

Forum:[Hack Forums](#)

Thread: [Server Watch - For game servers and such.](#)

SithLee - January 20, 2015, 12:45 pm

Hey guys, I'm an old member, but new to the community. This is one of my first releases, I hope you like it. Please keep in mind that the program is obfuscated so it will be detected as a false positive to some AV's. I'm glad to be here and build on my knowledge, along with building on to the community. Cheers, thanks for your time.

Features: Status box along with status voice messages.

Light weight and threaded.

Not annoying, as it only speaks when there is a problem.

Choose any game port.

Status logs include: Date, and exact time.

Does not spam the server with connections requests. (5 second refresh time.)

PHP Code

<?php

Change Logs:

1/20/2015: Fresh off the press.

Pictures:

Big Picture [\(Click to View\)](#)

Downloads:

[Download page.](#)

Virus Scan:

[Virus Total](#)

Only3 - January 20, 2015, 1:04 pm

so u try to connect to the server what if its secure connection

SithLee - January 20, 2015, 3:32 pm

(Jan 20, 2015 02:04 PM)Only3 Wrote: [\[CITE\]](#) so u try to connect to the server what if its secure connection

I'm not quite understanding what your are trying to ask, but It sends TCP request to the server to see if it can get a reply.

AnonymousIsUnknown - January 20, 2015, 3:33 pm

Looks mint ^.^ Thankyou for this :p

LijpeMD - January 20, 2015, 3:35 pm

What? This is similiar to canyouseeme.org.

I don't see a point in downloading your 'false positive'.

Also this should belong in the hacking tools section, not here.

SithLee - January 20, 2015, 6:02 pm

(Jan 20, 2015 04:35 PM)Smell Wrote: [\[CITE\]](#) What? This is similiar to canyouseeme.org.

I don't see a point in downloading your 'false positive'.

Also this should belong in the hacking tools section, not here.

No it's not a port checker.

Read the whole thread before you post please.

It's also not a hacking tool...

Plus no one said you needed to download it, it's your option whether or not you want to use it.

nathan72389 - January 20, 2015, 7:25 pm

i dont see why your posting an exe file in the coding section. that seems a little retarded to me.

im sure that the majority of the people here could just make it themselves.

its obvious that your not even trying to help anyone and this is just another "look what i can do" type threads.

image relevant:Spoiler [\(Click to View\)](#)

[img]http://content.screencast.com/users/n72389/folders/Gifs/media/b29fb7d2-2914-4882-8759-b1db8b56bdd1/look_what_i_can_do.gif[/img]

SithLee - January 20, 2015, 11:26 pm

(Jan 20, 2015 08:25 PM)nathan72389 Wrote: [\[CITE\]](#) i dont see why your posting an exe file in the coding section. that seems a little retarded to me.

im sure that the majority of the people here could just make it themselves.

its obvious that your not even trying to help anyone and this is just another "look what i can do" type threads.

image relevant:Spoiler [\(Click to View\)](#)

[img]http://content.screencast.com/users/n72389/folders/Gifs/media/b29fb7d2-2914-4882-8759-b1db8b56bdd1/look_what_i_can_do.gif[/img]

Wow, there are some seriously shitty people here on this forum. I aint here to brag, I'm here to release my program for people who might be interested. Not like I'm forcing you to use it, or to post. Can't you show a little respect, not like I have done anything to you.

I haven't trashed your thread, have I?

If I have released in the wrong area, my bad. Maybe you could direct me to the correct area.

mapleanton - January 20, 2015, 11:53 pm

Welcome to the .NET section,

post something not professional or something not very hard to make here and recieve tons of free hate.

If I understand it, it works like this:

<http://www.mmoserverstatus.com/crossfire>

It checks for online games if the server is up? Although I think pinging the server IP is better than creating a TCP connection to the server.

I like the idea though, back in the days when I played Maple Story I could've used this. Then I wanted to be like one of the very first people to log back in when a server crash happened. (this gave some advantages but w/e).

~Sorry for my bad English xD

MapleAnton

Odus - January 21, 2015, 2:51 am

(Jan 21, 2015 12:26 AM)Siths Wrote: [\[CITE\]](#) If I have released in the wrong area, my bad. Maybe you could direct me to the correct area.

He's actually right, just not very diplomatic about it. Why did you post it here without code? What do you want us to do with it?

Have this thread moved to [Hacking Tools and Programs](#).

hellomen - January 21, 2015, 5:21 am

(Jan 21, 2015 03:51 AM)Odus Wrote: [\[CITE\]](#) He's actually right, just not very diplomatic about it. Why did you post it here without code? What do you want us to do with it?

Have this thread moved to [Hacking Tools and Programs](#).

The dot net section is also for dotnet creations.

At the point yes this can be posted in that section but it is created in the dot net language, it can also be posted here...

The hacking tools and programs is as the section says for hacking tools/programs.

I don't call this a hacking tool nor hackig program, it's network based tho'...

SithLee - January 21, 2015, 12:47 pm

(Jan 21, 2015 03:51 AM)Odus Wrote: [\[CITE\]](#) He's actually right, just not very diplomatic about it. Why did you post it here without code? What do you want us to do with it?

Have this thread moved to [Hacking Tools and Programs](#).

Alrighty, thanks, It's just that the forum I previously used would allow programming releases in the section of the language they where coded in.

Odus - January 21, 2015, 1:02 pm

(Jan 21, 2015 01:47 PM)Siths Wrote: [\[CITE\]](#) Alrighty, thanks, It's just that the forum I previously used would allow programming releases in the section of the language they where coded in.

It's not disallowed here. An obfuscated assembly suggests you want to protect the code and usually, people provide sources with their releases.

\$uicidal - January 22, 2015, 6:28 am

Thinking of adding players / ping etc?