

# Forum:[Hack Forums](#)

Thread: [Codedom - Make your own advanced builder](#)

**BerryP** - October 29, 2014, 10:41 am

Hello,

this is my first sourceshare on HF and my english isnt the best, so dont be so strictly ?

Lets begin:

What is CodeDom ? : [CodeDom](#)

We will use CodeDom to compile our stub code stored in a string, the big advantage is that you can edit the code easily.

I assume that you know, what Classes, Subs, Functions and so on are.

Builder:

First of all you will need the compiler.vb class:

PHP Code

<?php

Imports System.CodeDom.Compiler

Public Class compiler

Public Shared Sub Compile(ByVal Output As String, ByVal cSource As String)

Dim Compiler As ICodeCompiler = New VBCodeProvider().CreateCompiler 'Creating compiler

Dim Parameters As New CompilerParameters 'A class, holding things like: path to save, imports and more

Dim cResults As CompilerResults 'Used for checking if everything is fine

Parameters.GenerateExecutable = True 'We want to make an EXE-File

Parameters.OutputAssembly = Output 'Declare where to save the file

Parameters.ReferencedAssemblies.Add("System.dll") 'We need that in order to use the basic . Net Framework. (e.g. Namespaces like System.IO)

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

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

Parameters.CompilerOptions =

"/optimize+ /platform:X86 /debug- /target:winexe" 'Basic parameters: read more here: <http://msdn.microsoft.com/en-us/library/w95cx9k1.aspx>

cResults = Compiler.CompileAssemblyFromSource(Parameters, cSource) '

Compile the code with the Parameters object and the source given in compiler.Compile(pathtofile, My.Resources.Stub)

If cResults.Errors.Count > 0 Then 'Checking for errors

For Each CompilerError In cResults.Errors 'Looping through all of them, use CompilerError.errorText to get the error

MessageBox.Show(CompilerError.errorText)

```

Next
Elseif cResults.Errors.Count = 0 Then 'No errors
End If
End Sub
End Class

```

You see, its not that much code.

Now add a document to the resources of the project.

With this code here:

PHP Code

```
<?php
```

```
Imports System.Net
```

```
Imports System.IO
```

```
Imports System.Collections 'Basic imports (feel free to change them :) )
```

```
Module Stub
```

```
    Sub main()
```

```
    End Sub
```

```
End Module
```

Now add your code, and replace the variables(given by the user) with something like [FTP].

PHP Code

```
<?php
```

```
'Basic namespace imports, also set by Visual Studio 2012
```

```
Imports Microsoft.VisualBasic
```

```
Imports System.Data
```

```
Imports System.Drawing
```

```
Imports System.Collections
```

```
Imports System.Collections.Generic
```

```
Imports System.Diagnostics
```

```
Imports System.Windows.Forms
```

```
Module Stub
```

```
    Sub main()
```

```
        My.Computer.Network.DownloadFile([Dlink],[WhereToSave])
```

```
    End Sub
```

```
End Module
```

Now go to your builder and add something like this:

PHP Code

```
<?php
```

```
Above the code: Imports ProjectName.compiler
```

PHP Code

```
<?php
```

```
Dim src As String = My.Resources.documentname
```

```
src = src.Replace("[Dlink]", "You downloadlink")
```

```
src = src.Replace("[WhereToSave]","C:\Programs\Downloaded.whatever")
```

```
compiler.Compile(pathtosaveEXE, src)
```

With this method you can easily add not just variables, complete functions, subs can be added with this.

Use this code wherever you want.

Peace ?

**IAmNotHere** - October 29, 2014, 11:03 am

Thank you Maember for this.

Code Imports ProjectName.compile

I don't think this is needed for the example source you are sharing.

I have created a few builders myself and, as far as I know the compiler class is for compiling the executable only and does not need to be added to the executable for running the compiled executable.

