

Forum:[Hack Forums](#)

Thread: [IP Logger \(Server&Client\)](#)

?BORNE? - June 8, 2016, 11:22 am

I wrote this earlier so will be sharing it for everybody's use... all you need to do is send the client to a friend of yours and type 'start' in the server to capture their IP address, please post telling me what I could add/improve?

Server

[Pastebin Link](#)

Client

[Pastebin Link](#)

-borne

Mouse? - June 8, 2016, 11:31 am

What's the reason for setting a socket timeout of 100 seconds? If this hasn't responded in over 4-5 seconds, you can safely assume that it's not going to and that something went wrong.

?BORNE? - June 8, 2016, 11:34 am

(Jun 8, 2016 11:31 AM)Mouse? Wrote: [\[CITE\]](#) What's the reason for setting a socket timeout of 100 seconds? If this hasn't responded in over 4-5 seconds, you can safely assume that it's not going to and that something went wrong.

Gives time for the friend to open the client instead of giving him 5 seconds to open it.

Black?jack - June 10, 2016, 12:33 am

That's not how socket timeouts work at all... The server will listen forever until it receives a connection, regardless of timeout. The timeout is so that if you try to `recv()` from the client and it takes more than 5 seconds, THEN it times out. Also, this is really overcomplicated.

?BORNE? - June 10, 2016, 2:43 am

(Jun 10, 2016 12:33 AM)Black?jack Wrote: [\[CITE\]](#) That's not how socket timeouts work at all... The server will listen forever until it receives a connection, regardless of timeout. The timeout is so that if you try to `recv()` from the client and it takes more than 5 seconds, THEN it times out. Also, this is really overcomplicated.

I thought it was... and how is it overcomplicated?

Goodies - June 10, 2016, 8:08 am

Using raw sockets is not the way to go...

?BORNE? - June 10, 2016, 8:09 am

(Jun 10, 2016 08:08 AM)Goodies Wrote: [\[CITE\]](#) Using raw sockets is not the way to go...
What would you recommend

Goodies - June 10, 2016, 9:50 am

(Jun 10, 2016 08:09 AM)OneBongWill Wrote: [\[CITE\]](#) What would you recommend
An actual server ;) I'm partial to Twisted, but anything should work, tbh. Flask, Django, etc.. they're all fine.

I'll whip something up real quick. Flask should be more than capable of handling this pretty easily with a few hundred connections, but I'm a Twisted kind of guy, so I'll be using that :P

Give me like half an hour.

Edit: taking a little longer than I thought.

?BORNE? - June 10, 2016, 9:55 am

(Jun 10, 2016 09:50 AM)Goodies Wrote: [\[CITE\]](#) An actual server ;) I'm partial to Twisted, but anything should work, tbh. Flask, Django, etc.. they're all fine.

I'll whip something up real quick. Flask should be more than capable of handling this pretty easily with a few hundred connections, but I'm a Twisted kind of guy, so I'll be using that :P

Give me like half an hour.

Okay Goodies send me it on skype

Goodies - June 10, 2016, 11:04 am

I kind of changed it to a URL shortener + IP logger so... that's why it's taking so long.

?BORNE? - June 10, 2016, 11:11 am

(Jun 10, 2016 11:04 AM)Goodies Wrote: [\[CITE\]](#) I kind of changed it to a URL shortener + IP logger so... that's why it's taking so long.

It would take 30 seconds

?Criminal - June 10, 2016, 11:14 am

Only problem with this is unless the person has python installed the client will be useless for them, alot of people are starting to install it these days but it's still not that common.

?BORNE? - June 10, 2016, 11:16 am

(Jun 10, 2016 11:14 AM)?Criminal Wrote: [\[CITE\]](#) Only problem with this is unless the person has python installed the client will be useless for them, alot of people are starting to install it these days but it's still not that common.

Yeah I thought about that...

Goodies - June 10, 2016, 11:40 am

Alright here it is. It's dirty but it works. There a ton of things I would change before putting it anywhere near a production environment....

Also I'm shit with web design so I just went with some plain ass HTML.

How to use:

1. run it.
2. Go to <http://127.0.0.1:8080/new>
3. enter a URL. Note that if you don't put an actual HTTP link in there, it will recursively call getChild and keep refreshing so don't do that.
4. send the link (example: <http://127.0.0.1:8080/abcdefg123>) to someone else (obviously this would need to be on your network)
5. When someone visits the link, go to <http://127.0.0.1:8080/log/abcdefg123> to view the IP's.

?BORNE? - June 10, 2016, 11:54 am

(Jun 10, 2016 11:40 AM)Goodies Wrote: [\[CITE\]](#) Spoiler ([Click to View](#))

Alright here it is. It's dirty but it works. There a ton of things I would change before putting it anywhere near a production environment....

Also I'm shit with web design so I just went with some plain ass HTML.

How to use:

1. run it.
2. Go to <http://127.0.0.1:8080/new>
3. enter a URL. Note that if you don't put an actual HTTP link in there, it will recursively call getChild and keep refreshing so don't do that.
4. send the link (example: <http://127.0.0.1:8080/abcdefg123>) to someone else (obviously this would need to be on your network)
5. When someone visits the link, go to <http://127.0.0.1:8080/log/abcdefg123> to view the IP's.

What the actual fuck... I obviously dont understand a word of that?

@beef - June 10, 2016, 12:04 pm

(Jun 10, 2016 11:40 AM)Goodies Wrote: [\[CITE\]](#) Alright here it is. It's dirty but it works. There a ton of things I would change before putting it anywhere near a production environment....

Also I'm shit with web design so I just went with some plain ass HTML.

How to use:

1. run it.
2. Go to <http://127.0.0.1:8080/new>
3. enter a URL. Note that if you don't put an actual HTTP link in there, it will recursively call getChild and keep refreshing so don't do that.
4. send the link (example: <http://127.0.0.1:8080/abcdefg123>) to someone else (obviously this would need to be on your network)
5. When someone visits the link, go to <http://127.0.0.1:8080/log/abcdefg123> to view the IP's.

Oh shit, did you just write that? Thats dope lol.

?BORNE? - June 10, 2016, 12:29 pm

(Jun 10, 2016 12:04 PM)@beef Wrote: [\[CITE\]](#) Oh shit, did you just write that? Thats dope lol. Beef you understand it all? someone said mine was over complex... lol

Black?jack - June 10, 2016, 6:42 pm

(Jun 10, 2016 02:43 AM)OneBongWill Wrote: [\[CITE\]](#) I thought it was... and how is it overcomplicated?

Any network server gets the IP address of the connecting client whenever it accepts a new connection. You don't need to use an external service on the client end and then send the IP address over the socket connection - the server can simply directly see the client's IP. (That's exactly how that external service you're using works, by the way.)

@beef - June 11, 2016, 12:20 am

(Jun 10, 2016 12:29 PM)OneBongWill Wrote: [\[CITE\]](#) Beef you understand it all? someone said mine

was over complex... lol

He's got a function to create a random string on the end of the url for example cock.com/dyyshshshg THEN he creates an SQL Database that whenever you close the program is deleted then made again when you open it, the database contains 2 tables if I read correctly. One with the url_id and one with the url link I think. Every time a url link is made its stored in the database. The server he has, he's got a simple html webpage to generate links for you ect.

Goodies' code is kinda complex I guess? idk