

Forum:[Hack Forums](#)

Thread: [What language is this source code written in?](#)

f0ur0319h7 - August 11, 2011, 1:39 pm

```
void(parent.main.control.document.body.innerHTML="<div class='counter'><span id='counter'>5000
Characters left</span></div><div class='functions'> AutoScroll <input class='checkbox'
type='checkbox' id='autoscroll' checked='1' /> ----- <input
style='background-color:#282828;color:white;border:1px solid black;' type='button'
onClick='parent.parent.oc_code.q.refresh();' Value='Clear Chat' /> ----- <input
style='background-color:#282828;color:white;border:1px solid black;' type='button'
onClick='parent.parent.oc_code.recall_last();' Value='Recall Line' /> ----- <input
style='background-color:#282828;color:white;border:1px solid black;' type='button'
onClick='parent.parent.spam();' Value='Spam' /> ----- <input
style='background-color:#282828;color:white;border:1px solid black;' type='button'
onClick='parent.parent.stop();' Value='Stop' /> ----- <input
style='background-color:#282828;color:white;border:1px solid black;' type='button'
onClick='parent.parent.sendiftalk(parent.parent.getindexdiv());' Value='Auto-respond' /> ----- <input
style='background-color:#282828;color:white;border:1px solid black;' type='button'
onClick='parent.parent.view_log(parent.parent.post_array);' Value='View Chat Log'
/></div><textarea name='oc_input' id='oc_input' class='maininput'
onkeyup='count(this,5000);'onkeydown='count(this, 5000); return getKey(event, this);'></textarea>");
```

```
function getindexdiv() {
  for (u=0;u<50000;u++) {
    if (typeof(parent.main.chat.document.getElementsByTagName('div')[u]) == "undefined") {
      break;
    }
  }
  return u;
}
function sendiftalk(i) {
  if (parent.main.control.document.getElementById('oc_input').value != "stop") {
    for (u=i;u<50000;u++) {
      var pause_between = false;
      var check_new_message = false;
      if (typeof(parent.main.chat.document.getElementsByTagName('div')[u]) != "undefined") {
        if (parent.main.chat.document.getElementsByTagName('div')[u].getAttribute('class') == 'post') {
          var f = parent.main.chat.document.getElementsByTagName('div')[u];
          if (f.getElementsByTagName('div')[1]) {
            if(f.getElementsByTagName('div')[1].getAttribute('class') == "postdiv highlight_to_me") {
              o = f.getElementsByTagName('div')[1].innerHTML;
              o = o.replace(/<span class="private_msg">Whispers to you: </span>/,"");
              o = o.replace(/<span class="public_msg">Says to you: </span>/,"");
              o = o.replace(/<\/div>/g,"");
              o = o.replace(/<span class="username">/g,"");
              o = o.replace(/<span class="usernumber">/g,"");
              o = o.replace(/<\/span>/g,"");
              o = o.replace(/<wbr>/g,"");
            }
          }
        }
      }
    }
  }
}
```

```

o = o.replace(/<i style=\\"(.*)\\>(.*)</i>/g, "$2");
o = o.replace(/<span style=\\"(.*)\\>(.*)/g, "$2");
o = o.replace(/<i>(.*)</i>/g, "$1");
o = o.replace(/<a href=\\"(.*)\\" target=\\"(.*)\\>(.*)</a>/g, "$1");
o = o.replace(/&/g, "&");
o = o.replace(/>/g, ">");
o = o.replace(/</g, "<");
parent.parent.oc_code.SendMessage("/"+f.getElementsByTagName('span')[1].innerHTML+"
Hello, you either whispered me, or sent me a message, or referenced my user number. The
message you said was: "+o);
    pause_between = true;
    break;
}
}
}
}
else {
    check_new_message = true;
    break;
}
}
if (check_new_message === true) {
    pause2(u);
}
if (pause_between === true) {
    pause(u+2);
}
}
else {
parent.parent.oc_code.m_add_sysmsg(["You've stopped auto-responding."]);
}
}

function pause(i) {
    setTimeout(function(){senditalk(i)}, 3900);
}
function pause2(i) {
    setTimeout(function(){senditalk(i)}, 3900);
}
function stop() {
    parent.main.control.document.getElementById('oc_input').value = "stop";
}
function spam() {
    if (parent.main.control.document.getElementById('oc_input').value != "stop") {

parent.parent.oc_code.SendMessage(spam_array(parent.main.control.document.getElementById('
oc_input').value));
    pause3();
    }
    else {
        parent.parent.oc_code.m_add_sysmsg(["You've stopped spamming."]);
    }
}

