

# Forum:[Hack Forums](#)

Thread: [exe creator](#)

**xlold** - January 19, 2009, 9:24 am

hello HF community! ?

i've written a c# code, its working, but i want to write a program wich can change some parts of the programm, so i can use it for different things... (like albertinos keylogger creator)

any suggestions how to make it?

hope u know what i mean!

and sry for my bad english!!! ?

**SaLiXeM** - January 19, 2009, 9:43 am

I know how to make it on VB6, But i don't know about C# ?

**Jonny\_walker** - January 19, 2009, 11:07 am

store the settings at EOF (End Of File) or store them at Resources

**xlold** - January 19, 2009, 12:01 pm

(Jan 19, 2009 12:07 PM)Jonny\_walker Wrote: [\[CITE\]](#) store the settings at EOF (End Of File) or store them at Resources

could u pls explain me how to do it? ? and how i can create the exe with the code ive written, with changed settings....

thx

(Jan 19, 2009 10:43 AM)SaLiXeM Wrote: [\[CITE\]](#) I know how to make it on VB6, But i don't know about C# ?

and can u explain me how to do it in VB please :), maybe i can do in vb too.

sry for my bad english again ?

greatz xlold

**JapaBrz** - January 19, 2009, 12:22 pm

<https://hackforums.net/showthread.php?tid=34164>

**xlold** - January 19, 2009, 12:26 pm

thx japabrz!

**Jonny\_walker** - January 19, 2009, 12:29 pm

Japabrz method (and with his good tutorial) is named "String patching" it search and patch a string in the binary

This example is the EOF, settings are stored at the End Of File

[http://#.com/files/183105461/Builder\\_Create\\_EXE\\_in\\_Runtime.rar.html](http://#.com/files/183105461/Builder_Create_EXE_in_Runtime.rar.html)

if ur interested to store settings on file Resource learn more about the UpdateResource() API

...or write a compiler lol

i suggest DL a compiler source and editing it or use g++ compiler and make some checkboxes to choose the features, when a feature is choosen, add the code to a text file and compile it in c++, it requires a compiler and the libs, but of course u can rip the shit u dont want, like in devc++ u can delete the ide, most of the graphical libs, all the samples and all the dlls related to the ide

a sample in Algorithm

OnBegin

```
{  
writeOnFile "#include <whatuwant.h>"  
}
```

if(checkbox1 is selected) then "checkbox1 adds the delete file X feature

```
{  
  writeOnFile "system("+chr(34)+"DEL X"+chr(34)+")"  
}
```

or if the checkbox item needs another include:

if checkHeader("<whatever>") = false then

```
{  
writeHeader("<whatever>")  
}
```