

Forum:[Hack Forums](#)

Thread: [C vs C#, which one is better for making a FUD usg crypter?](#)

Tr0jandog - December 20, 2020, 1:19 pm

I'm not talking about which language is harder to learn.

Which of them is easier to make a FUD usg crypter with? meaning if someone had mastered both languages, which language would she/he choose to make AVs CRY trying to detect it?

My guess is it should be C, considering i assume AVs have decompilers for .NET executables since its so much easier to decompile it, and therefore analyzing it would be much easier for them, so what do you guys think?

if you had to choose one of them to make a FUD usg crypter, which of them would you choose, AND why?

(Obviously I'm talking about the stub's language, not the crypter itself, i can write the usg crypter itself in python no problem)

HFDone - December 20, 2020, 2:18 pm

both if you know how (to code)

SIM-4888730 - December 20, 2020, 9:20 pm

(Dec 20, 2020 02:19 PM)Tr0jandog Wrote: [\[CITE\]](#) I'm not talking about which language is harder to learn.

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it doesn't matter what language it only matters if you code it yourself. If you used already made code from someone else it will get detected eventually.

Tr0jandog - December 21, 2020, 4:38 am

(Dec 20, 2020 03:18 PM)HFDone Wrote: [\[CITE\]](#) both if you know how (to code)

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Is there any truly FUD and USG crypter out there right now with a c# based stub? because i feel like at the end of the day .NET based stubs can get detected much more easily and i couldn't find any good one?

Vito Borelli - December 21, 2020, 5:37 am

(Dec 21, 2020 05:38 AM)Tr0jandog Wrote: [\[CITE\]](#) Is there any truly FUD and USG crypter out there right now with a c# based stub? because i feel like at the end of the day .NET based stubs can get detected much more easily and i couldn't find any good one?

It is also a characteristic of a fud crypter, hard to find. whether it is .net or c++