

Forum: [Hack Forums](#)

Thread: [-\[HELP CodeDom Ressources Add A Exe and extract \]-](#)

MemoryCarter - May 19, 2013, 8:43 am

Hi, I want know if is possible to use a ressource added in my codedom compiled programme.

Exemple of my CodeDom compiler:

```
Code Public Shared Sub COMPILE(ByVal OUTPUT As String, ByVal CODE As String, ByVal ICON As String, RESSOURCE As String)
```

```
    On Error Resume Next
```

```
    Dim Compiler As ICodeCompiler = (New VBCodeProvider).CreateCompiler()
```

```
    Dim Parameters As New CompilerParameters()
```

```
    Dim cResults As CompilerResults
```

```
    Parameters.GenerateExecutable = True
```

```
    Parameters.OutputAssembly = OUTPUT
```

```
    Parameters.ReferencedAssemblies.Add("System.dll")
```

```
    Parameters.ReferencedAssemblies.Add("System.Data.dll")
```

```
    Parameters.ReferencedAssemblies.Add("System.Windows.Forms.dll")
```

```
    If Not RESSOURCE = Nothing Then
```

```
        Parameters.EmbeddedResources.Add(RESSOURCE) ' Add a ressource is ok
```

```
    End If
```

In My CodeDom Code:

Code My.Computer.FileSystem.WriteAllBytes("C:\user...", My.Resources.File, False) ' Not Working in CodeDom :(help please :) My But is; inject a ressource in my codedom app (it's ok) and Extract this ressource with a codedom app.

0xBB - May 19, 2013, 8:52 am

Take a look here : <http://msdn.microsoft.com/en-us/library/system.resources.resourcemanager.aspx>

?

MemoryCarter - May 19, 2013, 9:08 am

Humm no other solutions ? More simple !??

0xBB - May 19, 2013, 9:14 am

(May 19, 2013 09:08 AM)MemoryCarter Wrote: [\[CITE\]](#) Humm no other solutions ? More simple !??

It's really simple , You get the current assembly loaded and read the .resources file from it. You get the object (normally string) 's "title" then get the data related to it.

There is something I wrote really quick , maybe it will give you ideas :

Quote: 'write resources

```
Dim r As New System.Resources.ResourceWriter("path/resourcefilename.resources")
```

```
r.AddResource("my title", "my data as string/byte or whatever")
```

```
r.Generate()
```

r.Close()

'Read it back

```
Dim mydata As String = New System.Resources.ResourceManager("resourcefilename",  
System.Reflection.Assembly.GetExecutingAssembly).GetObject("my title")
```

Felix.Frogg - May 19, 2013, 9:22 am

(May 19, 2013 09:08 AM)MemoryCarter Wrote: [\[CITE\]](#) Humm no other solutions ? More simple !??

```
Code Imports System.CodeDom.Compiler
```

```
Imports System.IO
```

```
Imports System.Resources
```

```
Public Shared Sub COMPILE(ByVal OUTPUT As String, ByVal CODE As String, ByVal ICON As  
String, ByVal RESNAME As String, ByVal RESBYTES As Byte())
```

```
Dim ResourceWriter As New ResourceWriter("res.resources")
```

```
ResourceWriter.AddResource(RESNAME, RESBYTES)
```

```
ResourceWriter.Close()
```

```
Dim Compiler As ICodeCompiler = (New VBCodeProvider).CreateCompiler()
```

```
Dim Params As New CompilerParameters()
```

```
Dim Results As CompilerResults
```

```
Dim Errors As String = Nothing
```

```
Params.GenerateExecutable = True
```

```
Params.ReferencedAssemblies.Add("System.dll")
```

```
Params.ReferencedAssemblies.Add("System.Drawing.dll")
```

```
Params.ReferencedAssemblies.Add("System.Data.dll")
```

```
Params.ReferencedAssemblies.Add("System.Windows.Forms.dll")
```

```
Params.CompilerOptions = " /platform:x86"
```

```
Params.OutputAssembly = OUTPUT
```

```
If IO.File.Exists(ICON) Then Params.CompilerOptions &= " /win32icon:" & Chr(34) & ICON &  
Chr(34)
```

```
Dim Version = New Dictionary(Of String, String)
```

```
Version.Add("CompilerVersion", "v2.0")
```

```
Params.CompilerOptions &= " /optimize"
```

```
Params.CompilerOptions &= " /t:winexe"
```

```
Params.EmbeddedResources.Add("res.resources")
```

```
Results = Compiler.CompileAssemblyFromSource(Params, CODE)
```

```
If Results.Errors.Count > 0 Then
```

```
For Each CompilerError In Results.Errors
```

```
Errors &= "Error: " & CompilerError.ErrorText & vbNewLine
```

```
Next
```

```
MessageBox.Show(Errors, "Error")
```

```
Else
```

```
MessageBox.Show("All done")
```

```
End If
```

```
End Sub
```

InVista - May 19, 2013, 9:24 am

(May 19, 2013 09:08 AM)MemoryCarter Wrote: [\[CITE\]](#) Humm no other solutions ? More simple !??

