

Forum:[Hack Forums](#)

Thread: [uCheck - Versatile, Lightweight Username Availability Checker](#)

StarZ - April 14, 2017, 5:20 am

Been a while since my last release. Anyways, I saw kids selling poorly written versions of these tools on the forum. Figured I'd make a slightly less poorly written one and release it for free. Supports custom configurations, just drop them in the same directory as the application. Doesn't have a pointless listBox to which the lists are loaded in. Pretty quick, even though I haven't multi-threaded it. First time I've touched an IDE in years, so excuse the quick workarounds for stuff. Anyways, not gonna put too much effort into this, since the whole point was to release it for free. Learn what you can from it, If anything.

I've made it so you can write your own configurations with no prior programming experience. Here's the template:

```
Code [ConfigName]
url=https://www.site.com/%user%
successString=%user% is Available!
//successOn404=false
//false or true
//failString=
//POSTData=
```

```
// %user% is our global variable, Replace this anywhere the username is used.
// Comment out any unused variables using "/" preceding.
I've also included a few configurations I used for testing purposes.
```

Working:

- Minecraft
- Reddit
- Steam Community

Haven't tested, but Included:

- tumblr
- Twitch
- Twitter
- Instagram
- YouTube

Now time for the bad.

- Threaded, NOT multi-threaded.
- No CSRF support
- No Proxy Support

VirusTotal Link:

Code

<https://www.virustotal.com/en/file/5473077dfce0f9e5424f383b94feb5ca4faa82520e6f64530880708c>

c8c42a2b/analysis/1492156197/

Binary Link:

Code <https://mega.nz/#!8SRESDoI!2F-PepketxASEdVDjIC0q5TtGkeO7WN81XcpOy6Lt0E>

Source (GitHub):

Code <https://github.com/StarZHF/uCheck>

+Haze - April 14, 2017, 6:37 am

Quote:I saw kids selling poorly written versions of these tools on the forum

This is still just as bad

StarZ - April 14, 2017, 6:39 am

(Apr 14, 2017 06:37 AM)+Haze Wrote: [\[CITE\]](#) This is still just as bad

Quote:Figured I'd make a slightly less poorly written one and release it for free.

Yeah, may be garbo, But it's free garbo.

Zilog80 - April 14, 2017, 6:44 am

Just my \$0.02 to improve your tool. Take as constructive criticism.

1) You should not include bin folder on GitHub repo. Learn how to use gitignore file. In fact, Visual Studio makes this for you.

2) As you are using ini files, don't reinventing the wheel for read them. Use Win API for read ini files.

3) (improve) ini files? Really? XML/JSON would be better for this stuff. And also, reading (deserialization) XML/JSON can be done with less 3 lines of code.

4) As you should not distribute output folder (bin), you should not put your 'config' files in output folder. You should make a folder into application project (IE. Providers) and put your config files there. Then you should set up "Copy always" on Visual Studio property Window for each file.

I have no checked the source in depth but hope the 4 previous advices can be helpful

StarZ - April 14, 2017, 6:54 am

I made this specifically to release for free. No personal use, no sales. Nothing. Left the configs in the debug folder while I was testing. Not too worried about them. I'm not gonna go and bring XML/JSON into this. I personally see that as pointless. Maybe if it was a project I cared about I would take it seriously. And I really don't do the whole git thing. But people are so scared about downloading anything nowadays I really didn't want to sift thru the influx of ">not on git." comments. I appreciate the criticism, But tbh I really don't care about this project. I know it's garbage. But, After testing a similar app on the market (Not gonna name, since I didn't actually pay for it.), I came to the conclusion my hour-and-a-half or so Jameson fueled clusterfuck worked better and used less resources than the "premium" tool. It's been well over 3 years since I've touched VS, I'm an "oldfag" set in my ways and such I suppose.