

Forum:[Hack Forums](#)

Thread: [Skype Resolving without API?](#)

Leroy Jethro Gibbs - October 7, 2013, 10:57 pm

The title says it all. If you can find a working solution i will credit you in my program release.

Photo. - October 8, 2013, 9:51 am

Uh, you would have to use OpenFileDialog(string) - Which would then place the user's IP/LocalIP in the 'logs'

You would have to buy a server though.

TheBarret - October 12, 2013, 5:07 pm

(Oct 12, 2013 04:59 PM)Xanii Wrote: [\[CITE\]](#) He said SANS API, so quit trying to sell him your API.

OT: I haven't done it with the beta version of skype yet, but I can send you the source of one that I made a while ago that works locally. HMU if you want it.

i hope those api's will be cease to exists quickly, damn kids.

Leroy Jethro Gibbs - October 12, 2013, 7:11 pm

Lol. They will. And sorry for PMing you. I'm quite tired.

-Trik- - October 12, 2013, 7:13 pm

If you wanna do a TV sesh tomorrow we can decompile some Skype Resolver programs that DON'T run off API's and look at the code?

Sho?kwave - October 12, 2013, 8:29 pm

<https://hackforums.net/showthread.php?tid=2899990>

C:

Photo. - October 13, 2013, 10:17 am

(Oct 12, 2013 08:29 PM)Shockwave™ Wrote: [\[CITE\]](#)

<https://hackforums.net/showthread.php?tid=2899990>

C:

That's pretty useless if the user doesn't have the deobbed version of 5.5.

Why not just compile it as a Console App, then hit it up with a web request for users to use?

Much more simpler, all that's doing it making a direct connection with the user, locating the specified users' IP(s) in the logs, grabbing it from the log(*).txt

None-the-less, pretty nice.