

Forum:[Hack Forums](#)

Thread: [\[Release\] Minecraft Skin Stealer + Source \[Release\]](#)

steny - January 3, 2013, 12:19 pm

So i decided to make something for Minecraft.

The result is my Minecraft Skin Stealer!

The original name i gave it is "MCSkinnStealer" yes Skinn ?

Smooth Design and easy control

[img]http://s13.postimage.org/56vvisj93/Programma_1.png[/img]

Auto Check for Player's existence and shows skin pack

[img]http://s8.postimage.org/uk0r4awyd/Programma_2.png[/img]

- Place it on your Desktop and always have it in hand reach,
- Smooth Design,
- Easy Of Use,
- Auto Check For player's Existence,
- 1 Click Download,
- Preview Of Image,

Well feel free to leave comments on what you think about it and how it maybe could get better, i'd love to improve it if suggestions are made ?

Recourses:

Mephobia's Theme

[Download](#)

[Source](#)

[VirusScan](#)

?Mephobia - January 3, 2013, 12:20 pm

Why would you need a skin stealer for something that is a free download? Also, thanks for the credits, although I don't think you used it that well.

steny - January 3, 2013, 12:22 pm

(Jan 3, 2013 01:20 PM)?Mephobia Wrote: [\[CITE\]](#) Why would you need a skin stealer for something that is a free download? Also, thanks for the credits.

well when you are playing and see somebody with a nice skin or somebody with a private skin that you really want, you dont want to search the whole internet for it. just fill in the name and press download ?

Cannot get easier haha

And no problemo i really love your theme so i used it ?

And i included source for people who want to have it

Temploit - January 3, 2013, 12:55 pm

Without looking at the source, it's a thing almost every player knows:
minecraft.net/skin/USERNAME.png

steny - January 3, 2013, 1:18 pm

(Jan 3, 2013 01:55 PM)Temploit Wrote: [\[CITE\]](#) Without looking at the source, it's a thing almost every player knows: minecraft.net/skin/USERNAME.png
and now look at the source and look that that aint the case ?

buzzzed!?

Greaf - January 3, 2013, 1:18 pm

Why would you use .NET Framework 4.5 people that don't have a 64bit PC can't even use this.
rendering your program useless

steny - January 3, 2013, 3:02 pm

(Jan 3, 2013 02:18 PM)1776 Wrote: [\[CITE\]](#) Why would you use .NET Framework 4.5 people that don't have a 64bit PC can't even use this. rendering your program useless
and wich framework should i use according to you?

Temploit - January 3, 2013, 3:09 pm

Everything you release should be 2.0 for the most audience.

steny - January 3, 2013, 3:22 pm

(Jan 3, 2013 04:09 PM)Temploit Wrote: [\[CITE\]](#) Everything you release should be 2.0 for the most audience.
wont that change the controls or something?

Percocet - January 3, 2013, 8:23 pm

(Jan 3, 2013 04:22 PM)steny Wrote: [\[CITE\]](#) wont that change the controls or something?
Um... No?

It's just a little outdated, and some newer items won't be available.

Other than that, almost every windows computer has v2.0...

And for fucks sake, stop using adf links. You're not going to make a fuck ton of money using their shitty link shrinking service.

(Jan 3, 2013 02:18 PM)steny Wrote: [\[CITE\]](#) and now look at the source and look that that aint the case ?

buzzzed!?

And yes, you ARE using that method.

steny - January 3, 2013, 11:13 pm

(Jan 3, 2013 09:23 PM)?Disturbed Wrote: [\[CITE\]](#) Um... No?

It's just a little outdated, and some newer items won't be available.

Other than that, almost every windows computer has v2.0...

And for fucks sake, stop using adf links. You're not going to make a fuck ton of money using their shitty link shrinking service.

And yes, you ARE using that method.

well yes i can use adf.ly links for my projects, what do you care if you have te wait 5 seconds?
and yes im, just not minecrafts direct link