

Forum:[Hack Forums](#)

Thread: [Buu - The Packet Analyzer + Logger](#)

BaussHacker - August 30, 2012, 2:23 am

Notice: This for a game called Conquer Online, but you can use it for other things as well, will make it more dynamic later.

Latest Version: v2.0

Alright so this is my new packet analyzer. It can basically the same as the previous, but has a few more advantages.

The offsets have colors.

Yellow: Cannot be changed. (Size + Type offsets)

Red: Not analyzed and saved offsets.

Green: Analyzed and saved offsets.

An offset will have a value history which you can use to analyze the different outputs of the current offset. Everytime you choose a new offset this history is cleared thought.

There is two tabs, one for the offset analyzer and one for the packet structure.

It requires .NET Framework 4.0.

Buu v1.0: (Please report any bugs.)

Source: <http://www.mediafire.com/?l0rfogo7tl6qe20>

Executable: <http://www.mediafire.com/?s7o5xntc76408qo>

Buu v2.0: (Please report any bugs.)

Source: <http://www.mediafire.com/?n0abn2wfk2h5ak>

Executable: <http://www.mediafire.com/?6o1xgbh9b7b4u7h>

Buu v3.0:

This version will include packet handling for handling packets by coding your own scripts (using C#), but also sending custom packets with scripting etc.

Screenshots: (From V1)

[IMG]<http://i590.photobucket.com/albums/ss347/PhoeNix4Real/packet1.png>[/IMG]

[IMG]<http://i590.photobucket.com/albums/ss347/PhoeNix4Real/packet2.png>[/IMG]

Screenshots: (From V2)

[IMG]<http://i590.photobucket.com/albums/ss347/PhoeNix4Real/proxy1.png>[/IMG]

[IMG]<http://i590.photobucket.com/albums/ss347/PhoeNix4Real/proxy2.png>[/IMG]

Encryption usage:

You must use the namespace "ProxyEncryption" and the encryption class has to be "ProxyCryptography". You can always call another namespace or class from those two.

The class must contain 2 methods called Encryption and Decryption and they has to return a byte

array for the encrypted/decrypted packet. The parameters of the two methods are the same. One parameter for the byte array to encrypt/decrypt and two bool parameters. The first bool is indicating whether it's send/received to/from the client or server. The second bool is indicating whether the packet is being send or not.

The Add reference button can add DLL files as reference to the cryptography, if it's necessary.

The save button will compile the encryption script and delete it if the textbox is empty.

Example:

Code namespace ProxyEncryption

```
{
    public class ProxyCryptography
    {
        public static byte[] Encrypt(byte[] packet, bool client, bool send)
        {
            if (send)
            {
                // the packet is sending
                if (client)
                {
                    // the packet is send to the client
                }
                else
                {
                    // the packet is send to the server
                }
            }
            else
            {
                // the packet is receiving
                if (client)
                {
                    // the packet is received from the client
                }
                else
                {
                    // the packet is received from the server
                }
            }
            return packet;
        }
    }

    public static byte[] Decrypt(byte[] packet, bool client, bool send)
    {
        if (send)
        {
            // the packet is sending
            if (client)
            {
                // the packet is send to the client
            }
            else
            {
                // the packet is received from the server
            }
        }
        else
        {
            // the packet is receiving
            if (client)
            {
                // the packet is received from the client
            }
            else
            {
                // the packet is send to the server
            }
        }
        return packet;
    }
}
```

```

    {
        // the packet is send to the server
    }
}
else
{
    // the packet is receiving
    if (client)
    {
        // the packet is received from the client
    }
    else
    {
        // the packet is received from the server
    }
}
return packet;
}
}
}

```

Technically you can already script things and handle packets now. You can handle the whole application through your codes actually. The reason why I won't include any documentation for this at the moment, it's simply because I'll add a new tab for handling scripts later.

Anyways enjoy.

