

Forum:[Hack Forums](#)

Thread: [CodeDom vs DnLib patching | Stub Generator](#)

arsium - June 28, 2022, 2:40 am

Hello,

As you may know, I make and work mostly on remote access tool written in C#.

I'm just curious if you use CodeDom or DnLib to build your stub and why did you choose an approach vs the other.

jmark7 - June 28, 2022, 4:30 am

I Prefer DnLib over CodeDom and there are few reasons behind it:

- DnLib is Faster and secure. (Easy to get source with codedom).
- DnLib is more robust then Codedom.
- Less error with DnLib where as if some library on the PC is missing or corrupted then CodeDom will through error.

benio2 - June 28, 2022, 11:32 am

Jesus Christ when I see jmark giving suggestions it's always some wrong bullshit. Jmark is the type of dude who obfuscates a .net exe to bypass memory scanners.

At the end of the day the rat will have to be run through a crypter for the rat to be viable. Compatability is the most important thing. Codedom is better for compatibility, dnlib will cause compatibility issues with crypters.

StarZ - June 28, 2022, 9:52 pm

CodeDOM because I value ease of use. When making a server, It allows an easy way of manipulating your code to exclude stuff that isn't needed to keep the size low; And allows for alternating methods which is a big deal for me.

Also:

- DnLib is Faster and secure. (Easy to get source with codedom).

Citation needed.

At the end of the day, It's all compiled to IL code which is easy to read via reflection.

- DnLib is more robust then Codedom.

There may be cases where dnlib is a better use than CodeDOM, I will succeed that. However; In this scenario it's not necessary. That's like bringing out a AR-15 to shoot a fuckin squirrel.

- Less error with DnLib where as if some library on the PC is missing or corrupted then CodeDom will through error.

If you're using external libraries dnlib can't magically source them. Furthermore; If you have half a braincell, You test your code meticulously before you release it.