

Forum: [Hack Forums](#)

Thread: [\[Rel\] ShockWare.Tools \(Common tools, including Packet Editor\)](#)

Venom Page - June 8, 2011, 10:57 am

This post will be updated regularly

[img]http://npshare.de/files/d869eb6b/sw.png[/img]

This is my common library for reusable components, I hope it may be useful for you.

Components

UploadedLib (Shockware.Tools.UploadedTo) - A simple Uploaded.to library, supports listing files and adding items to the remote-upload queue.

TcpInterceptor (Shockware.Tools.TcpInterceptor) - Used for packet capturing/editing by opening a local TCP server that simply forwards all traffic to a chosen remote server, you can define callbacks for incoming and outgoing packets and edit/dump them. Originally used for Minecraft-TV.

The DLL file is not protected in any way, you're free to use a decompiler to take a look at the source. I wouldn't post the source here though.

Compiled DLL: <http://ul.to/duj12h1s>

PDB (for debugging): <http://ul.to/vg0ruokv>

Aeonhack Archivist - June 8, 2011, 11:13 am

Thanks for the share MrX3N.

DragQueen - June 8, 2011, 12:44 pm

(Jun 8, 2011 11:13 AM)alecn1519 Wrote: [\[CITE\]](#) Thanks for the share MrX3N.

bad tcpinte.. library

i tried it now and it send the packet over and over

without let me

change it or send it local / remote

i have another 2 libraries that do same

without any problem ..

fix it :P

Venom Page - June 9, 2011, 12:56 am

(Jun 8, 2011 12:44 PM)DragQueen Wrote: [\[CITE\]](#) bad tcpinte.. library

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fix it :P

Code static TcpInterceptor interc = new TcpInterceptor();

```
static void Main(string[] args)
```

```
{
```

```
    interc.OnPacketFromLocal += new ProcessPacket(interc_OnPacketFromLocal);
```

```
interc.OnPacketFromRemote += new ProcessPacket(interc_OnPacketFromRemote);
interc.OnClientConnected += new Action(interc_OnClientConnected);
interc.OnReconnect += new Action(interc_OnReconnect);
interc.StartServer(9999, "localhost", 25565); //This is the configuration for a local minecraft
server.
}
```

```
static void interc_OnReconnect()
{
    //reconnecting to remote server
}
```

```
static void interc_OnClientConnected()
{
    //Client connects
}
```

```
static byte[] interc_OnPacketFromRemote(byte[] data)
{
    //Edit data
    return data;
}
```

```
static byte[] interc_OnPacketFromLocal(byte[] data)
{
    //Edit data
    return data;
}
```

(and yep, I know byte[] is always a reference, but you may wanna replace it entirely)

DragQueen - June 9, 2011, 1:26 am

i dont ?

i want check that packet

and if this packet can harm me

[tell the server that my program trial end]

so >> end the send.

and return to program

'hi all ok dont worry'