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Thread: [BeEF problems. Huge, multiple problems.](#)

ravaell - February 15, 2017, 8:16 am

Hi everyone I've been experimenting with BeEF for the last couple of days, I run the script from a LIVE USB with persistence enabled Kali 2.0 the latest version.

Now here's my problems: When I start BeEF I use my IP address to connect to my UI panel and to share to the target, like this 192.x.x.0.1:3000/demos/butcher.html

No one can connect to my hook except the people on the same WIFI network as me. Is this how it's supposed to work? I thought I could people from across an ocean to connect to my hook.

Second problem is that when I connect my phone to the hook which is on the same network it stays online for a couple of seconds, around 5 or 10 then goes to offline even though my phone browser is still open and active, no action works against the browser after it goes offline, resetting and starting the browser again on the phone does not bring it back online.

Things I have tried:

1. Update the beEF to 0.4.7.0 alpha, which is the latest version on Github and install all the gems and dependencies.
2. Disable the DNS on the config file like some people suggested on Google.
3. Disable my Firewall with ufw and reenabling and disabling it again dozens of times.
4. Connect to 3 different wireless networks to see if it would make a difference, it obviously did not.
5. Tried to connect to my hook from my Android, my smart TV browser, my laptop browser all with different browsers.
6. APT-GET UPDATE for Kali
7. Ibsqlite3 install and reinstall and reinstall again with different versions.
8. Run beef from a non persistent live usb.
9. Run beef from a previous version of kali linux 2.0 on a different USB with persistence and without.

PS: The error is usually ERR_TIMED_OUT after waiting for 5-20 minutes to load the page, it NEVER loads, no matter what demo page I try, it just does not work.

Any thoughts?

Chainfire92 - February 15, 2017, 4:02 pm

can't help you with your second problem cause i never had this happen to me.

but for your first problem you have to port forward your IP in your router so others outside your network can access the site you sent.