Forum:Hack Forums

Thread: [VB.net / C#] Charny Plugin System DLL [v1.0]

Charny - *October 26, 2010, 9:27 pm*

Charny Plugin System
Version: 1.0

With Charny Plugin System (CPS), you can easily implement a plugin system to your .NET applications.

The download is a .ZIP file and this file contains :
CharnyPluginSystem.dll -> The dll

CPSExampleCSharp -> C# project example

CPSExampleVBNet -> Visual Basic .NET project example

README.txt -> The read me file

Normally, you should be able to find out how the DLL works by looking at the examples. But if you need more help, you can post here or send me a private message, I'll help you.

Download :

http://www.softpedia.com/get/Programming/Components-Libraries/Charny-Plugin-System.shtml

I need suggestions for the next versions! Post your suggestions on the thread!

If you download the DLL, please post a comment!

Rombozo - *October 26, 2010, 11:05 pm*

nice share bro..imma donwload now and try it...thankx

Xerotic - *October 26, 2010, 11:07 pm*

Charny, you really are one amazing coder. Thanks for all your contributions.

BaussHacker - *October 27, 2010, 12:16 am*

Nice work Charmy, looked at the codes and looks pretty good :)

Charny - *October 27, 2010, 5:24 am*
Thanks for the positive comments, anybody has some suggestions :o?

18 downloads and only 3 comments :/..

Modesty - *October 27, 2010, 5:56 am*
With this could you dynamically reference dlls at runtime and use the methods within the dll?

Zer0Fact0r - *October 27, 2010, 1:20 pm*
(Oct 27, 2010 05:56 AM)P Y R O Wrote: [CITE] With this could you dynamically reference dlls at runtime and use the methods within the dll?
Yes as long as there is a class that implements the IPlugin interface.
Of course you can do this quite easily without this DLL as well with the Assembly class.

Modesty - *October 27, 2010, 1:26 pm*
(Oct 27, 2010 01:20 PM)Zer0Fact0r Wrote: [CITE] Yes as long as there is a class that implements the IPlugin interface.
Of course you can do this quite easily without this DLL as well with the Assembly class.
Yh i was looking into this, and tried to use some examples and such but didnt have the patience to get it working so i left it lol.

Local Celeb - *October 27, 2010, 1:35 pm*
Wow thanks Charny :)

I have been looking on how to do this for a while.

Charny - *October 27, 2010, 1:58 pm*
(Oct 27, 2010 01:35 PM)Asydix Wrote: [CITE] Wow thanks Charny :)

I have been looking on how to do this for a while.
You're welcome ? ...

Local Celeb - *October 27, 2010, 2:02 pm*
How would I go about showing forms and whatnot with this system?

Thats where im confused :s

Like, drawing a form and everything.

Charny - *October 27, 2010, 2:06 pm*
Add a form to the plugin DLL (Your plugin) and in the Activate method of your plugin, just add (FORM_NAME).Show();

Charny - *October 27, 2010, 2:17 pm*
(Oct 27, 2010 02:11 PM)Asydix Wrote: [CITE] Ohh ok. I wasn't thinking when I asked that :P

Is there anyway to use this code without referencing to the DLL from every DLL we make?
What do you mean ... ??

Charny - *October 27, 2010, 2:51 pm*
(Oct 27, 2010 02:38 PM)KingCobraXD Wrote: [CITE] Really nice..

HoT!

sh0rti3
Thanks, I hope it helped you ?!

Kotei - *October 27, 2010, 3:10 pm*
I love you so much right now Charny.

Charny - *October 28, 2010, 1:45 pm*
(Oct 27, 2010 06:43 PM)Charny Wrote: [CITE] Haha, thank you I guess ?.
Haha, thank you I guess ?.

H3x0S - *October 28, 2010, 2:41 pm*
Very good system. Thank you.

Charny - *October 28, 2010, 3:33 pm*
(Oct 28, 2010 02:41 PM)H3x0S Wrote: [CITE] Very good system. Thank you.
Thank, and you're welcome ;). Do you have any suggestions ?

Charny - *October 29, 2010, 5:23 am*
BUMP!! For my plugin system :p.

Modesty - *October 29, 2010, 6:05 am*
This has inspired me to create my own plugin system. But I do not have motivation for it so I'll leave it for later xD

INFA?OUS - *October 29, 2010, 6:22 am*
This looks great :) thanks for the share.

Entrepreneur - *October 29, 2010, 7:54 am*
You are a great coder, thanks for this.

Charny - *October 29, 2010, 8:48 pm*
@All : Thanks for the comments :)!

I still need suggestions for the next versions!

versx - *October 29, 2010, 11:18 pm*
Wow what a great release, I might take a look at this later, thanks a lot for sharing it with us.

Modesty - *October 30, 2010, 2:02 am*
(Oct 29, 2010 08:48 PM)Charny Wrote: [CITE] @All : Thanks for the comments :)!

I still need suggestions for the next versions!
Up to now it only allows dll's the fit the iplugin structure am i right? So you can only use dlls which have the author etc.. as their properties. Make it so that any dll can be used and all it's properties will be listed. Or you could make some sort of "reflector" that will load the dll or any asembly and list out its methods and then you could pick a method and use it :)

Charny - *October 31, 2010, 7:35 pm*
(Oct 30, 2010 02:02 AM)P Y R O Wrote: [CITE] Up to now it only allows dll's the fit the iplugin structure am i right? So you can only use dlls which have the author etc.. as their properties. Make it

so that any dll can be used and all it's properties will be listed. Or you could make some sort of "reflector" that will load the dll or any asembly and list out its methods and then you could pick a method and use it :)
Thanks for the suggestion, I'll try to do something like that.

Charny - *December 27, 2010, 1:17 pm*
BUUMP for my plugin system :)

googleout - *February 11, 2011, 3:43 am*
Great release
Going to try it now
Thanks for sharing

Charny - *July 4, 2011, 1:50 pm*
(Feb 11, 2011 04:43 AM)googleout Wrote: *[CITE]* Great release
Going to try it now
Thanks for sharing
You're welcome, I hope it helped you! ?

pr3fix - *July 4, 2011, 1:56 pm*
Great stuff mate, you're truly a decent programmer.

Keep on a good work.

ra1d - *July 4, 2011, 1:58 pm*
This is a great share ;)
Keep it up mate!

Delysid - *July 4, 2011, 2:01 pm*
Thank you for your share, Charny. This will help me understand more about VB.net, and programming, and it sure will come in handy, if I release something with your system, I will sure leave credits.
Thank you again, I really appreciate it!

Charny - *August 24, 2011, 12:30 pm*
(Jul 4, 2011 02:01 PM)echo.phyber Wrote: *[CITE]* Thank you for your share, Charny. This will help me understand more about VB.net, and programming, and it sure will come in handy, if I release something with your system, I will sure leave credits.
Thank you again, I really appreciate it!
Thank you, if you ever make something with my library, send me a pm I'll test it :).

Local Celeb - *August 24, 2011, 12:49 pm*
I've made something with your library :)
I used it in my RAT (Which isn't public :P)

SIM-701256 - *August 24, 2011, 1:02 pm*
This is awesome:) gonna try this out

SIM-297877 - *August 24, 2011, 11:36 pm*
Well i have to say that this is a lot better than the one i made. :(But i like it! Thanks for posting.