

Forum:[Hack Forums](#)

Thread: [Fullscreen Plugin - Run your Batch Files Full Screen! \[Update-160215\]](#)

?Logic Bomb - February 14, 2015, 11:07 am

Hello All,

A new release from me today, a plugin allowing you to run your batch files in an emulated full-screen mode in an attempt to replace the simple functionality Microsoft decided to remove from windoze back in Vista.

This plugin is extremely simple to use and is compatible with Keyboard & Mouse input, meaning that this works absolutely fine with other plugins that provide TUIs with mouse support, such as [ABTUIF](#).

I'd like to stress that this is an early release build and I would appreciate any feedback, all files need to be extracted and present (fullscreen.exe, font.zfi, font-page0.tga) for the plugin to work, although, in future releases I aim to pack these font files within the executable.

Notes and Warnings:

- The application is suffering from low frame-rate issues at the moment, but as I said, this is an early release to gauge use, this will be fixed in future updates.
- You NEED graphics drivers for your PC/Laptop installed in order for this to work, it will fail if you do not, I tested it on my laptop without any drivers and it refuses to run.

Syntax:

Code rem start fullscreen mode, standard 80x25.

start fullscreenCode rem start fullscreen mode, 80x50

start fullscreen 80 50

Virus-Scan ([Click to View](#))

Link:

<https://www.virustotal.com/en/file/0a3f0716ae60670e9a073e80152b04e65ffabfd6daa2fd154429fca5ef4c6884/analysis/1423940566/>

SHA256: 0a3f0716ae60670e9a073e80152b04e65ffabfd6daa2fd154429fca5ef4c6884

File name: fullscreen.exe

Detection ratio: 0 / 57

Analysis date: 2015-02-14 19:02:46 UTC (1 minute ago)

0 0

Analysis

File detail

Additional information

Comments

Votes

Behavioural information

Antivirus Result Update

ALYac 20150214

AVG 20150214

AVware 20150214

Ad-Aware 20150214

AegisLab 20150214
Agnitum 20150214
AhnLab-V3 20150214
Alibaba 20150214
Antiy-AVL 20150214
Avast 20150214
Avira 20150214
Baidu-International 20150214
BitDefender 20150214
Bkav 20150213
ByteHero 20150214
CAT-QuickHeal 20150214
CMC 20150214
ClamAV 20150213
Comodo 20150214
Cyren 20150214
DrWeb 20150214
ESET-NOD32 20150214
Emsisoft 20150214
F-Prot 20150214
F-Secure 20150214
Fortinet 20150214
GData 20150214
Ikarus 20150214
Jiangmin 20150212
K7AntiVirus 20150214
K7GW 20150214
Kaspersky 20150214
Kingsoft 20150214
Malwarebytes 20150214
McAfee 20150214
McAfee-GW-Edition 20150214
MicroWorld-eScan 20150214
Microsoft 20150214
NANO-Antivirus 20150214
Norman 20150214
Panda 20150214
Qihoo-360 20150214
Rising 20150214
SUPERAntiSpyware 20150214
Sophos 20150214
Symantec 20150214
Tencent 20150214
TheHacker 20150213
TotalDefense 20150214
TrendMicro 20150214
TrendMicro-HouseCall 20150214
VBA32 20150213
VIPRE 20150214
ViRobot 20150214
Zillya 20150214
Zoner 20150213
nProtect 20150213

Development Roadmap

Code - Any New Ideas? Let me know.

Update Log

Code U160215

- Fixed a major bug causing the Console Handle to be lost on redirection.
- Packed Font File Into the Executable
- Fixed Double-Buffering Issues and Optimized the OpenGL Code.
- Added Process Termination Detection.
- Added Process Termination upon ESC.
- Decreased Executable Size.

Download Link (160215):

<https://dl.dropboxusercontent.com/u/95897142/fullscreen-releasebuild-160215.zip>

Enjoy, and as I said, please give feedback or mention any bugs you encounter.