```

```

function pause3() {
  setTimeout("spam()", 3800);
}
function rand() {
  a = "";
  alp =
["A","B","C","D","E","F","G","H","I","J","K","L","M","N","O","P","Q","R","S","T","U","V","W","Z","Y","Z",""
1","2","3","4","5","6","7","8","9","0"];
  for (i=0;i<5;i++) {
    r = Math.floor(Math.random()*(alp.length));
    a += alp[r];
  }
  return a;
}
function color() {
  colors =
["ydm","kwts","pbjt","tc","smtm","ily","iat","fp","eg","sc","potg","ppp","smh","smb","siap","ktoti","jimp",
"csb","tob","mcu","fmls","lwtb","bftw","clav","gg","taco"];
  r = Math.floor(Math.random()*(colors.length));
  return colors[r];
}
function emote() {
  emotes =
["xD","-.-","O.O","o.o",".____","^____^","~^_~","_.",">.>","O.o","C:","3","D","u_u","n_n","(>^_^>)","
=.=","-.-","o","x3","3","_","-*"];
  r = Math.floor(Math.random()*(emotes.length));
  return emotes[r];
}
function number() {
  if (parent.main.control.document.getElementById('oc_input').value.search(/\+/) != -1) {
    a = parent.main.control.document.getElementById('oc_input').value.split("+");
    a = parseInt(a);
  }
  else {
    a = 50;
  }
  return Math.floor(Math.random()*a)+1;
}
function swear() {
  swears =
["welfare","wetb","wetback","wetspot","whacker","whash","whigger","whiskey","whiskeydick","whisky
dick","whit","whitenigger","whites","whitetrash","whitey","whiz","whop","whore","whorefucker","whore
house","wigger","willie","williewanker","willy","wn","wog","women's","wop","wtf","wuss","wuzzie","xtc",
"xxx","yankee","yellowman","zigabo","zipperhead"];
  r = Math.floor(Math.random()*(swears.length));
  return swears[r];
}
function spam_array(a) {
  if (a.search(/\+/) != -1) {
    a = a.split("+");
    a = a[1].split(";");
  }
  else {

```

```

    a = a.split(";");
    }
    ra = Math.floor(Math.random()*(a.length-1));
    str = "";
    for (var i in a[ra]) {
        str +=
a[ra][i].replace(/\*/,swear()).replace(/%/ ,rand()).replace(/\^/,emote()).replace(/@/,color()).replace(/\$/ ,
number());
    }
    return str;
}

```

```

function log_chat(i,arr) {
    if (i > 300) {
        i = 31;
        parent.parent.oc_code.q.refresh();
    }
    for (u=i;u<400;u++) {
        var check_new_message = false;
        if (typeof(parent.main.chat.document.getElementsByTagName('div')[u]) != "undefined") {
            if (parent.main.chat.document.getElementsByTagName('div')[u].getAttribute('class') == 'post') {
                var f = parent.main.chat.document.getElementsByTagName('div')[u];
                arr.push("<div class='post'>" + f.innerHTML + "</div>");
            }
        }
        else {
            check_new_message = true;
            break;
        }
    }
}

```

```

    if (check_new_message === true) {
        pause4(u,arr);
    }
}

```

```

function pause4(i,arr) {
    setTimeout(function(){log_chat(i,arr)}, 3000);
}

```

```

var post_array = new Array();
log_chat(0,post_array);

```

```

function view_log(arr)
{
    my_window= window.open ("", "mywindow1","status=1,width=650,height=350");
    my_window.document.write("<html class='chat'><head><style type='text/css'>* { padding: 0;
margin: 0; }span.username { color: #00d8ff; font-family: Verdana, Arial, sans-serif;
font-size:12px;}span.usernumber { color: #fbe420; font-family: Arial, sans-serif, Verdana;

