

Forum:[Hack Forums](#)

Thread: [Keylogger | Hook | Window Detection | Custom key detection](#)

SIM-1456245 - September 26, 2014, 2:00 pm

I decided to write a very nice keylogger, because I see a lot of people want one. I'm aware that there are a lot of people that already have a keylogger, but I still decided to write one literally from scratch. So here it is, it uses a keyboard hook to detect the key presses. When it detects them it uses a custom key to string conversion(using a big switch). I decided to use that big switch, because I don't like the way other's do it, detect some with the switch and some with the keys-converter. It raises 3 events, one whenever a key's state has changed, one when a key is pressed down, and one when a key is depressed - up. In the event args you get the key as a keys object, as a string representation, the direction that the key was pressed, the time as date-time and a window object. The window object has the name, handle and a boolean that tells you if it is different from the last key event. You can start the logging and stop it with two simple methods. There is also one property named PassThrough, if you set that to false the key presses will be recorded, but not actually send to the application, i.e. pressed. Also you will notice that I use IDisposable, but it's not that needed, well meeh, it might get in handy.

Note: You are free to use this code wherever you want, but please leave some credits. And if you have any notices about the code, don't hesitate to tell me, I'm always open to learn from my mistakes. Also one more thing, if you don't know how hooks work, if you block the thread that the hook runs on, the key presses will be delayed, ex., if you try to download a file after a certain keypress, the key will be send to the right application after the file is downloaded.

Example log(code included on the pastebin):

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

Enough talking, here is the code:

<http://pastebin.com/qv0ZPJtk>

Zettabit - September 26, 2014, 3:35 pm

You realize this is nothing new? Keyloggers have been using this for ages now.

SIM-1676753 - September 26, 2014, 5:10 pm

(Sep 26, 2014 03:35 PM)Zettabit Wrote: [\[CITE\]](#) You realize this is nothing new? Keyloggers have been using this for ages now.

"I'm aware that there are a lot of people that already have a keylogger, but I still decided to write one literally from scratch."

Nothing wrong with coding one from scratch. Even if there are a lot out there. If you're learning something while doing it, it's all that counts.

TheDeceptionist - September 26, 2014, 6:12 pm

Thanks for writing this from scratch.

I guess it will help a lot of people like me.

SIM-1456245 - September 27, 2014, 9:52 am

The reason why I wrote this from scratch is because all open sources cannot deal properly either with the hosted process or with the window detection. As you can see here I use pinvoke unmodified

functions, and then cast the objects.

NETExplorer - September 27, 2014, 1:46 pm

Please tell me why you decided to use a 150+ line switch statement?

\$lick - September 27, 2014, 2:10 pm

Electroalek makes more HQ and unique threads than DJ Black Barret.

My keylogger is 100 lines shorter ;)

Only3 - September 27, 2014, 3:03 pm

(Sep 27, 2014 02:10 PM)?Lazy™ Wrote: [\[CITE\]](#) Electroalek makes more HQ and unique threads than DJ Black Barret.

My keylogger is 100 lines shorter ;)

? can be done with 10 lines ?

\$lick - September 27, 2014, 3:11 pm

(Sep 27, 2014 03:03 PM)Only3 Wrote: [\[CITE\]](#) ? can be done with 10 lines ?

Make a good keylogger in 10 lines and post the source.

I'll be waiting.

Only3 - September 27, 2014, 3:54 pm

GetAsyncKeyState around 10

KeyBoard Hook another 10 > around 20

\$lick - September 27, 2014, 4:06 pm

(Sep 27, 2014 03:54 PM)Only3 Wrote: [\[CITE\]](#) GetAsyncKeyState around 10

KeyBoard Hook another 10 > around 20

I requested source, not an explanation.

Please deliver.

Onin42 - September 27, 2014, 4:13 pm

From a keylogger, always hope it can tell me witch Keyboard language the user have for each applicaton (in games many times the keyboard language switch to another.), many times the results detected are wrong just because of that. Never understood why i never saw the keyboard language detection in keyloggers --'

SIM-1456245 - September 28, 2014, 6:29 am

(Sep 27, 2014 01:46 PM)PatPositron Wrote: [\[CITE\]](#) Please tell me why you decided to use a 150+ line switch statement?

Really because every other keylogger does key.ToString, and check for the special chars with a switch. And then for capital letters also check's, and I don't like the way it looks and works, it's just a huge mess. I also made a version that holds the values in a dictionary, but that ended up in a mess, not that it wasn't working tho. So I ended up with this huge switch, and I personally like it. If you don't just remove the switch and rewrite that single method, and bob's your uncle.

(Sep 27, 2014 04:13 PM)Onin42 Wrote: [\[CITE\]](#) From a keylogger, always hope it can tell me witch Keyboard language the user have for each applicaton (in games many times the keyboard language switch to another.), many times the results detected are wrong just because of that. Never understood why i never saw the keyboard language detection in keyloggers --'

Thank's for the idea, I'll take a look.

(Sep 27, 2014 03:03 PM)Only3 Wrote: [\[CITE\]](#) ? can be done with 10 lines ?
As you probably know from my threads, I sometimes include a one letter method that does the same thing as the whole class, but made in one method under 20 lines. I excluded that from here, I can add it if you want, but I don't really see a point people using that.

(Sep 27, 2014 02:10 PM)?Lazy™ Wrote: [\[CITE\]](#) Electroalek makes more HQ and unique threads than DJ Black Barret.

