

Forum:[Hack Forums](#)

Thread: [How do I Inject Settings Into An EXE File?](#)

VelvetCoding - March 8, 2019, 12:10 pm

I'm currently building a rat in C#, however I have ran into one major issue. How the hell can I inject settings into an already compiled exe file? I have seen many people saying don't use EOF. So now I'm sitting here clueless to how to fix this issue. Is there another method of doing this that I don't know?

Vuln - March 8, 2019, 12:26 pm

There's several of ways to do that. But if you have access to the source then you could also modify a source file programmatically before compiling it on the fly. You can use [CodeDOM](#) for that.

gigajew - March 8, 2019, 3:23 pm

This is one way: <https://hackforums.net/showthread.php?tid=5944333>

And yet another way is reflecting the module with dnlib and changing the variables. This is the most reliable way

SoonTM - March 8, 2019, 10:50 pm

Check out dnlib (github.com/0xd4d/dnlib). You can easily modify compiled .net applications with it.

Heres an example: github.com/Rottweiler/AdvancedBuilder

VelvetCoding - March 9, 2019, 2:30 pm

(Mar 8, 2019 11:50 PM)SoonTM Wrote: [\[CITE\]](#) Check out dnlib (Can't post links). You can easily modify compiled .net applications with it.

Heres an example: (Can't post links)

(Mar 8, 2019 04:23 PM)gigajew Wrote: [\[CITE\]](#) This is one way: (Can't post links)

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Thank you both for the suggestion. The issue is resolved. I didn't even know dnlib existed. I ended up developing a class with dnlib that changes the variables of the stub, you guys are legend! ?

SoonTM - March 9, 2019, 10:48 pm

(Mar 9, 2019 03:30 PM)VelvetCoding Wrote: [\[CITE\]](#) Thank you both for the suggestion. The issue is resolved. I didn't even know dnlib existed. I ended up developing a class with dnlib that changes the variables of the stub, you guys are legend! ?

No problem. Good luck with your project. ?