

Forum:[Hack Forums](#)

Thread: [Ping Pong \(Ping and Port Scanner\) Source - FREE No Survey](#)

System.Override - November 27, 2012, 7:31 pm

Ping Pong is a project written in C#, its pretty straightforward. Has both ping and port scan.

You are welcome to modify the source and use it as you see fit. :)

Screenshot:

[img]<http://overridesystems.com/zen/images/pingpongscreenshot.jpg>[/img]

Download:

http://overridesystems.com/zen/index.php?main_page=product_info&cPath=7&products_id=21

Code

http://overridesystems.com/zen/index.php?main_page=product_info&cPath=7&products_id=21
Thought I would share. ?

BaussHacker - November 27, 2012, 7:48 pm

Why is it the port scanner is similar to one released before? I will find it, just give me some minutes...

#edit here:

<https://hackforums.net/showthread.php?tid=664444>

Give some credits.

Also seen something similar on Codeproject before, but can't find it atm.

System.Override - November 27, 2012, 8:00 pm

Well I guess that it could be due to the fact that most port scanners have a very common interface. Sorry if another one has been released, I just found this in my projects and shared it.

BaussHacker - November 27, 2012, 8:09 pm

And looking at your code. Did you know you can use summaries? You put a comment in the start of every function to explain it instead of summaries.

Just do 3 ///'s above it and it will create the summary.

Another thing is, why do you use "Application.DoEvents();"?

Also get rid of "CheckForIllegalCrossThreadCalls", because it's for debugging purpose only and use invoking instead.

System.Override - November 27, 2012, 8:12 pm

Thank you for the feedback. I was not familiar with the 3 /// trick, much appreciated.

I left the Application.DoEvents(); in there by mistake as initially when I made the program I didnt use threading if I remember correctly and the labels werent updating properly.

I do appreciate you taking the time to look it over. :)

BaussHacker - *November 27, 2012, 8:27 pm*

Again like I said in my first post you could've invoked ^^