

Forum:[Hack Forums](#)

Thread: [Port Scanner | This port scanner somehow took down runelocus.com](#)

basis - January 13, 2013, 1:47 pm

I introduce to you a port scanner i decided to make... very bored

Handler:

PHP Code

```
<?php
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace Port_Scanner.Handler
{
    class ProxyHandler
    {
        List<int> Ports = new List<int>();
        int portindex;
        int maxindex;
        int minindex;
        int currentport;
        public ProxyHandler(string range)
        {
            for (int i = 1; i < int.Parse(range.Split('-')[1]) + 1; i++)
                Ports.Add(i);
            minindex = Ports.IndexOf(int.Parse(range.Split('-')[0]));
            maxindex = Ports.IndexOf(int.Parse(range.Split('-')[1]));
            portindex = minindex;
        }
        public int NextProxy()
        {
            if (portindex <= maxindex)
            {
                currentport = Ports[portindex];
                portindex++;
            }
            else
            {
                currentport = maxindex + 2;
                return currentport;
            }
        }
    }
}
```

Usage

PHP Code

```
<?php
using System;
```

```

using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading;
using System.Net.Sockets;
using Port_Scanner.Handler;
namespace Port_Scanner
{
    class Program
    {
        static ProxyHandler handle;
        static int threadcount = 0;
        static int amount = 0;
        static TcpClient scan;
        static string hostname;
        static int threadsalive;
        static List<int> openports = new List<int>();
        static string portrange;
        static void Main(string[] args)
        {
            Console.WriteLine("Threads to use: ");
            threadcount = int.Parse(Console.ReadLine());
            Console.WriteLine("Hostname: ");
            hostname = Console.ReadLine();
            Console.WriteLine("Port range(80-100)");
            portrange = Console.ReadLine();
            DoWork(threadcount);
        }
        private static void DoWork(int threads)
        {
            handle = new ProxyHandler(portrange);
            Thread[] PortScanner = new Thread[threads];
            for (int i = 0; i < threads; i++)
            {
                PortScanner[i] = new Thread(grabproxy);
                PortScanner[i].Start();
            }
        }
        private static void grabproxy()
        {
            int currentport = 0;
            string[] range = portrange.Split('-');
            while ((currentport = handle.NextProxy()) != int.Parse(range[1]) + 1)
            {
                portscanner(currentport, hostname);
                amount++;
            }
            Console.WriteLine("Threads finished: " + amount);
            threadsalive = threadcount - amount;
            if (threadsalive == 0)
            {
                Console.WriteLine("Job finished");
                Console.WriteLine("Open Ports:");
                foreach (int port in openports)
                {
                    Console.WriteLine(port);
                }
            }
        }
    }
}

```

```
    Console.Read();
}
}
private static void portscanner(int port, string host)
{
    Console.WriteLine("attempting port " + port);

    try
    {
        scan = new TcpClient(host, port);
        if (scan.Connected)
            openports.Add(port);
    }
    catch { }

}
}
```

DeadLine - January 13, 2013, 3:19 pm

Why would a port scanner take down a site?

They probably just blocked your IP address for a little while.

basis - January 13, 2013, 3:20 pm

(Jan 13, 2013 04:19 PM)DeadLine Wrote: [\[CITE\]](#) Why would a port scanner take down a site?

They probably just blocked your IP address for a little while.
Connect/Disconnect

I confirmed this by trying other hosts + downforeveryoneorjustme

Must have been a coincidence..

DeadLine - January 13, 2013, 3:23 pm

(Jan 13, 2013 04:20 PM)basis Wrote: [\[CITE\]](#) Connect/Disconnect

I confirmed this by trying other hosts + downforeveryoneorjustme

Must have been a coincidence..Well you can now officially start selling this as a DoS tool.

basis - January 13, 2013, 3:24 pm

(Jan 13, 2013 04:23 PM)DeadLine Wrote: [\[CITE\]](#) Well you can now officially start selling this as a DoS tool.

Funny, try it for yourself see if it takes it down

BaussHacker - January 13, 2013, 4:05 pm

Uhhh. You must be testing this at some shitty hosts. Also some sites blocks sites for checking if they're online. Ex. HF would also be offline xD

basis - January 13, 2013, 4:28 pm

(Jan 13, 2013 05:05 PM)BaussHacker Wrote: [\[CITE\]](#) Uhhh. You must be testing this at some shitty

hosts. Also some sites blocks sites for checking if they're online. Ex. HF would also be offline xD
Not with runelocus, i just checked it and it appeared online on that site.

Oh well ?

Most likely a coincidence...

Superuser - *January 15, 2013, 1:30 am*

(Jan 13, 2013 04:23 PM)DeadLine Wrote: [\[CITE\]](#) Well you can now officially start selling this as a DoS tool.Yeah, good luck with the sales.?

gigajew - *May 30, 2018, 10:33 pm*

Theoretically if the site had a lot of visitors at the time and you used this code to open a bunch of sockets to the server, it would start denying requests. But I think what happened was that your IP address probably got filtered by some firewall or anti dos software

Sorry for gravedigging didn't realize how old this thread was. Don't know how I ended up on it.

Dalvik - *June 1, 2018, 5:59 am*

(May 30, 2018 10:33 PM)gigajew Wrote: [\[CITE\]](#) Theoretically if the site had a lot of visitors at the time and you used this code to open a bunch of sockets to the server, it would start denying requests. But I think what happened was that your IP address probably got filtered by some firewall or anti dos software

Sorry for gravedigging didn't realize how old this thread was. Don't know how I ended up on it.
Usually someone else gravedigs the thread, so the thread gets bumped up, then later removes his post when he notices his mistake, but then the thread is already bumped for some people.