

Forum:[Hack Forums](#)

Thread: [\[TUT\]How to make a basic Builder and a Stub\[TUT\]](#)

Anon - September 8, 2010, 8:59 pm

Hello Hack Forums,

This is my tutorial on how to make a very basic builder and a stub. I will attempt my hardest to make this tutorial facile to all of you out there apprehending this tutorial. If you take pride in learning, you would not have issues beginning with your first builder and stub made on Visual Basics 2008 platform.

Requirements:

- Visual Basics 2008
- Basic knowledge.

Lets begin.

Tutorial:

The Start up Part

Open up Visual Basics 2008.

File > New Project

Name it Builder or whatever you want to name it.

Click Ok.

Now your done with that part. Now with the designing part.

The Designing Part

What you need:

- Add 2 Textboxes
- Add 1 Button
- Add 2 Labels

Name Button1 Build

Name Label1 Gmail Username

Name Label2 Gmail Password

Using Gmail Username and Password as an example. If you want that, try researching around the forum "STMP Client" and add it to the builder if you want Gmail Username and Gmail Password login.

Located in?

Toolbox.

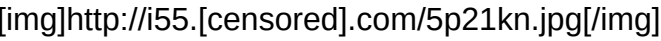
Which is located in?

Left side of the form.

Now...

Right click the form.

Go to Maximize Box.
Convert it to False.
Now go to where it says "Text"
Erase Form1
And type in Builder.
Then close it.

It should look like this:
Spoiler ([Click to View](#))
The Coding Part
The easiest part of all the parts. Copy pasting! ?

Double click on the form.
The coding part of the form should appear.
I will ask you to erase everything in the coding part.
And put this code in:
Spoiler ([Click to View](#))Quote:Imports System.IO

```
Public Class Form1
    Dim stub, text1 As String
    Const FileSplit = "$Anon@"
    Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs)
Handles MyBase.Load

        End Sub
```

```
        Private Sub Button1_Click(ByVal sender As System.Object, ByVal e As System.EventArgs)
Handles Button1.Click
            text1 = TextBox1.Text
            text1 = TextBox2.Text
            FileOpen(1, Application.StartupPath & "\stub.exe", OpenMode.Binary, OpenAccess.Read,
OpenShare.Default)
            stub = Space(LOF(1))
            FileGet(1, stub)
            FileClose(1)
            If File.Exists("server.exe") Then
                My.Computer.FileSystem.DeleteFile("server.exe")
            End If

            FileOpen(1, Application.StartupPath & "\server.exe", OpenMode.Binary, OpenAccess.ReadWrite,
OpenShare.Default)
            FilePut(1, stub & FileSplit & text1)
            FileClose(1)
        End Sub
```

End Class

Go to Build.
Click on Build "Builder"

When it says Build succeeded,
Go back to build and click on publish "Builder"

Choose the Download file you want it to appear from.
And it should be there.

Now for the Stub Part. ?

File > New Project > Name it Stub > Ok

Make a textbox on the form.
Click on it, you will see an arrow.
Click on the arrow.
Check in Multi line.
Make it big on the form.

Right click on the textbox.
Properties.
Set Enable to False.

Double click on the form.

Erase everything.
And put this code in:

Spoiler ([Click to View](#))Quote:Imports System.IO

Public Class Form1

```
    Dim options(), text1 As String
    Const FileSplit = "$Anon@"
    Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs)
Handles MyBase.Load
        FileOpen(1, Application.ExecutablePath, OpenMode.Binary, OpenAccess.Read,
OpenShare.Shared)
        text1 = Space(LOF(1))
        FileGet(1, text1)
        options = Split(text1, FileSplit)
        TextBox1.Text = options(1)
    End Sub
End Class
```

There you go. ?

Hope I helped, ?

Peace out,

-Anon

dazed - September 8, 2010, 9:11 pm

Already knew this but its still nice to see someone else's take on it, thanks

lexx13 - September 8, 2010, 10:20 pm

First, was posted before. Read the stickies if you don't know what I mean.

Second, EOF is detected as hell and naming project a "stub" only increases detections.

MindTrick - September 8, 2010, 10:21 pm

Very nice Tutorial. Thank you for this. I am sure all other members would enjoy this aswell.

Anon - September 9, 2010, 6:56 am

Quote:First, was posted before. Read the stickies if you don't know what I mean.

Second, EOF is detected as hell and naming project a "stub" only increases detections.

Use a crypter, dummy. <.<

shoaibbi - September 9, 2010, 2:47 pm

Very nice Tutorial. Thank you for this. if it is basic then what will be the contents include in advance one

Diazepa - October 1, 2010, 7:09 am

FileOpen - declaration expected

:S

Braco Asshole - October 1, 2010, 7:25 am

This is not a tutorial. It's a copy-pasta tutorial. And it tells you to COPY the code?

LOLWTF?

Moot - October 1, 2010, 7:26 am

Needs some more pictures of what it should look like when you do each step.

Splash™ - December 31, 2010, 2:50 pm

I want to thank you so much for this Tutorial :)

Keep up the good work:)

Cheers,
Splash™

shayl - August 14, 2011, 11:25 am

can you send mw the code how to make a basic builder and a stub plzzz

i cannot view the code from your post.i don't no why.it look interest

pm me it

plzz send me it

thx in advance