Mr Kewl - August 30, 2012, 2:25 am

Good job on this thread BaussHacker.

Support. - August 30, 2012, 3:54 am

Nice dude, I like your releases, there always fun. :)

BaussHacker - August 31, 2012, 5:37 am

(Aug 30, 2012 03:54 AM)Tony "Kommon" Stark. Wrote: [\[CITE\]](#) Nice dude, I like your releases, there always fun. :)

Thank you :) Pleased to hear that :D

Version 2 has been added :)

DragonHunter - August 31, 2012, 5:49 am

nice work I like the v2 ^_^

But so far in both versions I didn't see where u can choose the process to capture packets from oh well keep up the good work

BaussHacker - August 31, 2012, 5:51 am

(Aug 31, 2012 05:49 AM)AnguisCaptor Wrote: [\[CITE\]](#) nice work I like the v2 ^_^

But so far in both versions I didn't see where u can choose the process to capture packets from oh well keep up the good work

Because it's for a game, so there is no process. It's packets from sockets lol.

facebookdoom - August 31, 2012, 6:32 am

(Aug 31, 2012 05:51 AM)BaussHacker Wrote: [\[CITE\]](#) Because it's for a game, so there is no process.

It's packets from sockets lol.

I think he meant to be able to choose the process(game in this case) where to intercept packets from.

BaussHacker - August 31, 2012, 6:36 am

(Aug 31, 2012 06:32 AM)facebookdoom Wrote: [\[CITE\]](#) I think he meant to be able to choose the process(game in this case) where to intercept packets from.

Well you just make it connect to your proxy IP and then redirects the IP to the server. It's not hooking the connection from a process or anything it's plain sockets.

a7a123 - March 25, 2018, 1:30 pm

u can make video for this ?

Revers?? - March 26, 2018, 8:30 am

(Mar 25, 2018 01:30 PM)a7a123 Wrote: [\[CITE\]](#) u can make video for this ?

I'm also trying to make this thing work... apparently I setup everything, In my case... the game I'm trying to "proxyfy" has a config file, in which I can easily modify the IP the game is connecting, so I can change that IP instead the game server to my proxy local server, but proxy server is not correctly working :S as I put everything correctly and when I log in, packets does not shows up or anything.

Ninja - March 26, 2018, 8:37 am

(Mar 26, 2018 08:30 AM)Revers?? Wrote: [\[CITE\]](#) I'm also trying to make this thing work... apparently I setup everything, In my case... the game I'm trying to "proxyfy" has a config file, in which I can easily modify the IP the game is connecting, so I can change that IP instead the game server to my proxy local server, but proxy server is not correctly working :S as I put everything correctly and when I log in, packets does not shows up or anything.

Are you sure the proxy is working and connects fine to the game server?

Revers?? - March 26, 2018, 9:51 am

(Mar 26, 2018 08:37 AM)Ninja Wrote: [\[CITE\]](#) Are you sure the proxy is working and connects fine to the game server?

That's the thing, I setup everything and I see the proxy server actively listening on the proxy address and the port... and also I have correctly setup the game server ip on where it says Server IP in the proxy, so it should route everything correctly... the problem is that when I try to login in game, it doesn't logs any packets, and therefore the connection in-game stays: "Verifying Login..." and it never connects.

Ninja - March 26, 2018, 3:17 pm

(Mar 26, 2018 09:51 AM)Revers?? Wrote: [\[CITE\]](#) That's the thing, I setup everything and I see the proxy server actively listening on the proxy address and the port... and also I have correctly setup the game server ip on where it says Server IP in the proxy, so it should route everything correctly... the problem is that when I try to login in game, it doesn't logs any packets, and therefore the connection in-game stays: "Verifying Login..." and it never connects.

Maybe your anti virus is blocking? Try to use a packet sniffer like Wireshark instead, then you can more easily see where the problem lies.

hytham606 - May 28, 2018, 7:04 am

Thank you sir, it helped me a lot.