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Thread: [How to create a portable builder/compiler for an exe](#)

LoneChihuahua - February 10, 2017, 4:30 pm

Hi,

let's say i created a software in C#, and in the code, some variables may change like an url or password. What is a proper way to create some kind of portable compiler/builder (like in some famous RATs) for my C# software instead of having to change variables and recompile by hand?

I read there is CodeDOM but i dont' know if it's the proper way to do that.

waiting for answers thx

Ok, found the answer i think, i'm gonna try with Mono via command line

Ninja - February 12, 2017, 4:03 pm

CodeDOM is as far as I know the best way to make a builder.

All a builder is, is a program that changes the code to user input and then compiles it.

ForceJew - February 13, 2017, 11:31 am

(Feb 12, 2017 05:03 PM)Ninja Wrote: [\[CITE\]](#) CodeDOM is as far as I know the best way to make a builder.

All a builder is, is a program that changes the code to user input and then compiles it.

Exactly:)

I have an example of CodeDOM builder in my profile.

You can take a look at it and see how it works.

w4zt3d - February 13, 2017, 11:43 am

just edit the things u need to edit.

dnlib/mono.cecil?

Decim - February 14, 2017, 9:19 am

Might be reading the question wrong but it sounds like you just need to change the value of some variables at run time and not the code itself?