

## Forum:[Hack Forums](#)

Thread: [\(Vb.net\) Junk Pump. File pumper that keeps its size when compressed. \(P.O.C. Source\)](#)

nathan72389 - February 9, 2011, 9:46 am

Ok, this was just something i was working on last night.

I was browsing around a few forums and a few posts. it looks like everyone is always using the same base code for their file pumpers. well, although this is a good start but theres also alot of things that they are lacking. One of them is when you pump a file then stick it into an archive. your 10 meg file is now down to 30~40 KB. this is a result of simply adding a ass load of null bytes to the end of the file.

ok, knowing the "How" and "Why" i decided to explore some new stuff (well not really new, just different) on how to prevent that massive size drop when its compressed. OK, some of you may already know the solution from simply reading my previous statement. but the solution is fairly simple.. Just add some random bytes, instead of null bytes. Since its the end of the file, its not going to bother the application and will still keep its size (or close to it) when compressed, making your "Pumped" file look a little more legit.

ok, so lets see some pics..

[img]http://img819.imageshack.us/img819/5052/292011110709am.png[/img]

^^ this is a normal pumped file what your seeing is just an ass load of null bytes at the eof.

now, when you compress this, winrar (basically) says "ok, 10 meg of nulls, drop them , add a marker , re-add them when decompressed.

now...

[img]http://img28.imageshack.us/img28/2760/292011110732am.png[/img]

^^ ok, here is all of the garbage bytes that i have added, winrar treats this just like every other crap in the file, so the compression ration is much lower for these rather than with nulls.

ok, so where does that leave us?

well, when know the problem, and we know the solution, now we just need an app to do it for us.

[img]http://img822.imageshack.us/img822/1847/62531469.gif[/img]

this was nothing more than a POC app that i was working on while figuring this all out. it does exactly what i described above.

ok, so what next?

well after doing all of the app, i quickly found out about some of the disadvantages of using this method. After having a brief conversation with a person on msn, it was suggested to simply update the win32 resources with the garbage to effectively do the same thing, but not using EOF. I didnt really want to put that much work into a POC app because, well the concept was already proven and i was happy.

so... in conclusion...  
thats it, enjoy!

if your interested in the project you can download it here:  
[attachment=1340]

**no1me** - February 9, 2011, 9:51 am

thx but i think there another one that keep it (check u'r box if u have time)

**okmijnlp2** - February 9, 2011, 9:53 am

This is really nice m8, Personally not going to download because i dont need a pumper, but this is really great work m8, well done and keep it up :D

**ident** - February 9, 2011, 10:25 am

One of the few on that that gives a description of what they are doing and why.

Nice job

**no1me** - February 9, 2011, 10:35 am

haha  
nathan72389 (223) - Last updated 01-23-2011, 08:29 PM  
Positive (+3): why! Why havent i +'ed you yet? ... anyway... your one of the more logical ppl on this site, If ppl cant deal with that then F-them!

**ident** - February 9, 2011, 10:37 am

And your point of posting that??

**no1me** - February 9, 2011, 10:44 am

kidding i like your rephys time to give him back its positive

**nathan72389** - February 9, 2011, 12:07 pm

(Feb 9, 2011 11:35 AM)no1me Wrote: [\[CITE\]](#) haha  
nathan72389 (223) - Last updated 01-23-2011, 08:29 PM  
Positive (+3): why! Why havent i +'ed you yet? ... anyway... your one of the more logical ppl on this site, If ppl cant deal with that then F-them!  
HEY!....

did you know that the 2011 nascar season starts soon .... Feb20th is the first race at daytona, b4 then there are the shootouts and the duals, but the main event is the 20th.... Ye-Haw!!!

Lets go racin boys!

**no1me** - February 9, 2011, 4:00 pm

[img]<http://img717.imageshack.us/img717/6809/sshot2jy.png>[/img]  
Spoiler ([Click to View](#)) just for fun another nice reply

**t0fx** - February 9, 2011, 4:33 pm

Thanks for your effort as always ^^  
I didn't thought about adding the bytes into ressources, it's a cool method.  
But be sure that most people will still use the classic method... why? because they didn't understand your thread and how to do it lol

**The Holy Shit.** - February 9, 2011, 5:16 pm

(Feb 9, 2011 05:00 PM)no1me Wrote: [\[CITE\]](#)

[img]http://img717.imageshack.us/img717/6809/sshot2jy.png[/img]

Spoiler ([Click to View](#)) just for fun another nice reply

Jesus christ can you please leave the .net section? Or atleast take it to the fucking lounge, EVERY post i see of yours is fucking ridiculous. All you do is reply with something that's been said 100x before, or you post some bullshit no one fucking cares about, like the post i quoted. If it's in the thread, then people will see it, god damn you're annoying.

**nathan72389** - February 9, 2011, 6:10 pm

(Feb 9, 2011 05:33 PM)t0fx Wrote: [\[CITE\]](#) Thanks for your effort as always ^^

I didn't thought about adding the bytes into ressources, it's a cool method.

But be sure that most people will still use the classic method... why? because they didn't understand your thread and how to do it lol

hehe... yeah, it happens like that sometimes.

idk... i guess sometimes i have a odd way of explaining myself.

**Onin42** - April 24, 2012, 10:48 am

Nice Share, i'm pretty interested. Can you reupload the file please.

**nathan72389** - April 24, 2012, 11:04 am

(Apr 24, 2012 10:48 AM)Onin42 Wrote: [\[CITE\]](#) Nice Share, i'm pretty interested. Can you reupload the file please.

there ya go, i went ahead and attached it to the board.

**GoLD.?** - April 24, 2012, 2:39 pm

Nice, I'll download and look. Thanks for sharing.

**Corps714** - February 21, 2013, 6:36 am

merci du partage respect a toi corps714

**Thy Shade** - February 21, 2013, 6:55 am

Good job with this. Could you link me to the .zip file in PM? I cannot download it via this thread. Thanks bro !