

# Eternalblue/Eternalblue/Properties /AssemblyInfo.cs

```
using System.Reflection;
using System.Runtime.CompilerServices;
using System.Runtime.InteropServices;

// General Information about an assembly is controlled through the following
// set of attributes. Change these attribute values to modify the information
// associated with an assembly.
[assembly: AssemblyTitle("Eternalblue")]
[assembly: AssemblyDescription("")]
[assembly: AssemblyConfiguration("")]
[assembly: AssemblyCompany("")]
[assembly: AssemblyProduct("Eternalblue")]
[assembly: AssemblyCopyright("Copyright © 2021")]
[assembly: AssemblyTrademark("")]
[assembly: AssemblyCulture("")]

// Setting ComVisible to false makes the types in this assembly not visible
// to COM components. If you need to access a type in this assembly from
// COM, set the ComVisible attribute to true on that type.
[assembly: ComVisible(false)]

// The following GUID is for the ID of the typelib if this project is exposed to COM
[assembly: Guid("70d1b187-5a8b-4ec9-806e-146a966e4c7d")]

// Version information for an assembly consists of the following four values:
//
//      Major Version
//      Minor Version
//      Build Number
//      Revision
//
// You can specify all the values or you can default the Build and Revision Numbers
// by using the '*' as shown below:
// [assembly: AssemblyVersion("1.0.*")]
[assembly: AssemblyVersion("1.0.0.0")]
[assembly: AssemblyFileVersion("1.0.0.0")]
```

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Revision #1

Created 25 May 2023 02:40:14 by naruzkurai

Updated 25 May 2023 02:41:59 by naruzkurai