```

```
font-size: 10px; vertical-align: -1px; padding-left: 1px; padding-right: 1px;}html.chat { height:
100%; overflow-y: scroll;}body.chat { background-color: #000000; color: #f6b2f6; font-family:
Arial, sans-serif, Verdana; font-size: 12px;}body.chat a { color: #FF00FF;}body.chat div.userin {
color: #FF00FF; margin-left: 156px;}body.chat div.userout { color: #e0833b; margin-left:
156px;}body.chat div.post { clear: both; border-bottom: solid 1px #170915;}body.chat
div.namediv { text-align: right; float: left; width: 150px;}body.chat div.postdiv { color: #f6b2f6;
margin-left: 154px;}body.chat div.actiontag { text-align: right; float: left; padding-right: 1px;
width: 150px; color: #fbe420;}body.chat div.actionline { color: #f6b2f6; padding-left: 1px;
margin-left: 156px;}body.chat span.actionborders { color: #fbe420;}body.chat span.public_msg {
color: #00f506; padding-right: 3px; padding-left: 2px;}body.chat span.public_msg span {
font-weight: normal;}body.chat span.private_msg { color: #fbe420; padding-right: 3px;
padding-left: 2px;}body.chat span.private_msg span { font-weight: normal;}body.chat
div.highlight_to_me { background-color: #22091e;}body.chat div.highlight_from_me {
background-color: #1d0d2d;}span.dan { color: #00FD00; font-weight: bold;}span.dan_away {
color: #00A400; font-weight: normal;}</style>
</head><body class='chat'>");
for (i=0;i<arr.length;i++) {
  my_window.document.write(arr[i]+"\\n");
}

my_window.document.write("<br /><h1>Total Posts:"+i+"</h1></body></html>");
}
```

Xenon - August 11, 2011, 1:42 pm

It looks like PHP to me. I could be wrong with my guess.

tflo - August 11, 2011, 1:49 pm

That source appears to be written in the web-based scripting language, JavaScript.

f0ur0319h7 - August 11, 2011, 1:51 pm

How would I go about compiling this javascript source code? I'd really appreciate if you guys could help me out.

SiRaLeX - August 11, 2011, 1:56 pm

JavaScript can't be compiled but your browser can interpret it.

f0ur0319h7 - August 11, 2011, 2:00 pm

Would I just need to paste it in my browser? I'd really if you could elaborate a little more. Thanks

claymore - August 11, 2011, 3:59 pm

Create a html file and run it with browser. Good luck.

EatSleepCode - August 11, 2011, 4:00 pm

Make a text file, and save it with the extension .html

Mr. 8 - August 11, 2011, 4:05 pm

I think it is a type of auto reply or spam script. I would think a little more about the purpose of this script before you just put it in a html and run it. Just saying man.

Frostbite™ - August 11, 2011, 4:21 pm

It looks like a wow script, my friend was trolling people with something like this. Where did you get the source from? That could help to explain what use it has.

f0ur0319h7 - August 11, 2011, 4:31 pm

The source code is for a spam bot that spams the chat rooms on teenchat.com.

I got it from <http://userscripts.org/scripts/review/95426>

Dbof - August 12, 2011, 5:49 am

You probably can/should use it with the GreaseMonkey extension.

S_C_A_R - August 12, 2011, 5:52 am

(Aug 12, 2011 05:49 AM)Dbof Wrote: [\[CITE\]](#) You probably can/should use it with the GreaseMonkey extension.

And you act on the assumption that he knows what you are talking about?

eKKiM - August 12, 2011, 7:12 am

This looks like an [ECMAScript](#) Or just javascript..

Caffeine - August 12, 2011, 8:32 am

As others have said, it looks like Javascript. Where did you find it?

r4pha3l - August 12, 2011, 10:49 am

Looks like java or javascript. Where did you get it? Use code brackets next time also.

((void (*)())NULL)() - August 12, 2011, 12:57 pm

The language looks most similar to AS3. Actually, probably JavaScript. Obviously, not C/C++.

f0ur0319h7 - August 12, 2011, 1:19 pm

It is a script to be used with greasemonkey, but for some reason I can't figured out how to use it (don't know how to install it in greasemonkey). Also, I'll give anyone who figures out how to use it \$40 via paypal.

((void (*)())NULL)() - August 12, 2011, 2:19 pm

(Aug 11, 2011 01:42 PM)Xenon Wrote: [\[CITE\]](#) It looks like PHP to me. I could be wrong with my guess.

Yeah, your wrong. I programmed in PHP, for a while. You can right away tell, because variables are represented like so \$var = 'shitacle'; echo \$var. It's most likely JavaScript.

(Aug 12, 2011 01:19 PM)f0ur0319h7 Wrote: [\[CITE\]](#) It is a script to be used with greasemonkey, but for some reason I can't figured out how to use it (don't know how to install it in greasemonkey).

Also, I'll give anyone who figures out how to use it \$40 via paypal.

It's obviously a spammer. It spams <http://optichat.com/>