

Forum:[Hack Forums](#)

Thread: [\[TuT\] \[VB .Net | C#\] Simple Updating System](#)

xFic - July 8, 2010, 6:13 am

Heres some code to make a simple updating system using command line parameters ?

Create a new project then add the below code to your main forms load event.

VB .Net

```
Code If Environment.GetCommandLineArgs.Length > 1 Then
    Dim args As String() = Environment.GetCommandLineArgs()
    Select Case args(1)
        Case "update"
            Dim ps As Process() = Process.GetProcessesByName(args(2))
            For Each p As Process In ps
                p.Kill()
                p.WaitForExit()
            Next
            IO.File.Delete(args(2) & ".exe")
        End Select
    End If
```

C#

```
Code if (Environment.GetCommandLineArgs().Length > 1)
{
    string[] args = Environment.GetCommandLineArgs();
    switch (args[1])
    {
        case "update":
            System.Diagnostics.Process[] ps = System.Diagnostics.Process.GetProcessesByName(args[2]);
            foreach (System.Diagnostics.Process p in ps)
            {
                p.Kill();
                p.WaitForExit();
            }
            System.IO.File.Delete(args[2] + ".exe");
            break;
    }
}
```

WAIT BUT HOW DOES THIS WORK?!...

It's simple, you get your application to download the new exe to the SAME directory your applications currently in.

Then you get your application to start the new exe with the code below.
the new exe will then close and delete the old one.

VB .Net

```
Code Process.Start("new.exe", "update " & My.Application.Info.AssemblyName)
```

C#

```
Code Process.Start("new.exe", "update " + this.GetType().Assembly.GetName().Name.ToString());
```

bobinski - December 28, 2012, 10:37 am

interesting and how to check if update available?

Tafelpoot - December 28, 2012, 10:50 am

lohol thats not familiar to other programs , delete and start a new one

Dark_Noodles - December 28, 2012, 11:33 am

(Dec 28, 2012 11:37 AM)bobinski Wrote: [\[CITE\]](#) interesting and how to check if update available?
Holy shit, thanks for bringing back a two year old thread.