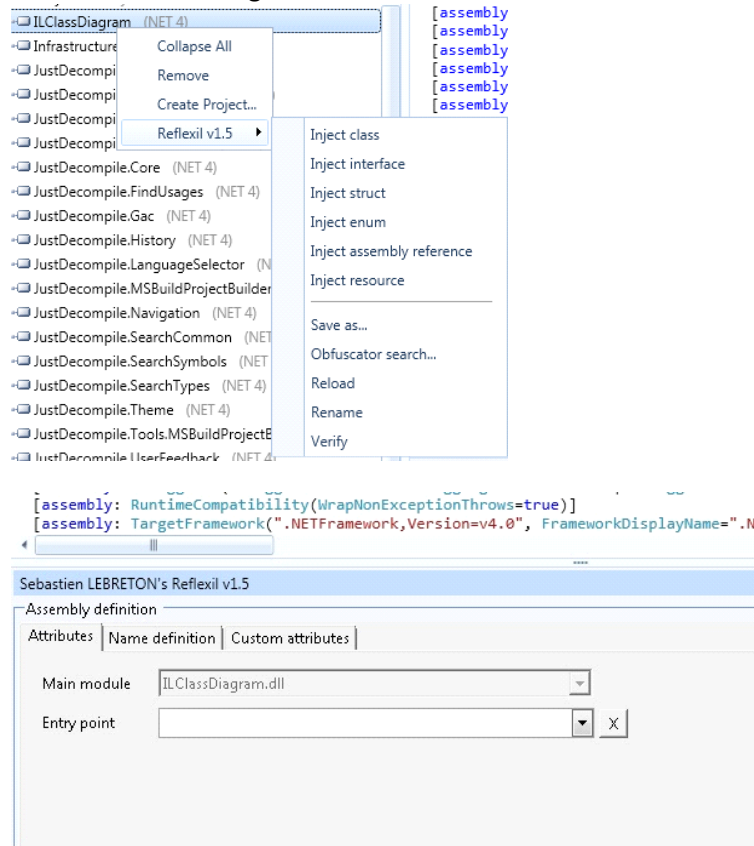


Q: What is Reflexil and why should I use it in JustDecompile?

A: Reflexil is an assembly editor and runs as a plug-in for JustDecompile. It is able to manipulate IL code and save the modified assemblies to disk. Reflexil also supports C# code injection.

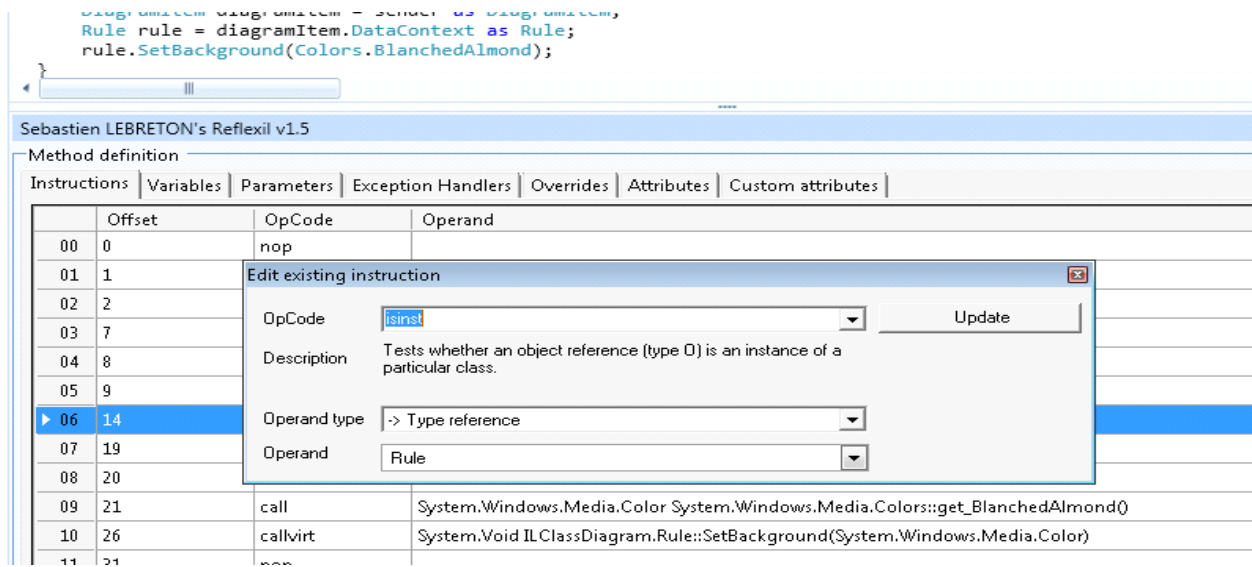
Q: How can I access Reflexil in JustDecompile?

