



Decompiling .NET Apps

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```
279 public bool Dec_ALS_xGain() {...}
309
310 public void Gen_Prox_Arr(int last, ref int[] Prox){...}
355
356 public bool Get_ALS_EnableB(){...}
363
364 public bool Get_ALS_Interrupt_EnableB(){...}
371
372 public double Get_LUX1()
373 {
374     double aLSTimeUs = (double)((float)(this.Device.ALS_Time us * this.Device.ALS_xGain)) / 50000;
375     double clear = (double)(this.Device.Clear - this.Device.Red) * 1.7 / aLSTimeUs;
376     bool flag = clear >= 0;
377     if (!flag)
378     {
379         clear = 0;
380     }
381     double num = clear;
382     return num;
383 }
384
385 public double Get_LUX2()
386 {
387     double aLSTimeUs = (double)((float)(this.Device.ALS_Time us * this.Device.ALS_xGain)) / 50000;
388     double clear = (double)(this.Device.Clear - this.Device.Red + this.Device.Green - this.Device.Blue) * 1.4 / aLSTimeUs;
389     bool flag = clear >= 0;
390     if (!flag)
391     {
392         clear = 0;
393     }
394     double num = clear;
395     return num;
396 }
397
398 public double Get_LUX3(){...}
410
411 public uint Get_Max_Count(){...}
425
426 public bool Get_Power_OnB(){...}
433
434 public string Get_Prox_Diode_Type(){...}
464
465 public bool Get_Prox_EnableB(){...}
472
473 public bool Get_Prox_Interrupt_EnableB(){...}
480
```

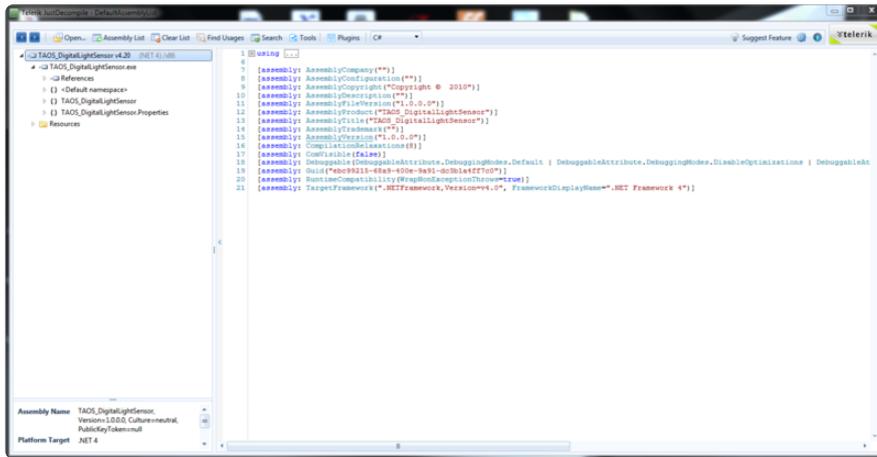
<https://learn.adafruit.com/decompiling-net-apps>

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Introduction



I recently had a problem was a new color sensor I was working on: the datasheet was pretty spartan, and there was no information on converting the raw sensor values to something more useful like 'lux' or 'color temperature'.

What I did have was a Windows app for the official evaluation kit that gave me some of the values I was looking for.

I didn't have the eval kit, but it meant that the magic numbers had at least been worked out by someone in the company ... they just didn't make it outside the corporate firewall yet (officially).

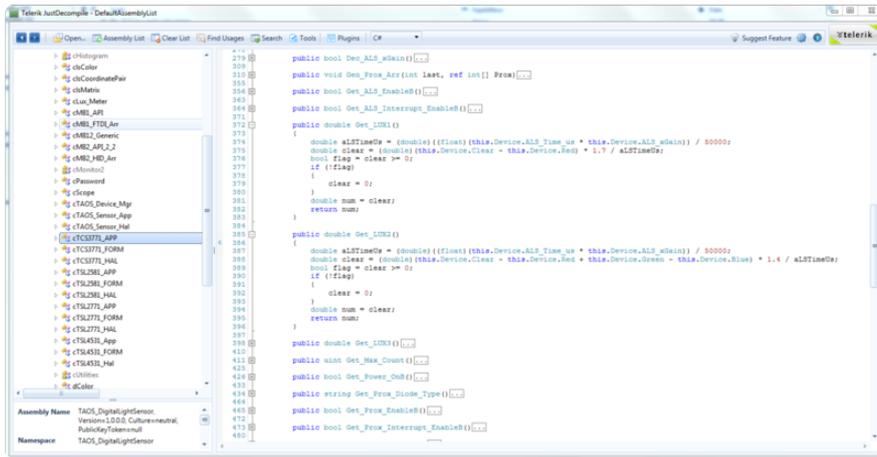
Enter the wonderful world of .Net.

If you have a recent Windows based app from a silicon vendor, there's about 9 chances in 10 it was written in either VB.Net or C#.Net. Thankfully, it's trivial to decompile .Net applications, and you might be able to find the magic numbers or formulas you need in the source code for the application.

Read on to see how easy it is to get from binary to C#, and fill in those blanks in your datasheet ...

Decompiling .Net Binaries

I haven't done any serious C# or .Net development in 3-4 years, but when I did one of the tools I used the most was a free app called .Net Reflector. You could use it to decompile unobfuscated .Net apps, but more importantly you could use it to decompile the core .Net libraries themselves for a direct view of what was going on beneath the surface.



From here, you should be able to convert the code back to C or whatever other language or platform you're using, and you'll have a working program in no time ... or at least you should get a nudge in the right direction. In any case, it sure beats waiting for your 'bottle tossed into the the ocean' support request to come through!