

Forum:[Hack Forums](#)

Thread: [\[OpenSource\] RemoteFramework](#)

mynphit - April 24, 2012, 7:59 am

Hello HF!

I like to share my newest project, it is called RemoteFramework! This project allows you to create objects, invoke (static) methods, at the client side and receive the result at the server side. It will allow you to control any .net class at the client side! (This project was inspired by [my RemoteMethod lib](#))

Example video:

Spoiler [\(Click to View\)](#)[Video: <http://www.youtube.com/watch?v=ux-ql9O6uyw>]

TODO:Use created objects as parameter

Source:

[CodePlex](#)

shadow1992 - April 24, 2012, 8:30 am

That's a really good idea. . .invoke thigs remotely.

I can't wait to check the engine behind all these on codeplex!

ubbelol - April 24, 2012, 12:23 pm

Looks good, but what more is there to it then just MethodInfo.Invoke? ;o

ibloodqman - April 24, 2012, 12:48 pm

bookmarked the codeplex page.. will be checking your progress.. good luck

Woofable - April 24, 2012, 3:57 pm

May I ask, what theme are you using :>

Vuln - April 25, 2012, 1:25 am

Wow that's awesome, thanks for sharing!

The MammoTh - April 25, 2012, 2:50 am

Same question as UbbeLoL, besides that good job.

TomTheBeast - April 25, 2012, 7:48 am

That is completely awesome, good job.

mynphit - April 26, 2012, 1:46 am

(Apr 24, 2012 12:23 PM)UbbeLoL Wrote: [\[CITE\]](#) Looks good, but what more is there to it then just MethodInfo.Invoke? ;o (Apr 25, 2012 02:50 AM)The MammoTh Wrote: [\[CITE\]](#) Same question as UbbeLoL, besides that good job.

Im not that good at explaining in my own language(Dutch) so i am terrible in explaining in english, but i will try it! If you do not understand it, then please read the [source code](#)! Okay here we go:)

The connection is currently secured with AES encryption. Here are the current packetids:

CreateObject // This will create a new object in the client with an id (This is using ConstructorInfo.Invoke and also BinaryFormatter to serialize and deserialize the parameters)

InvokeMethod // This will invoke a method in a object created in the client and return the returnvalue as another remoteobject, if the return value is nothing(void) the server will return null as result (This is using MethodInfo.Invoke and also the BinaryFormatter, same reason as CreateObject)

GetObject // This will serialize the object created by CreateObject or InvokeMethod and send it to the server (This uses BinaryFormatter to serialize and deserialize the object)

DestroyObject // This will Destroy the object created by the server

InvokeStaticMethod // This will invoke a static method and return the return value as a new remoteobject (aslo returns null if the return value is null) (This uses the same things as InvokeMethod, the only diffrence is that this is a static method)

There are some more things that you can see for you're self in the [source code](#), like sending methodinfos to the server, and how the objects are created and destroyed in the client and the server.

(Apr 24, 2012 03:57 PM)Thorgrimm Wrote: [CITE](#) May I ask, what theme are you using :>
I'm currently using a theme called [Leaf](#), you need to [patch some system files](#) to make it work, you can see all of the install instructions in the DeviantArt post!