A: Reflexil's functionality is accessible through the standard context menu entries and a tab pane placed at the bottom of the JustDecompile. It can be launched via Reflexil tool menu placed as sub menu in the Plugins menu toolbar.



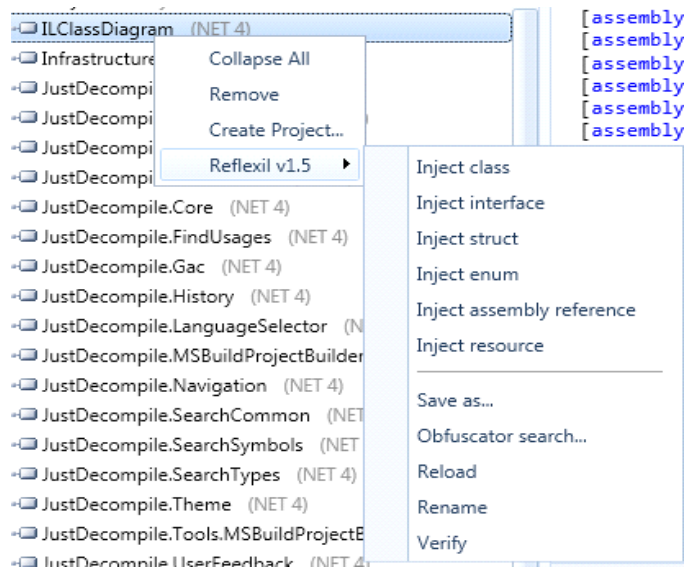
Q: What can be modified in an existing assembly using Reflexil? How can an existing assembly be modified with Reflexil?

A: You can rename, delete or inject (class, interface, struct, enum, assembly reference, resource etc.) entities with advanced injection techniques (injecting a property will generate proper field and getter/setter for you). Reflexil exposes an advanced IL instruction editor for creating, updating or deleting IL instructions with all supported operands like type, field or method references.



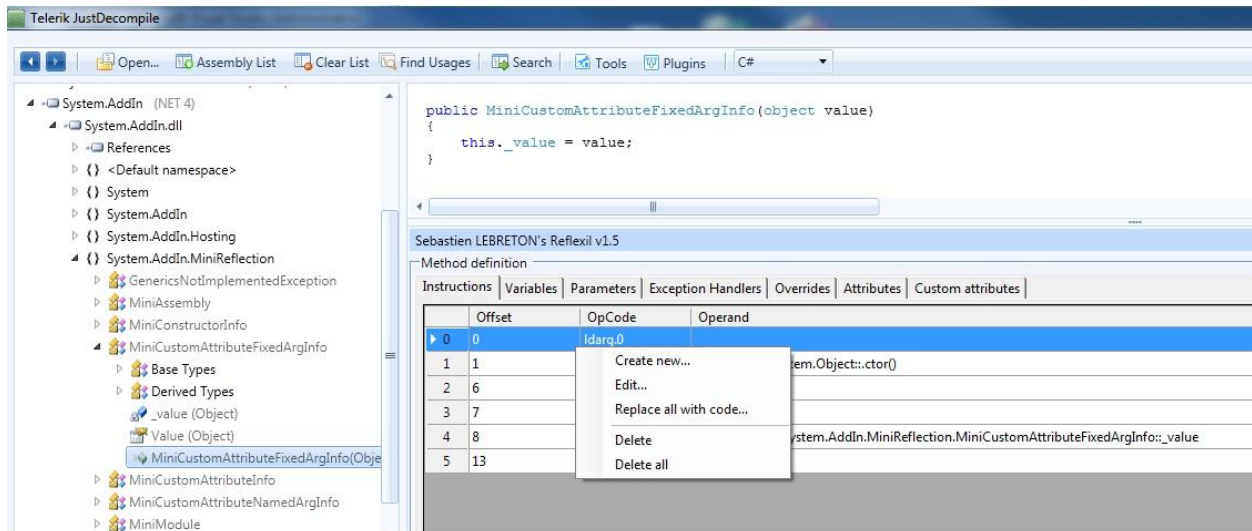
Q: I have modified an assembly. Why JustDecompile didn't refresh itself with the new updates.

A: Reflexil stores all of the performed manipulations in an internal stream which is a copy of the original assembly. This means that you have to save the assembly once you are done with all of the injections. Then you can load it in JD. The Save option is available through the context menu Reflexil adds to JustDecompile assembly tree.



