

easier! On the other hand if the DrogonHunter wanted to make some tweaks this could be used for massive malware production that the antivirus would be unable to handle because they would be unable to read and check what libs the program is calling!

After all, for those that support the idea that this mustn't be release because it will be used for malware purposes also they have to think the fact that those who gona buy this they're also gona use it for malware purposes, so what's the difference?

The only difference will be that we will have 4-5 people produce malware material that will be undetectable for a long period of time and the rest won't know this!

That's why i stopped being windows user a long time ago!

Fake. - February 9, 2012, 1:25 am

Looks fantastic; hands down one of the best projects I've seen on HF in my time.

Questions though (inexperienced in this area):

- What are the benefits over just combining the .NET DLLs I require in my application?
- Are you manually mapping out each .NET DLL? How about when the framework is updated? etc.

E25EB8582FF05BF - February 9, 2012, 2:02 am

(Feb 8, 2012 01:17 PM)DragonHunter Wrote: [\[CITE\]](#) And ye some methods are using the InternalCall so i'd need to look for that soon, just a guess is thats its coded in CLR lol

The interesting part of my sample code is this snippet where the 3 internal calls are taking place :

```
Code (new System.Object().GetType() == typeof(System.Object))
```

And I can assure you these internal functions are not coded in CLR. They are pure native C/C++ functions that are handling the low level of the virtual machine. I suggest you take a look at the following MSDN article so that you know what you're about to wrestle with :?

[Drill Into .NET Framework Internals to See How the CLR Creates Runtime Objects](#)

Warning : the article is based on the SSCLI implementation. The actual runtime is slightly different.

DragonHunter - February 9, 2012, 11:32 am

(Feb 9, 2012 03:02 AM)E25EB8582FF05BF Wrote: [\[CITE\]](#) The interesting part of my sample code is this snippet where the 3 internal calls are taking place :

```
Code (new System.Object().GetType() == typeof(System.Object))
```

And I can assure you these internal functions are not coded in CLR. They are pure native C/C++ functions that are handling the low level of the virtual machine. I suggest you take a look at the following MSDN article so that you know what you're about to wrestle with :?

[Drill Into .NET Framework Internals to See How the CLR Creates Runtime Objects](#)

Warning : the article is based on the SSCLI implementation. The actual runtime is slightly different. I've looked into InternalCall take for example "Buffer.BlockCopy" thats a method which is going to a InternalCall

But when I use the search in .net reflector and I search for BlockCopy I find the exact method in the same lib somewhere else with code

My guess is that InternalCall is searching for a static method with same arguments and executing that method

chester1997 - February 9, 2012, 11:57 am

Sorry if this is a stupid question but would you be able to run the programs that you run through this on Mac? I know that mac doesn't support .exe but like with some work would it work?

Cherish Life - February 9, 2012, 7:09 pm

(Feb 9, 2012 12:57 PM)chester1997 Wrote: [\[CITE\]](#) Sorry if this is a stupid question but would you be able to run the programs that you run through this on Mac? I know that mac doesn't support .exe but like with some work would it work?

No. Sorry, but the virtualizeme program itself is a .exe, therefor you need a windows VPS or some type of windows processing system to run this. He is actually using a VNC or something or a VPS, because he is using Linux i think, correct me if wrong, DragonHunter.

DragonHunter - February 9, 2012, 10:36 pm

(Feb 9, 2012 08:09 PM)Cherish Life Wrote: [\[CITE\]](#) No. Sorry, but the virtualizeme program itself is a .exe, therefor you need a windows VPS or some type of windows processing system to run this. He is actually using a VNC or something or a VPS, because he is using Linux i think, correct me if wrong, DragonHunter.I'm just at Windows 7 with a ubuntu theme :P

Superman² - February 9, 2012, 11:49 pm

This seems awesome, but I doubt this can run advanced .net coding, don't really know how you made that but it's great.

