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Thread: [Start C# console application from Byte Array](#)

frakkio11299 - December 27, 2018, 10:56 am

I want to start a C# Console Application by loading it from a byte array. if I write the application to disk and start the program manually, it starts, so it means that the bytes were read correctly. I tried various snippets that I found online, for example:

```
Code Assembly a = Assembly.Load(programma);
    MethodInfo method = a.EntryPoint;
    if (method != null)
    {
        object o = a.CreateInstance(method.Name);
        method.Invoke(o, null);
    }
```

or:

```
Code public static Thread RunFromMemory(byte[] bytes)
{
    var thread = new Thread(new ThreadStart(() =>
    {
        var assembly = Assembly.Load(bytes);
        MethodInfo method = assembly.EntryPoint;
        if (method != null)
        {
            method.Invoke(null, null);
        }
    }));

    thread.SetApartmentState(ApartmentState.STA);
    thread.Start();

    return thread;
}
```

These codes actually work with visual application c# (Winforms), but not with those console applications.

How can i make it works?

0xDEAD10CC - December 27, 2018, 11:50 pm

```
Code var appDomain = AppDomain.CreateDomain("ExecutionDomain");
appDomain.ExecuteAssembly("Program.exe");
```