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Thread: [\[PART 2\] In-Depth RAT creation tutorial - Making an FTP protocol for your rat!](#)

blake.hale - June 29, 2014, 7:19 am

Hello everyone!?

Due to the feedback I got from part 1 for this, I decided to create a second part to this tutorial
[PART 2] In-Depth RAT creation tutorial - Making an FTP protocol for your rat!

Part1: <https://hackforums.net/showthread.php?tid=4297301>

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The download for the second part: [DL](#)

Tell me what you think! Have fun!?

PS: Tell me what you reckon the third part should be.

Anonmoosekaab - June 29, 2014, 7:34 am

You have some great work, keep it up! Probably part 3 should be about managing multiple connections I think. Also what do you think about this:

Instead of waiting 100ms before starting a file send, you wait the ping between the client and server. That way it can adapt to slower connections or high ping as well as not waste time for faster connections and lower ping.

Bosto - June 29, 2014, 2:42 pm

Thank you for this great example as I'm new to visual basic.

nuk - June 29, 2014, 3:18 pm

Now this is a great effort in contributing to the HF community. I haven't had the time to look over the tutorial as I don't really need it but I do appreciate you helping others :) +3 from me good sir... keep up the great work :)

blake.hale - June 29, 2014, 5:59 pm

Thanks everyone for the comments... appreciate it! It means a lot.

sanderele1 - June 30, 2014, 1:18 am

Also, you said you were messing about with progressbars. Did you get them to work?

I'd also recommend to not use EOF unless you are only going to be sending text files. What I do is I construct a header for every packet I send. The header is: PHP Code

`<?php`

Lenght (4 Bytes, UInt32), Encrypted (1 Byte, Boolean), TypeLenght (1 Byte, Byte), Type ((TypeLenght)Byte(s), String), And at last the actual message.

I know how long the message is, so I read until I have recieved Lenght of bytes. Now most of my headers are for sending classes (which I do), but you dont really need any of them. Just the Lenght header. Also this allows for easy use of progressbars.

Every time you recieve some bytes, just raise an event with the amount of bytes recieved, and the header lenght. Then progress is as easy as PHP Code

<?php

RecievedBytes / HeaderSize * 100

Nice tutorial anyways .D loved it.

blake.hale - *June 30, 2014, 2:27 am*

Thanks for the input! (Yes Ive only tested with text files, but will be modifying it to work with encrypted files as it does not currently work with files such as iso, exe, etc)

The only thing with the header is that it's only going to take longer for the file to send, which almost defeats the purpose of using UDP.

However I might implement something like that in the tweaks PDF, definitely something to think about ?

Yes I managed to get a working progressbar, however decided to leave it out of the tutorial due to the fact that it's better for debugging if you see the text that is received, rather than an almost pointless progressbar.

Glad to hear! I will surely post another PDF this week :)

darkvas - *April 7, 2018, 3:43 pm*

Nice tutorial thank you for this :)

adenfr - *April 8, 2018, 10:31 am*

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