Can it run something like a multiple stealer using wich use sqlite module ? I'm asking cause I really don't know how this works, and if it can, then this is AWESOME ^^

E25EB8582FF05BF - February 10, 2012, 1:51 am

@DragonHunter : I don't know which version of .Net you use. On my machines, with v2.0.50727, the System.Buffer.BlockCopy method ultimate implementation is in the mscorwks.dll. Code excerpt below :

```
Code .text:79E9B98A ; public: static void __fastcall Buffer::BlockCopy(class ArrayBase *, int, int,
int, class ArrayBase *)
.text:79E9B98A ?BlockCopy@Buffer@@@SIXPAVArrayBase@@@HHH0@Z proc near
.text:79E9B98A ; DATA XREF: .text:79E7899C o
.text:79E9B98A ; Buffer::BlockCopy(ArrayBase *,int,int,int,ArrayBase *)+22DEE6 o ...
.text:79E9B98A
.text:79E9B98A var_8 = dword ptr -8
.text:79E9B98A var_4 = dword ptr -4
.text:79E9B98A arg_0 = dword ptr 8
.text:79E9B98A arg_4 = dword ptr 0Ch
.text:79E9B98A arg_8 = dword ptr 10h
.text:79E9B98A
.text:79E9B98A ; FUNCTION CHUNK AT .text:7A0C9860 SIZE 005B BYTES
.text:79E9B98A ; FUNCTION CHUNK AT .text:7A0C98EA SIZE 0032 BYTES
.text:79E9B98A ; FUNCTION CHUNK AT .text:7A0C9944 SIZE 0049 BYTES
.text:79E9B98A
.text:79E9B98A push ebp
.text:79E9B98B mov ebp, esp
.text:79E9B98D push ecx
.text:79E9B98E push ecx
.text:79E9B98F push ebx
.text:79E9B990 push esi
.text:79E9B991 mov esi, ecx
.text:79E9B993 test esi, esi
.text:79E9B995 push edi
```

Rest of code omitted for brevity

EDIT : In the 32bits version of the aforementioned DLL you will find the complete hard coded list of

internal call native implementations methods at memory address 0x79E76200. There is approximately 1050 such methods.

Hopsin - February 10, 2012, 3:40 am

Very nice,GJ OP. Seems awesome :D!!

Redeemz - February 10, 2012, 3:43 am

Where you went wrong..giving out a download link. Yo could make an amazing amount of \$ selling this.

DragonHunter - February 10, 2012, 4:53 am

(Feb 10, 2012 04:43 AM)Reptile™ Wrote: [\[CITE\]](#) Where you went wrong..giving out a download link. Yo could make an amazing amount of \$ selling this.It's just a test file so I don't see what I did wrong in there ;p

Positive - February 10, 2012, 4:34 pm

Sorry to everyone else, but this is the most amazing program I have ever used.
When will you be selling this?

DragonHunter - February 12, 2012, 8:03 am

Atm I'm creating some login stuff for VirtualNet so others can soon try out VirtualNet
Some basic GUI I made, It's based at ubuntu since I just love the ubuntu theme ^_^

[img]http://img694.imageshack.us/img694/5198/ubuntuwins.png[/img]

Zetryio - February 12, 2012, 8:13 am

(Feb 12, 2012 09:03 AM)DragonHunter Wrote: [\[CITE\]](#) Atm I'm creating some login stuff for VirtualNet so others can soon try out VirtualNet

Some basic GUI I made, It's based at ubuntu since I just love the ubuntu theme ^_^

[img]http://img694.imageshack.us/img694/5198/ubuntuwins.png[/img]

Sounds good dude, this looks really nice.

Superman² - February 12, 2012, 8:21 am

Will a free trial be made ? it would be nice to know if our vb.net program can fully work with that or not.

E25EB8582FF05BF - February 12, 2012, 12:44 pm

Looks great, slick and slim.

What is the purpose of the login window ? Does it mean you will provide a hosted service where decompilation will be performed remotely ?

Marvincmarvin. - February 12, 2012, 1:00 pm

How are you calling the .net functions from the c++ code?

.CRz - February 12, 2012, 1:57 pm

(Feb 12, 2012 02:00 PM)Marvincmarvin Wrote: [\[CITE\]](#) How are you calling the .net functions from the c++ code?

he already explained, he just need to work a little bit more...

(?°?°)(???? - February 12, 2012, 2:00 pm

This looks amaazing. I'd love to use this for school.

.CRz - February 12, 2012, 2:07 pm

(Feb 12, 2012 03:00 PM)(?°?°)?(???? Wrote: [\[CITE\]](#) This looks amaazing. I'd love to use this for school.

What do you mean for using it for school?

DNB - February 12, 2012, 2:09 pm

nice work on virtualnet I will check it out soon.

beho86 - February 16, 2012, 11:23 am

How is that project doing, Dragonhunter?