If you encounter any problems whilst it's running, please press F12 and post any relevant information here.

Regards,

Logic_

Hash G. - February 14, 2015, 11:08 am

I was searching for something like that for a while. I will test it right now, thanks !

Edit : wow, this works ! And it's very cool ! Thanks !

?CARUs L?VE?™ - February 14, 2015, 11:56 am

(Feb 14, 2015 12:07 PM)?Logic_Bomb Wrote: [\[CITE\]](#) Enjoy, and as I said, please give feedback or mention any bugs you encounter.

If you encounter any problems whilst it's running, please press F12 and post any relevant information here.

Regards,

Logic_

This is great! I'll be using it for the game I've been working on :) Thanks for an awesome contribution, bro <3

annikk.exe - February 14, 2015, 2:58 pm

I've downloaded and tried this, and it works really well!

Great job Logic Bomb. This is super sick release. :>

My initial thought is that it would be nice to have a "stop fullscreen" command, to programmatically exit fullscreen at an appropriate time. :>

I guess it would be more like "fullscreen stop" though, since "start" is a command but "stop" isn't.

Wozniak - February 14, 2015, 5:54 pm

(Feb 14, 2015 03:58 PM)annikk.exe Wrote: [\[CITE\]](#) I've downloaded and tried this, and it works really well!

Great job Logic Bomb. This is super sick release. :>

My initial thought is that it would be nice to have a "stop fullscreen" command, to programmatically exit fullscreen at an appropriate time. :>

I guess it would be more like "fullscreen stop" though, since "start" is a command but "stop" isn't. (nevermind, you pretty much said this in your post, sorry)

How does it work?

(Excuse me if Im totally wrong):

start fullscreen

Fullscreen -> Checks parent window

Fullscreen -> Relays text from console into the GDI type window, emulating the console

Fullscreen -> Capture user inputs and execute returning output to also display on screen

?

Edit:

Oh man that was hilarious:

I created a batch file (cmd.bat)

With:

PHP Code

```
<?php
```

```
@echo off
```

```
cls
```

```
start fullscreen
```

```
:exec
```

```
set /p c=%cd%^>
```

```
%c%
```

```
goto exec
```

```
pause >nul
```

Then when inside executed cmd.bat

Almost like recursion....sort of :P

Anyway, nice release :D

gogglebot - February 15, 2015, 10:21 am

This sounds great, I'll give it a go immediately!

EDIT: Avira had a panic attack, came out clean so that's good,

Looks great :) The Matrix one had an FPS of 4 though, but as you said you're working on it, this is great ?

Hi again, found an issue probably due to permissions. Dropped the fullscreen.exe, font.zfi and font-page0.tga into /System32

errors:

?Logic_Bomb - February 15, 2015, 11:08 am

(Feb 15, 2015 11:21 AM)gogglebot Wrote: [\[CITE\]](#) This sounds great, I'll give it a go immediately!

EDIT: Avira had a panic attack, came out clean so that's good,

Looks great :) The Matrix one had an FPS of 4 though, but as you said you're working on it, this is great ?Glad you're enjoying it! I've actually fixed the FPS issue now, testing on my Laptop yielded 10 FPS, which is more than enough for a Prompt Window, just testing and finalizing the release now. But if it works on my crappy laptop, it should work on anything.

(Feb 15, 2015 11:21 AM)gogglebot Wrote: [\[CITE\]](#) Hi again, found an issue probably due to permissions. Dropped the fullscreen.exe, font.zfi and font-page0.tga into /System32 errors:

Hmm, I'll have a look into that issue, have you tried running the batch script as administrator? I'll further investigate either way.

