

Forum:[Hack Forums](#)

Thread: [Native Java? Run java app with java?](#)

CatchMelfYouCan - October 22, 2012, 1:19 pm

Ok, So I've been using Java RAT's recently because of there FUD ability, and I've also been then converting the .jar's into .exe's and they still remain undetectable... However, How would I implement a native java so that even if they dont have java, it still works... The runescape client for example.

Simple Question:

How would I implement native java into an executable java applet and then convert to .exe?

arystar - October 22, 2012, 1:24 pm

Correct me if I'm wrong, but a .jar converted into an executable file (.exe) is basically the jar file in an exe file that have some code to run the jar file; Hence it stays undetected. But, I don't think you could implement native java into an executable java applet and convert it to .exe, or at least that it would work... (again, I may be wrong)

Hope I helped :)

CatchMelfYouCan - October 22, 2012, 1:31 pm

afraid your wrong, yet again the runescape client that uses java but you dont not need it installed, there is not one java file in runescape launcher directory, only .exe's

anyone know how to implement native java? I dont want to decompile the RS client again and look at the java copyright bit.

node.js - October 22, 2012, 2:57 pm

(Oct 22, 2012 01:24 PM)arystar Wrote: [\[CITE\]](#) Correct me if I'm wrong, but a .jar converted into an executable file (.exe) is basically the jar file in an exe file that have some code to run the jar file; Hence it stays undetected. But, I don't think you could implement native java into an executable java applet and convert it to .exe, or at least that it would work... (again, I may be wrong)

Hope I helped :)

You are right about the jar being packed into the exe to run it.

(Oct 22, 2012 01:31 PM)CatchMelfYouCan Wrote: [\[CITE\]](#) afraid your wrong, yet again the runescape client that uses java but you dont not need it installed, there is not one java file in runescape launcher directory, only .exe's

anyone know how to implement native java? I dont want to decompile the RS client again and look at the java copyright bit.

What are you talking about? ? You do need Java installed to run the runescape client..

CatchMelfYouCan - October 22, 2012, 3:29 pm

(Oct 22, 2012 02:57 PM)fl?? Wrote: [\[CITE\]](#) You are right about the jar being packed into the exe to run it.

What are you talking about? ? You do need Java installed to run the runescape client..
"yet again the runescape client that uses java but you dont not need it installed" are you dumb? why cant I get a straight answer from so-called L33T coders.

(Oct 22, 2012 02:57 PM)fl?? Wrote: [CITE](#) You are right about the jar being packed into the exe to run it.

What are you talking about? ? You do need Java installed to run the runescape client..
and by that, I mean I was saying the point of the runescape launcher is that it uses Java, but you dont need java installed, because it has java files packed in the launcher itself (native) read my post properly.

And yes, all it does is pack it into an exe, im not saying it turns java language into C++ -.-

Fizzix - October 23, 2012, 12:11 pm

http://services.runescape.com/m=rswiki/en/RuneScape_Client

Also, their installer is massive. You may want to just silently install it, because it's like 50 lines of C++ to download, install (silently), and run your payload.

redpois0n - October 23, 2012, 12:53 pm

Please tell me if you get success with jrat and native thingys