Meerkat.? - February 16, 2012, 11:52 am

This is fucking awesome! Does it work for bigger programs as well? I can imagine msgboxes are easy to do, but how about user interfaces, ... ?

DragonHunter - February 16, 2012, 12:31 pm

(Feb 16, 2012 12:52 PM)mavamaarten Wrote: [\[CITE\]](#) This is fucking awesome! Does it work for bigger programs as well? I can imagine msgboxes are easy to do, but how about user interfaces, ... ?I really should need soon to checkout how to dynamically create a class/structure at runtime so I'm able to use it as a normal argument so I can use it in APIs

So basically .net class -> Native at runtime

facebookdoom - February 16, 2012, 12:37 pm

Looks good OP. You might want to take a look at the following links:

<http://www.mono-project.com/AOT>

<http://crossnet.codeplex.com/>

Both pretty much compile your managed code into a native executable which does not require the JIT.

elmedoc - February 16, 2012, 12:38 pm

Great project guy ;)

You remove the big bad point of .Net ;)

Deceptive - February 16, 2012, 1:53 pm

(Feb 16, 2012 01:37 PM)facebookdoom Wrote: [\[CITE\]](#) Looks good OP. You might want to take a look at the following links:

<http://www.mono-project.com/AOT>

<http://crossnet.codeplex.com/>

Both pretty much compile your managed code into a native executable which does not require the JIT.

I'm pretty sure if he can make this he knows about those -_-

facebookdoom - February 16, 2012, 4:10 pm

(Feb 16, 2012 02:53 PM)Deceptive Wrote: [\[CITE\]](#) I'm pretty sure if he can make this he knows about those -_-

I have already assumed that he does, but there is nothing wrong that can go with my post. If he

already knows about them, then he has wasted 5 seconds reading my post, if he doesn't then the projects will be helpful; so we come to the conclusion that the positive outweighs the negative. Not to mention that someone else might read my post and actually show interest into learning how OP's project works and gain knowledge themselves. So you see, my post is pretty positive; compared to yours which includes negativity and a smiley face made in 1969.

saintcracker - February 17, 2012, 12:33 am

Hats off to you, a standing ovation, hail DragonHunter, was speechless with my mouth wide open after reading this thread, its a sort of revolution bro :)

darkfraisier - February 17, 2012, 2:56 pm

Someone please help me with assembly from adobe, please

The Unknown - February 17, 2012, 3:07 pm

LOL, you have a huge imagination and you're very smart... Am still thinking how does this thing of yours actually and truly works but damn it's not even close to easy, the idea itself is special... Nice job OP, looking forward to it.

.CRz - February 17, 2012, 3:29 pm

(Feb 16, 2012 05:10 PM)facebookdoom Wrote: [\[CITE\]](#) I have already assumed that he does, but there is nothing wrong that can go with my post. If he already knows about them, then he has wasted 5 seconds reading my post, if he doesn't then the projects will be helpful; so we come to the conclusion that the positive outweighs the negative. Not to mention that someone else might read my post and actually show interest into learning how OP's project works and gain knowledge themselves. So you see, my post is pretty positive; compared to yours which includes negativity and a smiley face made in 1969.

LOve This post!

Just love it haha!

he pranked the other guy xD ????

Systematic - February 17, 2012, 4:23 pm

I see that an era of .net viruses is coming...

Btw is it possible to not make that cmd window pop up?

.CRz - February 17, 2012, 4:48 pm

(Feb 17, 2012 05:23 PM)SilentKiller96 Wrote: [\[CITE\]](#) I see that an era of .net viruses is coming...

Btw is it possible to not make that cmd window pop up?

lol, are you worried about the black cmd window?

that is misc of misc ?

Unbanned666 - February 17, 2012, 4:58 pm

(Feb 17, 2012 05:48 PM)Cyber.CRz Wrote: [\[CITE\]](#)

lol, are you worried about the black cmd window?

that is misc of misc ?

Not hard to get rid of the black CMD window, there is always hiding it.

Ariana Grande - February 17, 2012, 6:13 pm

You're my fucking hero, time to start writing some malware. >:D

Mahyem - March 25, 2012, 5:53 am

(Feb 17, 2012 05:23 PM)SilentKiller96 Wrote: [\[CITE\]](#) I see that an era of .net viruses is coming...

