

# Forum:[Hack Forums](#)

Thread: [\[TUT\]Builder and stub\[C#\]](#)

**killerdoob420** - July 4, 2010, 6:34 am

This tutorial will show you how to make a very simple builder and stub in C# which can be easily moded for use in your own projects.

Create a new project in visual studio for the builder and set up a form like this:

Spoiler [\(Click to View\)](#)

[IMG][http://i46.\[censored\].com/20qgo00.png](http://i46.[censored].com/20qgo00.png)[/IMG]

double click the button and write this code in the handler:

Spoiler [\(Click to View\)](#)

[IMG][http://i50.\[censored\].com/2cr66vs.png](http://i50.[censored].com/2cr66vs.png)[/IMG]

(dont forget to add Code System.IO; to the using statements at the top of the code.)

the code displays a save file dialog and if the user chooses a filepath the stub is copied to it, the string split is used to determine where the info starts and end it can be whatever you want, the text in the textbox is then surrounded in the split, the FileStream is used to access the file and the BinaryWriter actually writes the data, by setting the position to the length + 1 we are writing to the end of file instead of somewhere were it could corrupt the program, the data is then written and the writer is closed.

Now create a new project for the stub only add a label to the form

Spoiler [\(Click to View\)](#)

[IMG][http://i47.\[censored\].com/351d3q1.png](http://i47.[censored].com/351d3q1.png)[/IMG]

double click the form and you will be taken to the load method, write this code there:

Spoiler [\(Click to View\)](#)

[IMG][http://i46.\[censored\].com/2j4ufcl.png](http://i46.[censored].com/2j4ufcl.png)[/IMG]

(dont forget to add Code System.IO; to the using statements at the top of the code again.)

the first line creates a StreamReader at Application.ExecutablePath which is the path of the application running the code, the next lines read the binary data of the file, the last line maybe confusing but i will explain it,

the Enc.Getstring() covertes the binary data into a string of ascii characters, the substring method allows us to create a string from another string by specifying a position in it, for use the index of the split, now we have a string containing just the info we wrote to the file, the replace method replace the split with blank text so we have just what the user wrote in the textbox.

to test it build both projects and paste the stub.exe into the same directory as the builder.

Spoiler [\(Click to View\)](#)

[IMG][http://i47.\[censored\].com/xojf9e.png](http://i47.[censored].com/xojf9e.png)[/IMG]

please give feedback and suggestions.

**Elios** - July 4, 2010, 7:55 am

Well done. Its a nice and useful sample and its even working.  
;)

**killerdoob420** - July 4, 2010, 6:08 pm

(Jul 4, 2010 07:55 AM)Pink Panther Wrote: [\[CITE\]](#) Well done. Its a nice and useful sample and its even working.  
;)

thanks bro, of course its working lol

**killerdoob420** - July 5, 2010, 3:02 pm

bump, come on guys i put (some) effort into this

**cystem** - July 5, 2010, 10:39 pm

Can also make a keylogger for this =3

**killerdoob420** - July 6, 2010, 11:21 am

(Jul 5, 2010 10:39 PM)cystem Wrote: [\[CITE\]](#) Can also make a keylogger for this =3  
yep thats the idea, can be used for bots, keyloggers whatever

**Elios** - August 15, 2010, 12:52 am

Hi mate,  
please suggest what to change to transfer 2 or more string content.  
I am battling to change it so that I can build a file with "info 1" "info2" etc.

**laptopguy** - August 15, 2010, 1:17 am

Very nice tutorial killerdoob420.

**killerdoob420** - August 15, 2010, 5:04 am

(Aug 15, 2010 12:52 AM)Pink Panther Wrote: [\[CITE\]](#) Hi mate,  
please suggest what to change to transfer 2 or more string content.  
I am battling to change it so that I can build a file with "info 1" "info2" etc.  
Sure here you go change the builder to:  
Code string secondSplit = "-herp-";  
string info = split+info1+secondSplit+info2+split;and in the stub change to  
Code string secondSplit = "-herp-";  
string info = Enc.GetString(fileData).Substring(Enc.GetString(fileData).IndexOf(split)).Replace(split, "");  
string[] infos = info.Split(secondSplit.ToCharArray());  
label1.Text = infos[0];  
label2.Text = infos[1];hope that helps

