

Forum:[Hack Forums](#)

Thread: [\[Help\] Research work,UDP flooder in visual basic](#)

eridanus - October 22, 2016, 11:49 pm

Okay now im gonna be straight.A day or two before I was just trying to make an UDP flooder in vb.net but in utter vain i could only reach upto 50k to 70k udp packets per second using this code:

```
Code Private Sub Command1_Click()  
    Winsock1.Close  
    inf = 0  
    Winsock1.Protocol = sckUDPProtocol  
    Winsock1.RemoteHost = Text1.Text  
    Winsock1.RemotePort = Text2.Text  
    Do Until inf = 1  
        Winsock1.SendData "msg" & Me.Text3.Text  
        Label1.Caption = Label1.Caption + 1  
        DoEvents  
    Loop
```

End Sub

```
Private Sub Form_Load()
```

```
    myport = Text4.Text
```

```
    Winsock1.Bind myport
```

```
End Sub
```

```
Private Sub Form_Unload(Cancel As Integer)
```

```
    Winsock1.Close
```

```
End Sub
```

Now to Get a better idea about udp flooding programs i just kept taking observations on two popular udp flooders on sourceforge 1)LOIC

2)UDP unicorn.

EXPERIMENT:

1)First i made a batch file which stored netstat -s info first when starting and after 1 second into a text file.For taking the 1 sec counter as reference.

2)Now i started one SAMP server on my machine with the address 127.0.0.1:7777[port].

3)Now i ran the SAMP client module to start monitoring pings on the server.

4)Fired LOIC(udp) on 127.0.0.1:7777 and saw the ping rise in anything between 60 to 120.Really a good yield from LOIC.

5)Used my vb.net program and the ping was anything between 10 to 20 hardly.

6)Now i used UDP unicorn on my SAMP server,and to my utter surprise i saw that the bots in my server could no more connect to it(i used a thread of 10 and timeout of 0 in ms) and the client showed no sign of response from the server.

even the ping chart went blank, but after increasing the timeout to 10,the ping chart came alive and it was anything around 6000 to 7000.

CONCLUSION:

1)My program seems slack and i need real time help from someone here who has expertise in vb.net or simply visual basic 6.

2)I ran my program along with the other programs and it seemed like my program was losing the CPU cycles to the others programs which correctly maintained their speed.

3)LOIC as expected did well taking the ping appreciately high.

4)UDP unicorn as it should only fire udp packets fired at a relatively low speed(150k per sec) than LOIC but made the server stop responding.

Now the question is how is that possible that it fires at a lower rate but makes the server to stop responding which even LOIC couldn't do???

(Both LOIC and UDP unicorn used a thread of 10 and timeout of 0)

:Hope i will get good help and advice from everyone....

note: you can get both LOIC and UDP unicorn from sourceforge.net

eridanus - October 24, 2016, 11:15 pm

Help anyone@!!!!!!!!!!!!.Is there no one???

Ninja - October 25, 2016, 6:16 pm

Maybe it has to do with the fact that VB.net has the whole framework weighing it down. Try Java or C/C++ and see if the speed increases.

Apfel - October 26, 2016, 10:00 am

(Oct 25, 2016 06:16 PM)Ninja Wrote: [\[CITE\]](#) Maybe it has to do with the fact that VB.net has the whole framework weighing it down. Try Java or C/C++ and see if the speed increases.

^^ This, I've always experienced similar lag related problems when coding in vb

Zilog80 - October 26, 2016, 11:42 am

What about this? (not tested, but seems 'do' the work):

eridanus - October 28, 2016, 12:05 am

Thanks but still can't understand how the UDP unicorn is more powerful than two LOIC attacking together even if they have same rate of sending packets.

i-manuel - October 28, 2016, 3:24 pm

(Oct 25, 2016 06:16 PM)Ninja Wrote: [\[CITE\]](#) Maybe it has to do with the fact that VB.net has the whole framework weighing it down. Try Java or C/C++ and see if the speed increases.

JAVA? WHAT HAHAAHHA?

hailhydra - October 28, 2016, 6:41 pm

Visual Basic isn't efficient enough.. you need to code it in C++/C

Ninja - October 28, 2016, 7:05 pm

(Oct 28, 2016 03:24 PM)i-manuel Wrote: [\[CITE\]](#) JAVA? WHAT HAHAAHHA?

I have seen huge speed increases when using Java over C# for heavy web botting. I ran a few WebRequests in C# and a few URLConnections in Java and in Java it took me on average 210ms and in C# 450ms for the same URL (google.com).

On a sidenote: Just what is wrong with you?