Btw is it possible to not make that cmd window pop up?Change 0x002 to 0x003 :-)
(0x002 means console program and 0x003 window program)

Styx™ - March 25, 2012, 8:28 am

Is This Any Different Than This [LINK](#)... If You Scroll Down To 'KEY BENEFITS' It Says You Can Do This

DragonHunter - March 25, 2012, 9:46 am

(Mar 25, 2012 08:28 AM)x-_MeltdownN_-x Wrote: [\[CITE\]](#) Is This Any Different Than This [LINK](#)... If You Scroll Down To 'KEY BENEFITS' It Says You Can Do This spoon is just a binder really

oh well for the people that still do care about VirtualNet I thought I gave it a try to initialize some Class and it worked ^_^

It also supports now the "this." keyword

[img]<http://img851.imageshack.us/img851/5227/capturezzn.png>[/img] ?

Haters Ganna Hate - March 26, 2012, 7:47 pm

Subscribed to this thread! I would love to see this come to life!

(Mar 25, 2012 08:28 AM)x-_MeltdownN_-x Wrote: [\[CITE\]](#) Is This Any Different Than This [LINK](#)... If You Scroll Down To 'KEY BENEFITS' It Says You Can Do This

I'll take a look at that later and thanks for the link! My guess is that it won't support everything but I'll see.

(° ? °) - March 26, 2012, 8:16 pm

This may possibly be the greatest application posted on HF. ?

The Mammoth - March 26, 2012, 11:54 pm

I am keeping an eye on this thread, hope to see some changes soon.

DragonHunter - April 15, 2012, 8:47 am

If anyone wants to try to crack a crackme protected with VirtualNet here u go
<https://hackforums.net/showthread.php?tid=2404462>

µnKn0wn_H4CK3r - April 16, 2012, 9:31 am

You're doing an amazing work. Congrats.

Tell me, does it work like Mono? In some way? Not at all?
Could you explain the concept a little bit more?

Thank you ? .

?CoolDude? - April 16, 2012, 9:32 am

Does this only support console applications?

Grape - April 16, 2012, 12:33 pm

This is cool! Very beautiful software you have there.

noxxio - June 13, 2012, 3:19 pm

Wow is this wonderful Project still alive??

Mr.TwEaK - June 13, 2012, 3:54 pm

Wow, this is just amazing man great work I will definitely keep my eye on this thread, I hope to see a finish project :P

H3x0S - June 13, 2012, 4:02 pm

Why are you guys ing a 2 months old thread?

Mr.TwEaK - June 13, 2012, 4:03 pm

@H3x0S I never read the date to be honest, but looks very cool, so I had to post some feedback on my thoughts.

????? - June 13, 2012, 4:29 pm

I love what you did, but PLEASE be very selective of who you share this with. (Once it gets more advanced that is.)

xXx pR0 h4X0r xXx - June 13, 2012, 4:35 pm

(Feb 7, 2012 09:17 AM)Zakary Wrote: [\[CITE\]](#) this sounds cheesy but it'll probably revolutionise VB as we know it.

Was going to say the exact same thing...

This is going to be a major break thru in VB.NET

(Jun 13, 2012 04:29 PM)????? Wrote: [\[CITE\]](#) I love what you did, but PLEASE be very selective of who you share this with. (Once it gets more advanced that is.)

Why should he ?

What is the point of keeping this private ?

This is going to be the second most used thing after the Visual Basic IDE.

I really do not understand why he should only give it to certain people, I wish that if he ever did that he wouldn't give it to you...

I think you are only in the malware optic and you only wish to use this to get a better install ratio. And if this is it, you got this all wrong.

Just saying...

facebookdoom - June 13, 2012, 4:45 pm

(Jun 13, 2012 04:35 PM)SpinioX Wrote: [\[CITE\]](#) Was going to say the exact same thing...

This is going to be a major break thru in VB.NET

Why should he ?

What is the point of keeping this private ?

This is going to be the second most used thing after the Visual Basic IDE.

I really do not understand why he should only give it to certain people, I wish that if he ever did that he wouldn't give it to you...

I think you are only in the malware optic and you only wish to use this to get a better install ratio. And if this is it, you got this all wrong.

Just saying...

Please aware yourself. There have been multiple projects like this already, few are open-source and one is a commercial product; there's prolly more already. I am not putting this project down in any way, it's great what the OP accomplished and I'm happy that he shares his work, but it's not a

'major breakthrough'.

Deceptive - June 13, 2012, 5:15 pm

(Jun 13, 2012 04:35 PM)Spiniox Wrote: [\[CITE\]](#) What is the point of keeping this private ?
To keep it away from kids like you.