**Elios** - August 16, 2010, 3:06 am

Hi,  
looks like I am not winning.  
I have changed the builder replacing these old two rows of code with these ones:

Code string secondSplit = "-herp-";  
    string info = secondSplit + textBox1.Text + secondSplit + textBox2.Text + secondSplit;  
and also replaced the relevant code in the stub with this one:

Code string secondSplit = "-herp-";  
string info =

```
Enc.GetString(fileData).Substring(Enc.GetString(fileData).IndexOf(secondSplit)).Replace(secondSplit, "");
```

```
string[] infos = info.Split(secondSplit.ToCharArray());
```

```
label1.Text = infos[0];
```

```
label2.Text = infos[1];
```

The result I got in the generated file is a disaster. Lol.

Am I doing something wrong?

**Elios** - August 17, 2010, 8:47 am

So, looks like there are no answers for this problem

(bumping).

**killerdoob420** - August 17, 2010, 9:09 pm

```
Code string secondSplit = "-herp-";
```

```
string info = secondSplit + textBox1.Text + secondSplit + textBox2.Text + secondSplit;should be
```

```
Code string secondSplit = "-herp-";
```

```
string info = split + textBox1.Text + secondSplit + textBox2.Text + split;
```

and this

```
Code string secondSplit = "-herp-";
```

```
string info =
```

```
Enc.GetString(fileData).Substring(Enc.GetString(fileData).IndexOf(secondSplit)).Replace(secondSplit, "");
```

```
string[] infos = info.Split(secondSplit.ToCharArray());
```

```
label1.Text = infos[0];
```

```
label2.Text = infos[1];should be:
```

```
Code string secondSplit = "-herp-";
```

```
string info = Enc.GetString(fileData).Substring(Enc.GetString(fileData).IndexOf(split)).Replace(split, "");
```

```
string[] infos = info.Split(secondSplit.ToCharArray());
```

```
label1.Text = infos[0];
```

```
label2.Text = infos[1];
```

see you have to different splits one to separate the info from the file and the second one to split up the details in the info

**killerdoob420** - September 7, 2010, 6:22 am

bringing some of my old tuts up

**Malitastic** - November 9, 2010, 7:04 am

Be awesome if [censored] hadn't deleted the pics =)

**killerdoob420** - November 9, 2010, 7:46 am

Yep, if I ever get Leet ill re-up all the images in my tutorials.

**Mr. Anderson** - November 9, 2010, 8:13 am

thanks for posting this! really helpful.

**killerdoob420** - November 9, 2010, 4:05 pm

(Nov 9, 2010 09:13 AM)Mr. Anderson Wrote: [\[CITE\]](#) thanks for posting this! really helpful.Im glad it helped you.

**t3h h4x** - November 11, 2010, 1:21 pm

pics gone D:

This looked pretty cool

**killerdoob420** - November 11, 2010, 1:34 pm

Here are the images:

[img]http://img94.imageshack.us/img94/9706/picture22qy.png[/img]

[img]http://img602.imageshack.us/img602/5161/picture23.png[/img]

[img]http://img257.imageshack.us/img257/8129/picture24r.png[/img]

[img]http://img203.imageshack.us/img203/1583/picture26pq.png[/img]

[img]http://img441.imageshack.us/img441/361/picture27j.png[/img]

**Pulser** - November 11, 2010, 2:28 pm

(Nov 9, 2010 09:13 AM)Mr. Anderson Wrote: [\[CITE\]](#) thanks for posting this! really helpful.  
How did this help you if the images aren't even there?

You didn't look at it, did you?

**Mr. Anderson** - November 11, 2010, 3:20 pm

(Nov 11, 2010 03:28 PM)Mr. Predictable Wrote: [\[CITE\]](#) How did this help you if the images aren't even there?

You didn't look at it, did you?they were there when I looked at it, but now TP deleted them. PLus he posted teh code on teh second page.

**t3h h4x** - November 11, 2010, 3:47 pm

(Nov 11, 2010 03:28 PM)Mr. Predictable Wrote: [\[CITE\]](#) How did this help you if the images aren't even there?

