

## Forum:[Hack Forums](#)

Thread: [\[OpenSource\] ReRouter - Man-In-The-Middle Helper & Proxy library](#)

**DragonHunter** - July 12, 2015, 9:21 am

I kindof forgot to even share this project here, so here you go, ReRouter, a man in the middle & Proxy helper

ReRouter, Re-Router library used to re-route the traffic of TCP traffic it can be used for logging, re-routing traffic to a different server, manipulating traffic and more

There are several sample projects, it will contain a simple preview for a game called MineCraft In this example we will constantly act as a different server "MineCraft Advertisement Client"  
We have a list of IP Addresses where the ReRouter will keep connecting to a different MineCraft server Making the favorite list in the game look funny by hitting Refresh to act as a different server

It can also change all the pictures at a website to cats by manipulating the traffic

It can as well re-route your Socks/Https proxies to different servers to keep your IP address different each time you'll visit a website

So in short, you'll start Re-Router and it will listen at 1 port, let's say 1337, every time you'll connect to port 1337 with your favorite proxy client

Re-Router will look in the list you provided with proxies and choose a random proxy server to connect to, this way your you'll keep connecting to a different proxy server

Maybe I explained it pretty cheap really, but ReRouter is simply a routing library, instead of going to A, you'll now go to B with funny cats showing up

Source: <https://github.com/AnguisCaptor/ReRouter>

Re-Router itself a library, there are simple sample projects how to get it all started ?

Small preview what manipulating the traffic looks like when you'll change it all to cats

**salmonesus** - July 12, 2015, 10:43 am

The facts about whiskers

What they do and why do cats have them.

**Only3** - July 12, 2015, 10:52 am

Drag how ur socket i saw u still using AsyncSocket and i remember ur thread about problem using it did u get it stable and why u dont using (switch) SocketAsyncEventArgs which is very stable

**SIM-1456245** - July 12, 2015, 11:17 am

Always very nice to see releases from you. Always with a unique idea. Great job. Keep it up.

**DragonHunter** - July 12, 2015, 12:34 pm

(Jul 12, 2015 10:52 AM)Only3 Wrote: [\[CITE\]](#) Drag how ur socket i saw u still using AsyncSocket and i remember ur thread about problem using it

did u get it stable and why u dont using (switch) SocketAsyncEventArgs which is very stableThe problem with Async Sockets is that the receive method is not reliable, I wouldn't trust it in anymore

really

Send, BeginSend, BeginReceive, BeginAccept are all fine so far I've seen ?

(Jul 12, 2015 11:17 AM)Electroalek Wrote: [\[CITE\]](#) Always very nice to see releases from you. Always with a unique idea. Great job. Keep it up.Thanks ^.^

**Only3** - July 12, 2015, 12:45 pm

so u still didnt try SocketAsyncEventArgs which let u control much more clients

**SIM-1676753** - July 12, 2015, 1:18 pm

(Jul 12, 2015 12:45 PM)Only3 Wrote: [\[CITE\]](#) so u still didnt try SocketAsyncEventArgs which let u control much more clients

I doubt you would have to maintain a lot of clients in this example.

**Only3** - July 12, 2015, 2:19 pm

obviously and clearly in general

**salmoneus** - July 12, 2015, 10:29 pm

(Jul 12, 2015 02:19 PM)Only3 Wrote: [\[CITE\]](#) obviously and clearly in general  
man this guy knows what's up