????? - June 13, 2012, 5:26 pm

(Jun 13, 2012 05:15 PM)Deceptive Wrote: [\[CITE\]](#) To keep it away from kids like you.
Exactly. Thank you for elaborating for me. ?

Dos-Projects - June 13, 2012, 8:52 pm

sick i'm def. gonna use this this is awesome :D

Tirox - June 13, 2012, 9:44 pm

This is pretty darn amazing bro this is sick as hell lol.

christiano - June 13, 2012, 10:10 pm

links are dead
Please fix the link

thanks!

infamousnoone - June 13, 2012, 10:28 pm

Once you start to investigate IL further, you begin to understand why ahead-of-time compiling to native code to remove dependencies from the .NET framework isn't as easily done as said. Proof of this is the lack of support for the AOT service provided by Mono (its quite limited).

If this project is still going though, good luck, I applaud your efforts.

Deceptive - June 13, 2012, 11:14 pm

(Jun 13, 2012 10:28 PM)infamousnoone Wrote: [\[CITE\]](#) Once you start to investigate IL further, you begin to understand why ahead-of-time compiling to native code to remove dependencies from the .NET framework isn't as easily done as said. Proof of this is the lack of support for the AOT service provided by Mono (its quite limited).

If this project is still going though, good luck, I applaud your efforts.

The reason he stopped developing this awhile back is because he had a very hard time with some of the "features" of .NET. So yes, you're necessarily right.

DragonHunter - June 14, 2012, 6:09 am

(Jun 13, 2012 11:14 PM)Deceptive Wrote: [\[CITE\]](#) The reason he stopped developing this awhile back is because he had a very hard time with some of the "features" of .NET. So yes, you're necessarily right. Nah I didn't stopped working on it I just found it more useful to work at RootSocket since i'll be using that alot

Maybe in summer vacation I can continue with it which is in a week anyway ^_^
And maybe for some features which were written in native in the .net framework I probs have todo the same

But there are really no limits, I don't know for mono but I'm not really using Ahead-Of-Time I'm just emulating the language which is totally different ?

smasherx74 - June 14, 2012, 6:11 am

Wait, so this basically Emulates the .NET Framework by the program understanding the functions, and all that of VB and C# and such?

cptblood123 - June 30, 2012, 2:20 pm

Sorry to this, but does anyone have a working download link?

This truly sounds amazing, and I would love to try it out :~)

Agent Raigar - July 12, 2012, 12:27 am

Did you continued with this mate? This is ridiculous :)

ALPINE - July 12, 2012, 12:45 am

I have a working download link. Yeah, it's not his link, it's mine that i uploaded for someone else. Download at your own risk? lol it's not infected, check it yourself.

<http://www.mediafire.com/download.php?g4hozvht5r96njg>

Haters Ganna Hate - August 9, 2012, 1:46 am

Bumping this back to remember the great thread this once had and probably died now :(

DragonHunter - August 9, 2012, 2:59 am

(Aug 9, 2012 01:46 AM)Haters Ganna Hate Wrote: [\[CITE\]](#) Bumping this back to remember the great thread this once had and probably died now :(will work on it soon again just thinking about really how to use the .net classes as native so then I'm able to pass the stuff through a API (DllImport) and such, since it's emulating that must support any type of class it's very dynamic so it's just not 1,2,3 and done

if I would go ahead and create a ilcode emulator in .net I would have all the types already which is not the case in C++

Tenacious - August 9, 2012, 3:02 am

This is a very amazing idea, good job.

I'll certainly give it a go.

Support. - September 2, 2012, 5:24 am

Any updates on this dude? I know your probably busy with the 00's of other projects you have. :P

If I was rich, I'd employ you to work 24/7. XD

Pumpkins - September 2, 2012, 5:40 am

(Sep 2, 2012 05:24 AM)Tony "Kommon" Stark. Wrote: [\[CITE\]](#) Any updates on this dude? I know your probably busy with the 00's of other projects you have. :P

If I was rich, I'd employ you to work 24/7. XD

I'm curious too, only problem is that skids to use this all over their .net malware.

DragonHunter - September 2, 2012, 5:47 am

(Sep 2, 2012 05:40 AM)Zakary Wrote: [\[CITE\]](#) I'm curious too, only problem is that skids to use this all over their .net malware.Or maybe to prevent such thing it will look first at virustotal if there's some infection :P

Or maybe if virtualnet detects some signature which is used in shitload of malware that it will just spread the .exe all around the virus scan sites would be fun to scare the skids ^^

=CyBeR=- - September 2, 2012, 5:53 am

Please reupload 'cause it's deleted on MF...

