

Forum:[Hack Forums](#)

Thread: [\[C#\] Unlimited File Cryper\Binder \[TUT - Part 2\]](#)

xSilent - August 29, 2010, 4:23 pm

Part 1: <https://hackforums.net/showthread.php?tid=645385>

Welcome to part 2 - Coding the Stub

From your first project, go to File > Add Project > New Project and add a console application (Yes, console application, just do it and I'll explain later)

Once your in the code form, add a new class and name it Function

Function Code

Spoiler [\(Click to View\)](#)

Code using System.Runtime.InteropServices;

[IMG]<http://i807.photobucket.com/albums/yy359/xSilent/Part%202/Image1.jpg>[/IMG]

Now go back to program and finish the stub code.

Spoiler [\(Click to View\)](#)

Code using System.Diagnostics;

using System.Reflection;

[IMG]<http://i807.photobucket.com/albums/yy359/xSilent/Part%202/Image2.jpg>[/IMG]

Couple of more things to do in the stub.

Go to Properties and change Output Style to Windows Application.

Once your done with that, uncomment the "System.IO.File.WriteAllBytes(Path, Properties.Resources.S);" line, add the stub to resources and test it.

Now it has some issues, but you should be able to fix it with no problem as soon as it happens.

Happy Coding ?

C# and VB Versions

<http://fileml.com/2F866R>

xSilent - August 29, 2010, 5:32 pm

No comments at all on this tutorial at all?

JackD - August 29, 2010, 5:39 pm

this is c#, the most code in vb.net. but nice tut anyways

xSilent - August 29, 2010, 5:52 pm

(Aug 29, 2010 05:39 PM)JackD Wrote: [\[CITE\]](#) this is c#, the most code in vb.net. but nice tut anyways

C# and VB is the same thing, just a different syntax. They both run off framework. Unless you use Microsoft.VisualBasic.dll in VB ? which is a bad habit IMO

ZoomElephant - August 31, 2010, 3:53 am

Nice tut man, keep it up
too short

xSilent - August 31, 2010, 8:39 pm

Bump up this thread one more time.

Kink - August 31, 2010, 10:08 pm

Cool :) I have been starting to "try" C# lately and this is a good start from VB.NET..easy to understand.

xSilent - September 1, 2010, 9:48 am

(Aug 31, 2010 10:08 PM)Kink Wrote: [\[CITE\]](#) Cool :) I have been starting to "try" C# lately and this is a good start from VB.NET..easy to understand.

C# is easier then VB IMO and it makes more sense due to the C syntax.

VB

Code Dim Str As String

C#

Code String Str;

Shorter also ?

Let me know what you think.

Just don't carry any bad habits from the Microsoft.VisualBasic namespace :P

laptopguy - September 1, 2010, 9:57 am

Shit hot tut xSilent.

[Watch my warning level increase now: TOO SHORT]

xSilent - September 1, 2010, 12:47 pm

(Sep 1, 2010 09:57 AM)kRaeTwin Wrote: [\[CITE\]](#) Shit hot tut xSilent.

[Watch my warning level increase now: TOO SHORT]

Thanks

[Check out my warning level also: too short]

dafdpunk - November 18, 2010, 12:58 pm

I´v trubles adding the stub.. Compile the stub and add the exe? Add the Project? Add the *.cs files?
How I do that?

intrigued1980 - November 18, 2010, 2:26 pm

sicccck and smoooth coding, ill have a go at this later , thanks man.

intrigued1980 - November 19, 2010, 5:09 am

Hiya Silent, cool code!

I just gave it a bash and learnt more about using the unmanaged kernel32.dll read and writing

resource.

Can I ask why you used that, instead of something simple like , 'System.IO.File.WriteAllBytes(string path, data bytes[])' and 'System.IO.File.ReadAllBytes(string path)' , or FileStream class.

Also, wondering why you didn't encrypt the bytes, wouldn't the signature of the programs still reside in the bytes and if malicious be detected by the anti-virus .

Do0ks - December 19, 2010, 2:57 pm

Looks like a great tut, Im gonna try this soon. I havent really messed around with C# but i really would like to learn. Thanks for the tut man.

IvyMongrain - July 7, 2011, 2:23 am

Nice tut, easy to follow, though half asleep and drunk I could rush through it last night for some finger exercises^^. Don't know if that's the reason but getting a Code System.Overflow exception for the stub on

Code Byte[] bPtr = new Byte[size - 1];
any ideas?

Morbid Saint - July 25, 2011, 1:51 pm

Thanks, i'm curenly learning C#, it seems good.

Aker15 - July 25, 2011, 4:39 pm

Wow dude, finally another C# coder <3.

mundi_86 - July 25, 2011, 10:27 pm

thx 4 the TuT @ xSilent!!!

Dudgeoned1 - October 11, 2011, 10:35 pm

I just stumbled upon this tutorial and its prediccissor. I have to say I really appreciate the time you guys took to make this tutorial and post it for everyone to learn here on HF. I also gotta say thanks for not making it completely C&P for skids to make without problems. I have to admit I'm going to alter the code a bit and see if I can get the same desired effect with a different polymorphed end-product coming out of my program.

Thanks so much!

«|Zer0_Retrun|»™ - January 12, 2012, 6:54 am

RunPE.InjectPE I don't find this. Help me please.

Stratus - January 13, 2012, 3:22 pm

Hi, you say this:

Quote:This tutorial is not for C&P skids, Its for people who want to learn more.

Yet you fail to explain what exactly is going on in any of the tutorial, which leads me to believe that you either:

- A) Don't understand the material you're trying to teach others
- B) Are just bad at putting tutorials together

Sorry to seem hostile.

Tupack - *January 24, 2012, 5:19 pm*

Hello! I have a question about Class RunPE, I try to find the way but can not find it, I am somewhat newbie :/

Anybody can help me please? :)

Thank you very much in advance.

Edit: Sorry, already found the way ;)

xcodecracker - *January 24, 2012, 9:39 pm*

great tutorial Xsilent..! thanks for sharing .!

xSilent - *January 24, 2012, 11:13 pm*

This tutorial is old and crappy.

/Closed