Dim BBYYTTEE As Byte() = IO.File.ReadAllBytes(My.Resources.YourFile) '< here the bytes read into memory!

System.IO.File.WriteAllBytes(Directory.GetCurrentDirectory & "yournewfilename.exe", BBYYTTEE) '<and here the bytes are written to the specified path name!

Oh, before I forget:

Set your My.Resources.YourFile to : add as Embedded Resources from the properties window and set to Copy Always

MemoryCarter - May 19, 2013, 9:45 am

Code Dim BBYYTTEE As Byte() = IO.File.ReadAllBytes(My.Resources.name)
System.IO.File.WriteAllBytes("C:\Users\Admin\Desktop\" & "yournewfilename.exe", BBYYTTEE)Not compatible in CodeDom.

(May 19, 2013 09:22 AM)Felix.Frogg Wrote: [\[CITE\]](#) Code Imports System.CodeDom.Compiler
Imports System.IO
Imports System.Resources

Public Shared Sub COMPILE(ByVal OUTPUT As String, ByVal CODE As String, ByVal ICON As String, ByVal RESNAME As String, ByVal RESBYTES As Byte())
Dim ResourceWriter As New ResourceWriter("res.resources")
ResourceWriter.AddResource(RESNAME, RESBYTES)
ResourceWriter.Close()

Dim Compiler As ICodeCompiler = (New VBCodeProvider).CreateCompiler()
Dim Params As New CompilerParameters()
Dim Results As CompilerResults
Dim Errors As String = Nothing

Params.GenerateExecutable = True
Params.ReferencedAssemblies.Add("System.dll")
Params.ReferencedAssemblies.Add("System.Drawing.dll")
Params.ReferencedAssemblies.Add("System.Data.dll")
Params.ReferencedAssemblies.Add("System.Windows.Forms.dll")
Params.CompilerOptions = " /platform:x86"
Params.OutputAssembly = OUTPUT
If IO.File.Exists(ICON) Then Params.CompilerOptions &= " /win32icon:" & Chr(34) & ICON & Chr(34)

Dim Version = New Dictionary(Of String, String)
Version.Add("CompilerVersion", "v2.0")
Params.CompilerOptions &= " /optimize"
Params.CompilerOptions &= " /t:winexe"
Params.EmbeddedResources.Add("res.resources")
Results = Compiler.CompileAssemblyFromSource(Params, CODE)

If Results.Errors.Count > 0 Then
For Each CompilerError In Results.Errors
Errors &= "Error: " & CompilerError.ErrorText & vbNewLine
Next

```
    MessageBox.Show(Errors, "Error")
Else
    MessageBox.Show("All done")
End If
End Sub
```

Good, but how to use the .resources in my codedom code ? extract and what is the ".resources" ?? extension

InVista - May 19, 2013, 9:51 am

What does your file do?

You select a file and then press compile and the res.resource should be added or bind (from the same folder) with the file you selected?

Rephrase:

What is your program supposed to do?

Felix.Frogg - May 19, 2013, 9:53 am

(May 19, 2013 09:45 AM)MemoryCarter Wrote: [\[CITE\]](#) Good, but how to use the .resources in my codedom code ? extract and what is the ".resources" ?? extension

```
Code Dim ResourceManager As New ResourceManager(RESNAME, GetExecutingAssembly())
Dim EmbeddedBytes As Byte() = ResourceManager.GetObject("your_reesource_name")
and than you can do anything with "EmbeddedBytes" bytes array - drop, execute, modify etc.
```

MemoryCarter - May 19, 2013, 9:54 am

(May 19, 2013 09:51 AM)InVista Wrote: [\[CITE\]](#) What does your file do?

You select a file and then press compile and the res.resource should be added or bind (from the same folder) with the file you selected?

Rephrase:

What is your program supposed to do?

I use a .ressources extension but my ressource is a .exe WTF ?

Felix.Frogg - May 19, 2013, 10:01 am

(May 19, 2013 09:54 AM)MemoryCarter Wrote: [\[CITE\]](#) I use a .ressources extension but my ressource is a .exe WTF ?

What are you trying to do?

The resource file to add (in my example) as embedded is res.resources. You can't append new embedded resource in codedom by code in 6th post

If you want add multi-resource (as embedded), you should use code like that:

```
Code Dim ResourceWriter As New ResourceWriter("res.resources")
```

```
ResourceWriter.AddResource("file1", IO.File.ReadAllBytes("c:\file1.exe"))
ResourceWriter.AddResource("file2", IO.File.ReadAllBytes("c:\file2.exe"))
ResourceWriter.AddResource("file3", IO.File.ReadAllBytes("c:\file3.exe"))
```

ResourceWriter.Close()

InVista - May 19, 2013, 10:02 am

You select a file, which should be added as the new "res.resources" file to another file?

I don't know the rest of your code and therefore I don't know what your program is supposed to do.

Here is what I know:

I see a button and a textbox and another button.

