

Forum:[Hack Forums](#)

Thread: [Packet analysis](#)

GoodSnow - February 8, 2018, 5:20 pm

Hi,

I'm curious to see how a mmorpg I play works. But i'm not familiar with the process of analyzing the packet logs. What steps do I need to take and how would I go about doing them?

CyberStrike - February 8, 2018, 5:32 pm

Well first you would want to use wireshark, you also can use something like an intercepting proxy, you can use that to analyse the traffic the requests and responses as well. Is this a thicknet client (eg. has own application) or is it thinnet where it plays in the browser? For a decent intercepting proxy check out owasp zap .. burpsuite you have to have it forward owasp doesn't have breakpoints on each request and response.

GoodSnow - February 8, 2018, 5:44 pm

(Feb 8, 2018 06:32 PM)sirru5h Wrote: [CITE](#) Well first you would want to use wireshark, you also can use something like an intercepting proxy, you can use that to analyse the traffic the requests and responses as well. Is this a thicknet client (eg. has own application) or is it thinnet where it plays in the browser? For a decent intercepting proxy check out owasp zap .. burpsuite you have to have it forward owasp doesn't have breakpoints on each request and response.

Ok, thank you. How can I analyze the packets after I've captured them?