

Forum:[Hack Forums](#)

Thread: [Is there any way to execute dll file ?](#)

Transporter007 - May 14, 2023, 8:16 am

Hey guys,

Is there any way to execute dll file ? I want to execute dll file even if its reference in console executable cmd app.

How to fix this error:

Regards.

HFDone - May 14, 2023, 11:53 am

DLL is a library https://en.wikipedia.org/wiki/Dynamic-link_library

Transporter007 - May 14, 2023, 12:40 pm

(May 14, 2023 11:53 AM)HFDone Wrote: [\[CITE\]](#) DLL is a library

https://en.wikipedia.org/wiki/Dynamic-link_library

Yes I know. I want to open and execute that dll through executable file whether its cmd console, or form app, or bat file.

webdev77 - May 14, 2023, 1:10 pm

(May 14, 2023 12:40 PM)Transporter007 Wrote: [\[CITE\]](#) Yes I know. I want to open and execute that dll through executable file whether its cmd console, or form app, or bat file.

You can execute a function contained with the library by importing the dll. You can't "execute" a dll directly.

<https://www.c-sharpcorner.com/UploadFile/1e050f/creating-and-using-dll-class-library-in-C-Sharp/>

HFDone - May 14, 2023, 1:53 pm

(May 14, 2023 01:10 PM)webdev77 Wrote: [\[CITE\]](#) You can execute a function contained with the library by importing the dll. You can't "execute" a dll directly.

<https://www.c-sharpcorner.com/UploadFile/1e050f/creating-and-using-dll-class-library-in-C-Sharp/>

just for you <https://learn.microsoft.com/en-us/windows/win32/dlls/dllmain>

webdev77 - May 14, 2023, 2:48 pm

(May 14, 2023 01:53 PM)HFDone Wrote: [\[CITE\]](#) just for you

<https://learn.microsoft.com/en-us/windows/win32/dlls/dllmain>

Not sure why you are quoting me. Calling a DLL from an existing process isn't direct execution.

CI0ser - May 15, 2023, 12:51 am

As people before me told you, DLL is a library. If you want to call these, you need to know their signatures.

If you just want to call the entry point (DllMain), just importing it should work (depending on the implementation)

<https://learn.microsoft.com/en-us/dotnet/api/system.runtime.interopservices.dllimportattribute>

Transporter007 - May 15, 2023, 6:36 am

(May 14, 2023 01:10 PM)webdev77 Wrote: [\[CITE\]](#) You can execute a function contained with the library by importing the dll. You can't "execute" a dll directly.

<https://www.c-sharpcorner.com/UploadFile/1e050f/creating-and-using-dll-class-library-in-C-Sharp/>
Can this method execute the dll aswell ?

Can you tell me how to call that dll file and execute it through windows console or windows form on load.

(May 14, 2023 11:21 PM)phantomman55 Wrote: [\[CITE\]](#) What's a form app?
Windows Form Application

(May 15, 2023 12:51 AM)Cl0ser Wrote: [\[CITE\]](#) As people before me told you, DLL is a library. If you want to call these, you need to know their signatures.

If you just want to call the entry point (DllMain), just importing it should work (depending on the implementation)

<https://learn.microsoft.com/en-us/dotnet/api/system.runtime.interopservices.dllimportattribute>
Can this method execute the dll aswell ?

webdev77 - May 15, 2023, 8:02 am

(May 15, 2023 06:36 AM)Transporter007 Wrote: [\[CITE\]](#) Can this method execute the dll aswell ?

Can you tell me how to call that dll file and execute it through windows console or windows form on load.

DLLs are not executables. You have to call their functions to execute their contents.

It would look something like this. See the link above that I linked you to.

```
Code [DllImport("MyDLL.dll")]  
public static extern int MyFunction(int param1, int param2);
```

webdev77 - May 15, 2023, 8:11 am

(May 15, 2023 08:11 AM)shatter Wrote: [\[CITE\]](#) disagree

that, by definition, is an executable

that's how malware is executed directly in memory

Nope. Executables are standalone files that can be run. A DLL is not that.

webdev77 - May 15, 2023, 9:23 am

(May 15, 2023 09:04 AM)shatter Wrote: [\[CITE\]](#) im not going to sit here and argue that dll doesnt have executable logic

DLLs do have logic that is executable. That's an objective fact. That does not make them an executable. They are very specifically called Dynamic Link Libraries for a reason and not executables.

HFDone - May 15, 2023, 10:33 am

(May 15, 2023 09:23 AM)webdev77 Wrote: [\[CITE\]](#) DLLs do have logic that is executable. That's an

objective fact. That does not make them an executable. They are very specifically called Dynamic Link Libraries for a reason and not executables.

we talking about using it in code so both need to be load first by their pe format and thats make dll much simple to do by api call.

webdev77 - May 15, 2023, 11:48 am

(May 15, 2023 11:45 AM)shatter Wrote: [\[CITE\]](#) what is the title of this thread?

