

Forum:[Hack Forums](#)

Thread: [modify to string in compiled application\(c#\)](#)

sara_221540 - June 22, 2020, 2:10 pm

hello every one

i want to design a c# application contains string , and after i compile it/

i want to change this string in it without opening the source code

i want to make a second application to modify to the first application string

how can i do that?

i don't want to make first application call the string from text or any external source

sh@rp - June 22, 2020, 2:59 pm

Hi,

Try dnlib, it's open source.

++

Accord - June 22, 2020, 5:43 pm

dnlib or mono.cecil is the only library i know that can do those jobs, maybe other member can recommend more

sara_221540 - June 22, 2020, 5:58 pm

(Jun 22, 2020 02:59 PM)sh@rp Wrote: [\[CITE\]](#) Hi,

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thanks

i try many times to use dnlib , but i cannot use it

could you help me how to use it?

thanks again

(Jun 22, 2020 05:43 PM)Accord Wrote: [\[CITE\]](#) dnlib or mono.cecil is the only library i know that can do those jobs, maybe other member can recommend more

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public class mayar

{

public static string sara

{

string sara = " i love all ";

return sara ;

}

}

this is the class i want to modify string sara after compiled

Dredd - June 23, 2020, 12:57 pm

Why not use CodeDOM which is inbuilt into the .net framework to run and create executables at realtime.

I.E. your program can save a .exe with all your custom code in meaning you can edit anything from strings to functions.

Sinistros - June 24, 2020, 9:26 am

(Jun 22, 2020 05:58 PM)sara_221540 Wrote: [\[CITE\]](#) thanks

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```
public class mayar
{
    public static string sara
    {
        string sara = " i love all ";
        return sara ;
    }
}
```

this is the class i want to modify string sara after compiled

If you want to implement your own string modification you should look at stub/builder on google, I don't know if this can help you.