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Thread: [Question about building C++ Payloads](#)

Biggy_Asian - September 26, 2024, 3:21 pm

(Sep 21, 2024 05:43 AM)Biggy_Asian branched='true' Wrote: [\[CITE\]](#) I am making a rat project for the soul purpose of learning and just to better my skill set and was wondering how would others go about building their C++ payloads? I don't want to use a .Net/C# executable and opted for C++. I am in the process of writing the stub but was wondering what method(s) would be best for the build process.

I will happily write it my self I am just not too sure how I would want to go around with the build process.

I have been thinking about just having everything be dll(s) and opting for the stub to be a C# executable that just runs the dll and parses x argument to the dll like the ip, port etc whatever critical data is needed.

Another idea is just downloading the source files and compiling that way using cmake or something along those lines.

Just asking for some advice on the building process that's all. Resources, explanation or any other information would be helpful.

Again this is just for my own learning and to improve on my skill set/knowledge.

I didn't realise that this section existed so I stupidly posted it in the rat section of the platform...