Sarcasm right ? Please don't compare me to him, he get's angry when someone does.

Only3 - September 28, 2014, 7:45 am

(Sep 28, 2014 06:29 AM)Electroalek Wrote: [\[CITE\]](#) ...
Sarcasm right ? Please don't compare me to him, he get's angry when someone does.
he get angry from anything that is not by him ?

(Sep 27, 2014 04:06 PM)?Lazy™ Wrote: [\[CITE\]](#) I requested source, not an explanation.

Please deliver.
open ur sky i will show u things u never seen ?

\$lick - September 28, 2014, 10:18 am

(Sep 28, 2014 07:45 AM)Only3 Wrote: [\[CITE\]](#) open ur sky i will show u things u never seen ?
Are you backing down on your claim? It's only 10 lines, I'm not asking for you to code a huge project.

(Sep 28, 2014 06:29 AM)Electroalek Wrote: [\[CITE\]](#) Sarcasm right ? Please don't compare me to him, he get's angry when someone does.
That's the point.

Only3 - September 28, 2014, 10:31 am

(Sep 28, 2014 10:18 AM)?Lazy™ Wrote: [\[CITE\]](#) Are you backing down on your claim? It's only 10 lines, I'm not asking for you to code a huge project.

That's the point.
NEVER BACK ! the code is ready to use ?

Sn0wX - September 28, 2014, 2:28 pm

Ok i am really getting tired of members implementing IDisposable when there is nothing to dispose. The code they "paste" is already in the fucking designer. Its getting beyond a joke.

Why do you write a classthat Inherits EventArgs yet use public members?

Why are private functions in regions of private methods? They aint methods.

Private objects? errr ok

Public objects? There events.

do you understand when shared should be fucking used??

whats with vbCrLf, vbTab???? thats aint fucking b6.

why is console.writeline there?

\$lick - September 28, 2014, 2:37 pm

(Sep 28, 2014 02:28 PM)Sn0wX Wrote: [\[CITE\]](#) why is console.writeline there?
Call me a scientist but I'm guessing it is to write things to the console.

SIM-1456245 - September 28, 2014, 3:24 pm

(Sep 28, 2014 02:37 PM)?Lazy™ Wrote: [\[CITE\]](#) Call me a scientist but I'm guessing it is to write things to the console.

Ahahahah your title tho. Ahahaha. It's because I was too lazy to add another textbox to the form to act as a log. And if your uneducated ass doesn't know, if you open the output window in vs, you will see what you should have seen in the console.

(Sep 28, 2014 02:28 PM)Sn0wX Wrote: [\[CITE\]](#) Ok i am really getting tired of members implementing IDisposable when there is nothing to dispose. The code they "paste" is already in the fucking designer. Its getting beyond a joke.

Why do you write a class that Inherits EventArgs yet use public members?

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do you understand when shared should be fucking used??

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why is console.writeline there?

There is an explanation why I added IDisposable.

That's how event args should be written.

Private methods, FUNCTIONS and subs that are private

Private objects, objects that are private

Public objects, THERE objects.

Try to add a pinvoke that is not shared in a class, not a module.

It is what it is, it's enough for demonstration peropuses(I added them just because I knew that this convo will fire up).

\$lick - September 28, 2014, 3:33 pm

(Sep 28, 2014 03:24 PM)Electroalek Wrote: [\[CITE\]](#) textbox to the form to act as a log. And if your uneducated ass doesn't know
wow, please quote the correct person when insulting them.

My feels were just truly hurt.

Onin42 - September 29, 2014, 3:37 am

Love your post Lazy <3

For the Keyboard Language i personally use this:

Code InputLanguage.CurrentInputLanguage.Culture.DisplayNameBeing the first code who appear when you google it.

SIM-1456245 - September 30, 2014, 5:56 am

(Sep 28, 2014 03:33 PM)?Lazy™ Wrote: [\[CITE\]](#) wow, please quote the correct person when insulting them.

My feels were just truly hurt.

Aooo, poor lazy. I'm sorry for hurting your feels. Of course it ment for you.

xaHyeG - September 30, 2014, 6:40 am

Make it so you know how long the key's are pressed...

frontenhack - September 30, 2014, 9:36 am

(Sep 30, 2014 06:23 AM)Odinz Wrote: [\[CITE\]](#) Where's the Unicode support? If my password was in Russian your keylogger won't detect it properly.

Thats why no switch is needen ;) Windows is nice about keyboards ?

SIM-1456245 - September 30, 2014, 1:29 pm

(Sep 30, 2014 06:23 AM)Odinz Wrote: [\[CITE\]](#) Where's the Unicode support? If my password was in Russian your keylogger won't detect it properly.

Oh well, I didn't think about that. :facepalm:. The two solutions for that problem that I thought, either add a case else that would use the windows' unbuilt key translator, or extend the switch. But i will include option to disable the switch use Microsoft's solution. I will think it.

Adolf Hipster - October 9, 2014, 12:58 pm

Also, mind explaining what pass through does?

Not an expert coder here but I want to know.

EDIT: Nvm understood it.

Malware? - October 9, 2014, 2:34 pm

This will fail to correctly log keys if the user has caps lock enabled and holds down shift.

SnackAno - October 10, 2014, 2:22 am

What should i add for it Works?

-SnackAno

SIM-1456245 - October 11, 2014, 1:34 pm

People, hang tight, a second version is ready for release, still testing globally, fixing last issues, now it works with unicode and has a lot more features.