And thanks for the ms links too. I saw a few, for me unknown, compiler options. Where among the /addmodule compiler option. I was looking for something like this in the past.

**BerryP** - October 29, 2014, 11:12 am

(Oct 29, 2014 11:03 AM)IAmNotHere Wrote: [\[CITE\]](#) Thank you Maember for this.

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And thanks for the ms links too. I saw a few, for me unknown, compiler options. Where among the /addmodule compiler option. I was looking for something like this in the past. Sorry, dont want to insult you as a coder but its just that we dont have to write "compiler.compile("", "")" but "compile("", "")" (i never wrote "Imports ProjectName.compile", I wrote "Imports ProjectName.compiler" :o)

But maybe I just misunderstood something hehe ?

But anyways thanks for the feedback ?

Peace ?

**IAmNotHere** - October 29, 2014, 11:23 am

I misunderstood you I make up from your reply. Now I see what you mean. I thought the code needed to be added to the source text, but you meant to the vb.class. My apologize for the lousy comment.?

I won't edit my first reply. The other readers can read my comment.

I am not a coder and therefore you can't insult me as a coder. ?

Cool code, this code does run!

I have build a codedom folder reader myself today in same kind off way, codedom.

**BerryP** - October 29, 2014, 11:32 am

(Oct 29, 2014 11:23 AM)IAmNotHere Wrote: [\[CITE\]](#) Cool code, this code does run!! hope so ?

Thanks for the positive feedback ?

**CodeAssassin** - October 29, 2014, 5:48 pm

Where is the "tutorial" all i see is a copy and paste code block...

A tutorial teaches you something, This just teaches copy and paste.

**n31ght0** - October 29, 2014, 5:51 pm

what is stub mean? i didn't undrstand

**BerryP** - October 29, 2014, 6:09 pm

(Oct 29, 2014 05:48 PM)sweetysuckscok Wrote: [\[CITE\]](#) Where is the "tutorial" all i see is a copy and paste code block...

A tutorial teaches you something, This just teaches copy and paste.

Lol ? The code is fully commentated and yes its fully copy and pasted... from myself ? The forum I posted it at first is just dieing atm...

If you dont understand something than go ahead and ask ?

"what is stub mean? i didn't undrstand"

Dont get, what you mean in detail to be honest. But the stubcode is basiclly the code raw code. In this method you store it in a string, what makes it easier to edit it. Often you have the stub in form of an assembly, what makes it hard to edit it. But the string can be edited and compiled how you want it ?

Peace?

**Earn** - October 29, 2014, 7:20 pm

(Oct 29, 2014 11:23 AM)IAmNotHere Wrote: [\[CITE\]](#) I misunderstood you I make up from your reply. Now I see what you mean. I thought the code needed to be added to the source text, but you meant to the vb.class. My apologize for the lousy comment.?

I won't edit my first reply. The other readers can read my comment.

I am not a coder and therefore you can't insult me as a coder. ?

Cool code, this code does run!

I have build a codedom folder reader myself today in same kind off way, codedom.

Wow. I think this is the first time I have seen someone admit that they were wrong on HF & not flame the person that pointed it out. They even apologised. Never seen it before on HF. :P

Anyway, good tutorial OP. It should help the newer people out.

**CodeAssassin** - October 29, 2014, 8:40 pm

(Oct 29, 2014 06:09 PM)Maember Wrote: [\[CITE\]](#) Lol ? The code is fully commentated and yes its fully copy and pasted... from myself ? The forum I posted it at first is just dieing atm...

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Dont get, what you mean in detail to be honest. But the stubcode is basiclly the code raw code. In this method you store it in a string, what makes it easier to edit it. Often you have the stub in form of

an assembly, what makes it hard to edit it. But the string can be edited and compiled how you want it ?

Peace?

I have plenty of experience with the Codedom thankyou, I just hate when people label a Tutorial if its not, This would at best be a commented source.

