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Thread: [\[C\] raw socket TCP connect](#)

shark97 - August 27, 2012, 1:56 pm

hi everyone, I wanted to know if it is possible to make a TCP connection (syn, syn / ack, ack) using raw socket, because I started a program that sends a syn, then according to the response SYN / ack, returns an ACK, but I was bothered by a consignment the RST TCP / IP (xp sp1's) or with wipfw configuring it to not send RST, the target return me a FIN / ACK. after a few days of research I wonder if c is possible to make a TCP connection with the RAW socket.? if yes thank you for focusing on a different voice, using raw sockets biensure.

? ?

Touch Me Maybe - August 27, 2012, 1:56 pm

It was disabled in windows XP Service Pack 2.

shark97 - August 27, 2012, 2:00 pm

that is to say??? Because I said I'm on Win XP SP 1!

captmicro - August 27, 2012, 3:39 pm

Why not just write a filter driver for your network card and send raw packets like that, get rid of all the winsock2/wsa stuff and just send/receive raw packets directly from the driver via an Ioctl or Read/Write call.

shark97 - August 27, 2012, 4:26 pm

thank you for your answer, but the write filter driver for the network card I have ever written and c is already a bit more advanced compared to my level. but it is a very good solution which I had not thought and allow myself just to bypass the battery TPC / IP.

captmicro - August 27, 2012, 9:29 pm

If you install WinDDK they have compile-able samples of filter drivers for all driver types (nt4 legacy, kdmf, etc) and they have alot of tutorials on msdn on how to modify them to your needs.

shark97 - August 28, 2012, 3:12 am

ok thank you for aid agreement, you use the raw windows alot you?