(Feb 14, 2015 06:54 PM)_Wozniak_ Wrote: [\[CITE\]](#) How does it work?
(Excuse me if Im totally wrong):

start fullscreen
Fullscreen -> Checks parent window
Fullscreen -> Relays text from console into the GDI type window, emulating the console
Fullcsreen -> Capture user inputs and execute returning output to also display on screenProcess
With Console -> Fullscreen.
Process With Console Continues Normal Operation.
Fullscreen -> Grabs Parent PID.
Fullscreen -> Releases own console .
Fullscreen -> Attaches to Parent Console.
Fullscreen -> Spawns OpenGL Instance.
Fullscreen:OpenGL -> Grabs Console Buffer Every 16ms (With aim for 60fps, 1000/60=16),
marking the Buffer Texure as Dirty if changes exist (Double Buffering).
Fullscreen:OpenGL -> Draws out any changes in the Console Buffer to a Texture.
Fullscreen:OpenGL -> Draws the Texture to an OpenGL canvas, scaling as necessary.
Fullscreen:OpenGL -> Forwards any Mouse/Key Events to StdIn.
There's also a bit going on with normalizing screen metrics in order for mouse movement to work.

Regards,

Logic_

?CARUs L?VE?™ - February 15, 2015, 1:12 pm

From my experience with it so far, other than the slow frame rate; I've noticed that using pieces of script like this

```
Code @Echo off
for %%a in (""
    " ?????? ?? ?????? ?????? ?? ??????"
    " ?? ?? ???? ?? ?? ?? ??"
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    ) do ping localhost -n 1 > nul & echo=%%~a
pause > nul
```

This will cause fullscreen to crash. I'm not sure why. It works perfectly fine without starting full screen.

?Logic_Bomb - February 15, 2015, 2:01 pm

(Feb 15, 2015 02:12 PM)?CARUs L?VE?™ Wrote: [\[CITE\]](#) From my experience with it so far, other than the slow frame rate; I've noticed that using pieces of script like this

Code @Echo off
for %%a in (""

```
" ?????? ?? ?????? ?????? ?? ??????"
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" ?? ?? ?? ?? ?? ?? ?? ??"
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Regards,

Logic_

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(Feb 15, 2015 03:01 PM)?Logic_Bomb Wrote: [\[CITE\]](#) I believe it's something to do with Pinging > NUL, Have no idea why though...

Regards,

Logic_

Is there a new release for the FPS fix?

?Logic_Bomb - February 16, 2015, 12:27 pm

(Feb 15, 2015 03:53 PM)?CARUs L?VE?™ Wrote: [\[CITE\]](#) Is there a new release for the FPS fix? There is indeed, see quoted:

(Feb 14, 2015 12:07 PM)?Logic_Bomb Wrote: [\[CITE\]](#) Update Log
Code U160215

- Fixed a major bug causing the Console Handle to be lost on redirection.

- Packed Font File Into the Executable
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Download Link (160215):

<https://dl.dropboxusercontent.com/u/95897142/fullscreen-releasebuild-160215.zip> Even included the test.bat in this release to show that redirection is now handled correctly.

(Feb 15, 2015 11:21 AM)gogglebot Wrote: [\[CITE\]](#) Hi again, found an issue probably due to permissions. Dropped the fullscreen.exe, font.zfi and font-page0.tga into /System32 errors:

This should be fixed in the latest release.

Regards,

Logic_

annikk.exe - February 16, 2015, 4:59 pm

Again, really awesome project Mr Bomb. :>

Something I noticed..

When I run the fullscreen application, my CPU usage on one core goes to 100%.

ale12386 - February 17, 2015, 4:02 am

Works well on a batch game I skidded of the net! Thanks Op

gogglebot - February 19, 2015, 6:41 am

Hi again, I'm still having an issue with dropping the fullscreen.exe into system32.

I saw that the font files were gone from the latest update so I deleted them and dropped the new .exe in, not the same errors though. Didn't happen when the .exe and the .bat were in the same folder.

Thanks for all the work on this though, it's looking better and better?