I mean copy and paste with regards to the people you're "trying" to teach as per your words as a tutorial. When you make a tutorial its best to approach it as the individual has no clue what your teaching, Explain it all and expand on why we use certain functions, subs to do a job in a particular way.

Its pretty clear you only have basic knowledge about vb.net or you would not of included these....

Code Imports System.Net

Imports System.IO

Imports System.Collections 'Basic imports (feel free to change them :) )

Where not necessary, even labelling it "basic imports" ??? (suggest you have no idea whats used for what)

Sorry to hear about your forum btw.

**nazist** - October 29, 2014, 9:02 pm

thx bro I was looking for something like this in the past.

**CodeAssassin** - October 29, 2014, 9:58 pm

(Oct 29, 2014 09:02 PM)nazist Wrote: [\[CITE\]](#) thx bro I was looking for something like this in the past. You now what search is?? Their are much better codedom examples here on hf....

Just to see a few..... out of the 25+ pages of "Codedom" results...

[One](#)

[Two \(very detailed, actual tutorial\)](#)

[Three](#)

**4NTIVIRUS** - October 30, 2014, 12:25 am

Good, Tutorial is A one. Got you points. Looking for more tut from you side.

**420 Blaze It** - October 30, 2014, 12:27 am

Thanks for this, very good for beginners :D :D

**Moon Rock** - October 30, 2014, 12:30 am

I'll have to add this to my builder source list, thanks for sharing ?

**freed0m** - October 30, 2014, 1:54 am

Thanks, should come in very helpful

**BerryP** - October 30, 2014, 8:30 am

(Oct 29, 2014 08:40 PM)sweetysucksclock Wrote: [\[CITE\]](#) Code Imports System.Net  
Imports System.IO  
Imports System.Collections 'Basic imports (feel free to change them :) )

Where not necessary, even labelling it "basic imports" ??? (suggest you have no idea whats used for what)

Idk if you want to start a flame war, but I wont help you with that ?

It just shows, that you have to import "system.net" and "systemcollections" in order to simply past your code, because vb2010/12 IDE adds them without asking. To be honest idk why I added \*.IO.

Of course I know what the imports do:

1. System.IO = Namespace for FileManagement like the FileInfo class
2. System.Collections = Everthying further from an Array like: Generic.List(of T), and the dictionary class.

Trust me I know enough about coding in .Net.

But thanks for the advice, going to change that from: tutorial to source. ? If you are happy then

Peace ?

**IAmNotHere** - October 30, 2014, 9:22 am

To Earn, how are you?

35 get a life.

**nuk** - October 30, 2014, 10:54 am

Regardless of what anyone is saying; thank you for contributing to the coding section :) I do agree though in that it's not really a tutorial... but you could easily fix that and prob. score some more points from some HF members if you did ;) Thanks again homie :)

**BerryP** - October 30, 2014, 11:02 am

(Oct 30, 2014 10:54 AM)nuk Wrote: [\[CITE\]](#) Regardless of what anyone is saying; thank you for contributing to the coding section :) I do agree though in that it's not really a tutorial... but you could easily fix that and prob. score some more points from some HF members if you did ;) Thanks again homie :)

I am happy that you like my thread ?

For now I changed the title to "Source", will maybe change that ?

But btw how can I edit my post, after the time set by the admin ??

Peace ?

**nathan72389** - October 30, 2014, 11:04 am

(Oct 30, 2014 11:02 AM)Maember Wrote: [\[CITE\]](#) I am happy that you like my thread ?

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Peace ?

upgrade your account from here:

<https://hackforums.net/upgrade.php>

**BerryP** - October 30, 2014, 11:06 am

(Oct 30, 2014 11:04 AM)nathan72389 Wrote: [\[CITE\]](#) upgrade your account from here:

<https://hackforums.net/upgrade.php>

Ok thanks ? To be honest thats sad HF... So no upgrade for the tutorial in the next time...