Pen and Paper - October 4, 2012, 3:38 am

(Sep 2, 2012 05:53 AM)eTernaL. Wrote: [\[CITE\]](#) Please reupload 'cause it's deleted on MF...

+1

Would like you to reupload.

Thanks :)

nuk - November 4, 2012, 9:45 am

This is the type of coders we need to see more of! This is some of the best work I've seen in years :) :) GREAT JOB MAN!

Sugar Daddy - March 12, 2013, 1:14 pm

Are we able to add our own costum libraries? My god i really want this ._.

EDIT

Also, what if someone uses this to crypt a rat, and it gets detected. Wouldn't this tool basically be detected as a virus no matter what you are actually trying to run, since the base of the program is still the same?

DragonHunter - October 26, 2014, 5:41 am

Thanks for the great posts folks, it's cool to read em back :D

For anyone still interested in this kinda thing, I added the link for the source code in the thread

Source Code: <https://github.com/AnguisCaptor/VirtualNet>

SIM-1456245 - October 26, 2014, 7:58 am

Damn nigga haven't seen this, but mann looks interesting.

+Nemesis - October 26, 2014, 8:15 am

Could you reupload the executable, thanks! :)

DenialService - October 26, 2014, 4:24 pm

that is just crazy.... another level

taktaktak - October 26, 2014, 7:01 pm

Dude this looks beautiful, prob the most HQ post i've seen here. Do you plan to sell it or give it out for free? because I NEED THIS. Any ideas on how long it will take you until you have a working builder prototype?

Aeonhack Archivist - October 26, 2014, 8:46 pm

(Oct 26, 2014 07:01 PM)Glory2Hypno Wrote: [\[CITE\]](#) Dude this looks beautiful, prob the most HQ post i've seen here. Do you plan to sell it or give it out for free? because I NEED THIS. Any ideas on how long it will take you until you have a working builder prototype?

Are you fucking kidding me.....he fucking posted a link to the source just 4 posts above yours. Get the fuck out of here. I doubt you know enough to be able to use this anyways.

taktaktak - October 27, 2014, 6:15 am

(Oct 26, 2014 08:46 PM)Chernabog Wrote: [\[CITE\]](#) Are you fucking kidding me.....he fucking posted a link to the source just 4 posts above yours. Get the fuck out of here. I doubt you know enough to be able to use this anyways.

Well someone's feisty, I was under the impression that the S-C he provided was only an example, not the working project. And I can assure you I can figure it out. Also this is only for console apps I presume? Is there any plans to support windows forms if not?

DragonHunter - October 27, 2014, 10:36 am

(Oct 27, 2014 06:15 AM)Glory2Hypno Wrote: [\[CITE\]](#) Well someone's feisty, I was under the impression that the S-C he provided was only an example, not the working project. And I can assure

you I can figure it out. Also this is only for console apps I presume? Is there any plans to support windows forms if not? Winforms could work in theory but you'd have to manually call the API's that are required to show a form but then again, I did not complete the dynamic class for windows API's
I think I know how to fix dynamic classes from .net to native, but currently I have some other stuff on my mind

And yes it's the full project

The vConsole is the .net exe -> VirtualNet converter, it will write to some file with a bunch of hex values (data), you'll see that somewhere in the vConsole

Copy/paste that into the main.cpp of VirtualNet, just overwrite the hex stuff u already see, and it should be ready to go ?

or... as of I atleast so far can remember haha ?

taktaktak - October 27, 2014, 1:59 pm

(Oct 27, 2014 10:36 AM)DragonHunter Wrote: [\[CITE\]](#) Winforms could work in theory but you'd have to manually call the API's that are required to show a form but then again, I did not complete the dynamic class for windows API's

I think I know how to fix dynamic classes from .net to native, but currently I have some other stuff on my mind

And yes it's the full project

The vConsole is the .net exe -> VirtualNet converter, it will write to some file with a bunch of hex values (data), you'll see that somewhere in the vConsole

Copy/paste that into the main.cpp of VirtualNet, just overwrite the hex stuff u already see, and it should be ready to go ?

or... as of I atleast so far can remember haha ?

Thanks! I appreciate it! ?