MemoryCarter - May 19, 2013, 10:05 am

My but is:

Step1: Add a .exe in my CodeDom programme and compile. (is ok)

Step2: On CodeDom programm run, then extract the .exe of the CodeDom programme

But i Learn the codedom, is difficult ./ wtf!!

(sorry for my bad langage ..)

InVista - May 19, 2013, 10:10 am

I think you double compile : you have the SUB COMPILE and you , in your post, called your My.Resources.Code, which is called in the SUB COMPILE.

You build an .exe with a file inside which you added via the codeom.

When the file is clicked the file runs and extracts, also, the in step1 added ,as resources added, file?

Edit:

Textbox1 = the file to add?

MemoryCarter - May 19, 2013, 10:12 am

(May 19, 2013 10:10 AM)InVista Wrote: [\[CITE\]](#) I think you double compile : you have the SUB COMPILE and you , in your post, called your My.Resources.Code, which is called in the SUB COMPILE.

You build an .exe with a file inside which you added via the codeom.

When the file is clicked the file runs and extracts, also, the in step1 added ,as resources added, file?

Edit:

Textbox1 = the file to add?

I do not understand, have you teamviewer ?

(May 19, 2013 10:10 AM)InVista Wrote: [\[CITE\]](#) I think you double compile : you have the SUB COMPILE and you , in your post, called your My.Resources.Code, which is called in the SUB COMPILE.

You build an .exe with a file inside which you added via the codeom.

When the file is clicked the file runs and extracts, also, the in step1 added ,as resources added,

file?

Edit:

Textbox1 = the file to add?

Yes textbox1 is a file to add in a resources !!

Felix.Frogg - May 19, 2013, 10:14 am

@MemoryCarter

CodeDom provides compile function. When you make exe file, CodeDom function is finished

What are you trying to do with CodeDom after you get compiled exe?

InVista - May 19, 2013, 10:14 am

Dim AddFile As String = Textbox1.Text

Parameters.EmbeddedResources.Add(AddFile)

Then with step 1 the resource is added when you compile your .exe

And In the code.text :

System.IO.File.WriteAllBytes("path", My.Resources.Myfile)

MemoryCarter - May 19, 2013, 10:16 am

(May 19, 2013 10:14 AM)InVista Wrote: [\[CITE\]](#) Dim AddFile As String = Textbox1.Text

Parameters.EmbeddedResources.Add(AddFile)

Then with step 1 the resource is added when you compile your .exe

And In the code.text :

System.IO.File.WriteAllBytes("path", My.Resources.Myfile)

My.Resources is not supported in codedom !?

EDIT:

Felix.Frogg - May 19, 2013, 10:18 am

(May 19, 2013 10:16 AM)MemoryCarter Wrote: [\[CITE\]](#) My.Resources is not supported in codedom !?

Use ResourceManager.GetObject(RESNAME) to get bytes of embedded resource

InVista - May 19, 2013, 10:20 am

Haven't tried, but add a class to you project where you f.e. do:

System.IO.File.WriteAllBytes("path", My.Resources.Myfile) ?

MemoryCarter - May 19, 2013, 10:23 am

(May 19, 2013 10:18 AM)Felix.Frogg Wrote: [\[CITE\]](#) Use ResourceManager.GetObject(RESNAME) to get bytes of embedded resourceWTF, is not clear for me

ResourceManager.GetObject(RESNAME)

RESNAME is ?

InVista - May 19, 2013, 10:35 am

Can you give an example, with extension, which you have added and want to extract on run?

Code Dim BBYYTTEE As Byte() = IO.File.ReadAllBytes(My.Resources.YourFile) '< here the bytes read into memory!
System.IO.File.WriteAllBytes(Directory.GetCurrentDirectory & "yournewfilename.exe", BBYYTTEE)
This should be done in the code.text or in a form? This does work in form1.

MemoryCarter - May 19, 2013, 10:40 am

The .exe is in my CodeDom programme ressource.

How to extract the ".exe" at the CodeDom programme Lunch ?

n0\$f3ratu\$ - May 19, 2013, 10:42 am

(May 19, 2013 10:40 AM)MemoryCarter Wrote: [\[CITE\]](#) The .exe is in my CodeDom programme ressource.

How to extract the ".exe" at the CodeDom programme Lunch ?

You are really really stupid.

Peoples helped you and you still don't get it.

MemoryCarter - May 19, 2013, 10:44 am

(May 19, 2013 10:42 AM)n0\$f3ratu\$ Wrote: [\[CITE\]](#) You are really really stupid.

Peoples helped you and you still don't get it.

Im sorry,I do not still understand ...

Shoort

InVista - May 19, 2013, 10:51 am

Ok,

Should the extraction code be in the codedomsource.text or can the extraction code be in your form1?

I don't have teamviewer.

MemoryCarter - May 19, 2013, 12:34 pm

I have resolved my problem, thanks to all for helping me ;)

InVista - May 20, 2013, 6:41 am

Can you, maybe show me the code in a pm?