Refer to steps 4 to 6 of the link of my first post in the thread.

Transporter007 - May 15, 2023, 1:48 pm

(May 15, 2023 08:02 AM)webdev77 Wrote: [\[CITE\]](#) DLLs are not executables. You have to call their functions to execute their contents.

It would look something like this. See the link above that I linked you to.

```
Code [DllImport("MyDLL.dll")]
public static extern int MyFunction(int param1, int param2);
Error:
```

Code:

CI0ser - May 15, 2023, 2:06 pm

Code using System;

using System.Runtime.InteropServices;

using System.Threading;

public class Program

```
{
    [DllImport("kernel32.dll", SetLastError = true)]
    private static extern IntPtr LoadLibrary(string dllToLoad);

    public static void Main()
    {
        var dllPath = @"C:\path\to\your\dll.dll";
        var handle = LoadLibrary(dllPath);
        if (handle == IntPtr.Zero)
        {
            int errorCode = Marshal.GetLastWin32Error();
            throw new Exception($"Failed to load DLL. Error code: {errorCode}");
        }

        Console.ReadLine();
    }
}
```

Since you have no clue about the DLL content, this will just load the DLL which will in turn execute the DllMain with attach params.

note that DLL you are trying to load might not even do anything at attach event or the context might be wrong and you will get an error(or not `\_(?)_/\`).

AB51NTH3 - May 15, 2023, 7:50 pm

Everyone, like "in terms of hacking, it's impossible". Two guys arguing. Bu, Bu, bah. (Very sexual). Yeah, it's possible. You dumb or something? If you know what is is, and know how it works. You wouldn't ask questions like this.

NyQuil - May 16, 2023, 6:17 pm

it depends how youre loading the dll, its can have args, it can load from main class, or can be loaded from resources i guess is common, few crypters that people dont spot on github do that, or do it hiding in a embedded img
<https://github.com/Paskowsky/DreamProtectorFree/blob/master/Loader/Program.cs> this does well at masking a program that is suppose to do something such as read the bytes of a music or video file, mediaplayers as a hidden program to mask malware was lost long ago.

Transporter007 - May 17, 2023, 12:56 pm

(May 15, 2023 02:06 PM)C10ser Wrote: [\[CITE\]](#) Code using System;
using System.Runtime.InteropServices;
using System.Threading;

```
public class Program
{
    [DllImport("kernel32.dll", SetLastError = true)]
    private static extern IntPtr LoadLibrary(string dllToLoad);

    public static void Main()
    {
        var dllPath = @"C:\path\to\your\dll.dll";
        var handle = LoadLibrary(dllPath);
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Since you have no clue about the DLL content, this will just load the DLL which will in turn execute the DllMain with attach params.

note that DLL you are trying to load might not even do anything at attach event or the context might be wrong and you will get an error(or not _ (?) _ /).

Error: <https://puu.sh/JGZRS/a81244edfe.png>

jmark7 - May 18, 2023, 5:18 pm

why dont you just post the project with source,
so its easy to check error from code.

0xDEAD10CC - May 18, 2023, 8:57 pm

Loading a DLL doesn't require arguments, and whether or not it is a managed dll or x86/x64 matters too. What are you loading the DLL for? Nobody has asked the basic questions here. Is this for a plugin system? Or are you (sure you're) calling a native DLL to P/Invoke some function from the EAT?

Transporter007 - May 22, 2023, 4:37 am

(May 18, 2023 08:57 PM)0xDEAD10CC Wrote: [\[CITE\]](#) Loading a DLL doesn't require arguments, and whether or not it is a managed dll or x86/x64 matters too. What are you loading the DLL for? Nobody has asked the basic questions here. Is this for a plugin system? Or are you (sure you're) calling a native DLL to P/Invoke some function from the EAT?

I just want to execute exe from dll.

0xDEAD10CC - May 25, 2023, 8:26 pm

(May 22, 2023 04:37 AM)Transporter007 Wrote: [\[CITE\]](#) I just want to execute exe from dll.

Your question doesn't make sense. DLLs are for shared library code, you execute certain parts of it via common interfaces.. You don't just normally "execute a dll file".

How would you execute an exe from a dll file? An exe as a resource? You might want to refine your question after doing more research. There is only one main entrypoint for dll's when they are loaded, and managed and unmanaged dll's work a little different.

Smoky - May 26, 2023, 6:22 pm

You can also use `ILMerge/fody`, a NuGet package that integrates referenced types from local dependencies (your dll) as private types in the target assembly and removes references to local dependencies

<https://github.com/tom-englert/ILMerge.Fody>