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Thread: [CodeDOM \[Basic's | Crypters | Source's\]](#)

LethalNET - June 26, 2013, 4:33 pm

Quick links to everything on this thread[Using CodeDOM](#)

[What is CodeDOM](#)

[Compiler Class](#)

[Crypter source w/ Small 2 Chapter Guide](#)

[Castle Crypter Coded By Angelic Wings](#)

[Net Script Coded By Tweety.](#)

[Compiler by \[Epreuvez\]](#)

CodeDOM [Basics & About]

What is CodeDOM?

CodeDOM meaning 'Code Document Object Model', CodeDOM is based upon a single model for rendering source code. Therefore, source code may be generated for any language that supports the CodeDOM specification, Also at once allowing the user to write and compile source code to a executable during a application's run-time, And most popular CodeDOM is used for Crypters And developing automatic source code generators, As this is not a basic of Crypter's thread i will not get into too much about it but i will just cover the basics because I'm sure most of you are reading this because you hope to be able to code a Crypter using CodeDOM, So here is a quick briefing, A Crypter is a builder which takes any given executable and encrypts the data stored inside the executable file and embeds it in to the stubs resources[In most cases] And compiles it, And a stub on the other hand does the opposite, It decrypts the data stored in a resource file and [In most cases] Injects the bytes into a process [RunPE], But back to CodeDOM.

CodeDOM is a very useful part of the .NET Frame Work because at any given point in time during a applications run-time it can build a executable from a simple source code, And the source code is much alike to VB.NET in fact, The source code you need to write is the same but requires more imports!

CodeDOM [Why use CodeDOM, Why not use EOF or Mono?]

Well there is a simple answer to that,

Unlike EOF CodeDOM does not store the data at the end of the file, But EOF doesn't necessarily mean it has to be the end of file, You can get creative with it and store data anywhere [With proper handling] And it can be just as powerful as CodeDOM if used properly!

And Well Against Mono.Cecil, Its just preference really, They can both do the same but Mono.Cecil Is more powerful when it comes to Crypter's because you can easily add a simple obfuscation code

in there and change pretty much anything you want to change making you have the upper hand, But in my personal opinion i prefer CodeDOM, It is a lot more user friendly and isn't as hard to use as Mono.Cecil but a bit more restricted to functionality when it comes to the executable being personalized.

Extra Sources:

Spoiler ([Click to View](#))

<http://msdn.microsoft.com/en-us/library/y2k85ax6%28v=vs.71%29.aspx>

<http://www.codeguru.com/vb/gen/article.php/c19573/Microsoft-NET-CodeDom-Technology.htm>

CodeDOM Compiler Class

I have decided to write a very quick and simple compiler class with basic compile functionality and i threw a 'Stub' generator to aid in the learning process

The usage of this class is very simple and you can look into the class and get comfortable with it,

Usage:

PHP Code

<?php

```
Dim Source As [String] = Compiler.GenerateSource("Ohia")
```

```
Compiler.Compile(Source, "C:\Test.exe", "Done!", "Icon path Optional step!")
```

Download link to my compiler class[.vb]:

<http://www.mediafire.com/download/5qv15qalah5jtu3/Compiler.vb>

Crypter's

It is pretty simple after you get the basics of CodeDOM down to be able to throw a Crypter together in no time!

Source to Crypter with a FUD guide [This is not the highest quality because it was written in my spare time almost 2 weeks ago]

The source covers:Resources

Encryption/Decryption

Junk Resource Generate/Adder

Icon Injector /w Class

Basic Scantime

Other source's to learn from:

[Castle Crypter Coded By Angelic Wings](#)

Other CodeDOM Projects To Learn From:

[Net Script Coded By Tweety.](#)

Other Stuff:

[Compiler by \[Epreuvez\]](#)

Credit list:

Tweety. (Link to Net Script)

Angelic Wings (Castle Crypter Source)

[Epreuvez] (Another compiler)

Thank You, And hope you find this useful! ?

Do not hesitate to pm me if you need any help [Help meaning ill help you figure something out and /or help fix a bug, Not go on TeamViewer and code for free ?

I will add more eventually when i can be bothered XD

tweety - June 26, 2013, 4:37 pm

Not bad, you cover the basics of CodeDOM. Its actually a very powerful aspect within programming. CodeDOM also opens the door to development of applications in new ways, its remarkable. Good job, keep it up.

iRtehLeet™ - June 26, 2013, 4:42 pm

Great thread. It's very well documented. Great job.

LethalNET - June 26, 2013, 5:04 pm

Hopefully everyone enjoys this and finds it useful

Sc?rf?c3_ - June 26, 2013, 5:05 pm

you choose a good documentation for your thread. Good job.

LethalNET - June 27, 2013, 5:24 am

(Jun 26, 2013 05:05 PM)Scarf3_ Wrote: [\[CITE\]](#) I choose a good documentation for your thread. Good job.

Thank you very much man, I put quite a bit of effort into this

+Nemesis - June 27, 2013, 5:52 am

Looks awesome man, I'll make sure to bookmark it :)

LethalNET - June 29, 2013, 10:34 am

Just about to Code another source for the thread c:

Perplexity - June 29, 2013, 2:37 pm

Please change your thread title. Get rid of the apostrophes, it's driving me insane.

LethalNET - June 29, 2013, 2:48 pm

(Jun 29, 2013 02:37 PM)Perplexity Wrote: [\[CITE\]](#) Please change your thread title. Get rid of the apostrophes, it's driving me insane.

Okay buddy, There removed I didn't know it was annoying :L

hansbald - August 1, 2013, 12:18 pm

Maybe I'm stupid but:

PHP Code

<?php

The source covers:

Resources

Encryption/Decryption

Junk Resource Generate/Adder

Icon Injector /w Class Basic Scantime

Where is the source ._.

Hexology - August 1, 2013, 6:12 pm

I love how everyone here finds fucking errors in threads or says "shit code", THATS ALL I EVER SEE YOU GUYS FUCKING POST.

Cecilia - August 1, 2013, 9:02 pm

A nice tutorial that covers the basics of codedom. Are you going to include usage of the CompilerParameters class at some stage?

Error handling might also be something that you could teach people.~ LaPanthere ~

RushFour - August 2, 2013, 12:47 am

Thanks for posting this :)

Thread needs little edit

Code [color=#800]Using CodeDOM[/color]