

Forum:[Hack Forums](#)

Thread: [Draw line on map between IP's](#)

maarten1012 - October 18, 2013, 12:28 pm

I made this program a little while ago, It's a program that draw's a line between two IP addresses.

I really don't have a use for it.. And thought maybe some of you would like to check it out!

The program:

[img]<http://www.lensert.com/50.png>[/img]

And here's the source code:

[Click here to download!](#)

Goodluck!

?XilluX - October 18, 2013, 1:22 pm

Thanks for this, will check it out ! :)

gigajew - October 18, 2013, 1:44 pm

It's certainly an interesting project. It would be cool if somebody would make a graphical trace route using your map.

PhunkTech - October 18, 2013, 1:54 pm

This is a very nice release good job.

Invicta - October 18, 2013, 3:00 pm

I think this is actually a pretty cool, unique project.

Lightsout - October 18, 2013, 5:10 pm

Pretty creative.

Thanks for this buddy!

Lambasoft - October 19, 2013, 12:54 pm

Pretty cool project indeed !

Checking the source code out.

Edit: C# >.< , should have been in the c# section tho.

maarten1012 - October 20, 2013, 8:43 am

(Oct 19, 2013 12:54 PM)Lambasoft Wrote: [\[CITE\]](#) Pretty cool project indeed !

Checking the source code out.

Edit: C# >.< , should have been in the c# section tho.thanks! yeah i'm pretty new here xd

marvinn - October 21, 2013, 12:12 am

Looks good, only down side is that the Graphics class doesn't support Vector Based lines :c You should look that up to improve <3

maarten1012 - October 21, 2013, 1:53 am

(Oct 18, 2013 01:44 PM)gigajew Wrote: [\[CITE\]](#) It's certainly an interesting project. It would be cool if somebody would make a graphical trace route using your map.

Nice idea!

i started working on it yesterday, it's kinda working now but it needs some more improvements.

[img]http://www.lensert.com/Y0.png[/img]

LINUX1337 - October 21, 2013, 1:58 am

good work man and neat thread too. keep up the good work :)

maarten1012 - October 21, 2013, 11:13 am

(Oct 21, 2013 12:12 AM)marvinn Wrote: [\[CITE\]](#) Looks good, only down side is that the Graphics class doesn't support Vector Based lines :c You should look that up to improve <3Haha will try that! but i actually never worked with vectors anyone any tips?

Vets - October 21, 2013, 12:34 pm

Thanks for this HQ Code source dude :D

T0ucaNSaM - October 21, 2013, 2:48 pm

I think this can be useful to many people. Especially trying to figure out where there target might be located.

Excalvius - October 21, 2013, 6:39 pm

Pretty neat idea mate!

Would be pretty cool if you could input as many as you wanted, to make it seem like a trace is being ran like they do in NCIS, etc :P

?eumonic - October 21, 2013, 11:54 pm

(Oct 21, 2013 06:39 PM)Excalvius Wrote: [\[CITE\]](#) Pretty neat idea mate!

Would be pretty cool if you could input as many as you wanted, to make it seem like a trace is being ran like they do in NCIS, etc :P

Something like this?

maarten1012 - October 22, 2013, 12:13 am

(Oct 21, 2013 11:54 PM)Sempiternal Wrote: [\[CITE\]](#) Something like this?

Looks kinda cool, maybe you could make something to display ddos attacks?
you can grab the data from [here](#)(that's if you're interested).

Only3 - October 22, 2013, 4:32 am

when u have 2 points its very simple to do

[img]http://imageshack.us/a/img5/9444/a1s2.jpg[/img]

Excalvius - October 22, 2013, 6:19 am

(Oct 21, 2013 11:54 PM)Sempiternal Wrote: [\[CITE\]](#) Something like this?

Something exactly like that.

Now, only if we had the executable for this :P