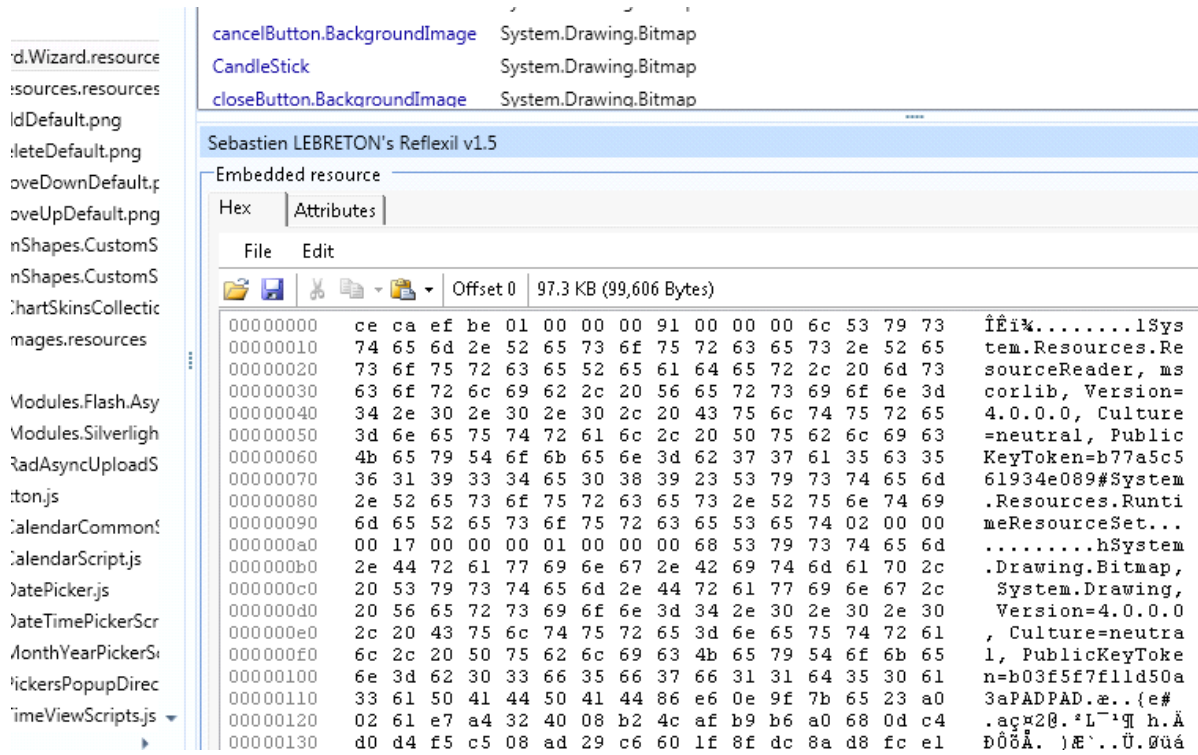
Q: How can I inject C# code in an assembly?

A: Navigate to the method you would like to edit. Right-click on the IL instructions in the Reflexil tab. Chose “replace all with code” from the context menu.

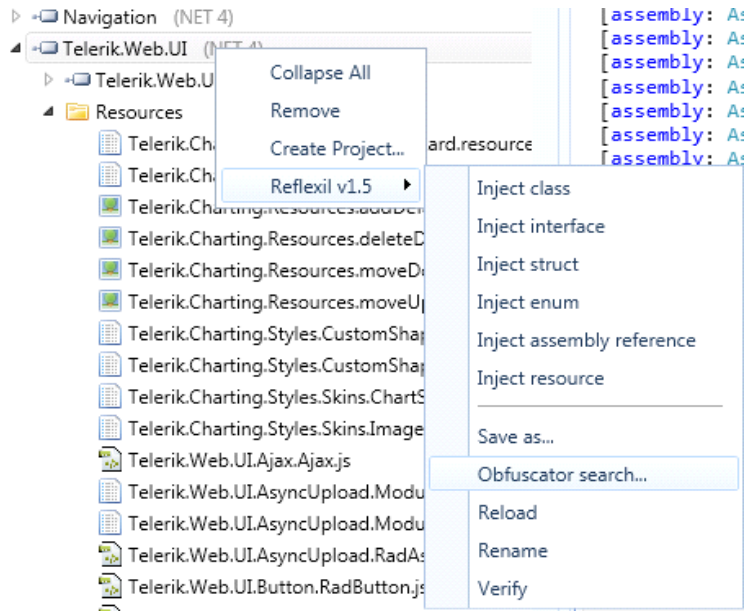


Q: What other features does Reflexil expose?

A: *Resource editor* - Easily update embedded, linked or assembly linked resources.



Assembly Deobfuscation - Babel, CliSecure, CodeVeil, CryptoObfuscator, DeepSea, Dotfuscator, Reactor, Eazfuscator, Goliath, Skater, SmartAssembly, Spices and Xenocode !



Attributes editor - You can easily update a method signature or change the visibility scope. Assembly, module, type, property, field, event and resource are also supported.