You didn't look at it, did you?Look above your post.

Also, this is much better than trying to use codedom -\_- I spent the last 30 minutes trying to figure it out and then it was like "Unknown package System.Net" fml

So, thanks a ton :D

**Pulser** - November 11, 2010, 4:54 pm

(Nov 11, 2010 04:47 PM)kylecodes Wrote: [\[CITE\]](#) Look above your post.

Also, this is much better than trying to use codedom -\_- I spent the last 30 minutes trying to figure it out and then it was like "Unknown package System.Net" fml

So, thanks a ton :D

Look at the times. The post by doob was created "Today, 04:34 PM" The post that I quoted was made 2 days ago. Make sense?

He commented when there were no pictures, and doob hadn't re uped them yet.

**Mr. Anderson** - November 11, 2010, 5:07 pm

(Nov 11, 2010 05:54 PM)Mr. Predictable Wrote: [\[CITE\]](#) Look at the times. The post by doob was created "Today, 04:34 PM" The post that I quoted was made 2 days ago. Make sense?

He commented when there were no pictures, and doob hadn't re uped them yet.I had READ it

before the images were deleted, but I commented AFTER I tested the code! ThE time I commented is NOT the time I read the tut. I read the tut a few months ago.

**Pulser** - November 11, 2010, 5:10 pm

(Nov 11, 2010 06:07 PM)Mr. Anderson Wrote: [\[CITE\]](#) I had READ it before the images were deleted, but I commented AFTER I tested the code! THE time I commented is NOT the time I read the tut. My mistake then. I don't read better when things are capitalized by the way.

<3

**Golliath808** - December 12, 2010, 10:50 am

I can't see the pictures;((

**killerdoob420** - December 12, 2010, 11:10 am

(Dec 12, 2010 11:50 AM)Golliath808 Wrote: [\[CITE\]](#) I can't see the pictures;((Look in the second page of replies i re posted them there.

**carecare** - January 2, 2011, 6:08 am

Thanks, great tut :)

short

**killerdoob420** - January 2, 2011, 5:00 pm

(Jan 2, 2011 07:08 AM)carecare Wrote: [\[CITE\]](#) Thanks, great tut :)

short

No problem.

**Pulser** - January 2, 2011, 6:58 pm

(Jan 2, 2011 07:08 AM)carecare Wrote: [\[CITE\]](#) Thanks, great tut :)

short

Way to grave dig this.

Nice tut anyway doob, maybe add a tut on how to do multiple strings or checkboxes with the builder/stub.

**DarkN3ss61** - November 15, 2012, 10:03 pm

now how would i add more things like a 2nd label?

because your before post on how to does it doesnt seem to work properly

**Dark\_Noodles** - November 16, 2012, 1:55 pm

(Nov 15, 2012 11:03 PM)DarkN3ss61 Wrote: [\[CITE\]](#) now how would i add more things like a 2nd label?

because your before post on how to does it doesnt seem to work properly

well maybe if you read the dates, then you will understand why the images aren't working dumbshit.

**DarkN3ss61** - November 16, 2012, 8:24 pm

(Nov 16, 2012 02:55 PM)Dark\_Noodles Wrote: [\[CITE\]](#) well maybe if you read the dates, then you will understand why the images aren't working dumbshit.

Your the fu\$&en dumbshit I never said anything about the images... The images are on page 2... So read my question before comenting

**Dark\_Noodles** - November 17, 2012, 4:57 am

(Nov 16, 2012 09:24 PM)DarkN3ss61 Wrote: [\[CITE\]](#) Your the fu\$&en dumbshit I never said anything about the images... The images are on page 2... So read my question before comenting

1. Understand the difference between your and you're.
2. You still grave dug a 2 year old thread.

**killerdoob420** - November 20, 2012, 11:40 am

Whats going on in my thread???

Why the fuck is prestige??

What the fucking fuck?

Well that's what happens when you don't log in for a year.

Anybody what me to start making tutorials and sources again?

**DarkN3ss61** - November 25, 2012, 3:36 pm

YES!!!

that would be so cool if you started again