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SIM-297877 - July 14, 2017, 9:14 am

A PoC i wrote some time ago, just uploaded it to my Github. This uses TCP for connection and Websockets for the viewing. Should be done in UDP, I did this fast to show it can be done without much work.

Github: <https://github.com/SaturnsVoid/Live-Desktop-Capture>

Notes: This is a slow system, It will only work as fast as the internet connection.

The Client can be configured to compress the image, removing any color to save bandwidth and time. This is a resource intensive system, It will use a lot of CPU and bandwidth.

This is a PoC.

You could use gZip to compress the image data more.

You could use some form of encryption. Should use UDP

The Server will await connection from the client program. The Client program will send and base64 encoded string of the desktops screenshot to the the Server

The index.html file will use Javascript to connect to the Server using Websocks and auto refresh the image as a new one arives

Using two packages;

<https://github.com/AllenDang/w32>

<https://github.com/gorilla/websocket>

!YOU WILL NEED A C COMPILER FOR THE W32 PACKAGE!

Time2Disappear - July 14, 2017, 11:18 pm

This actually looks really cool. Nice work man!