

Forum:[Hack Forums](#)

Thread: [Hacking a programm that sends to a website](#)

probluebox123 - June 30, 2018, 10:40 am

Hello, I have a abandon 3d game engine that requires a user name and password or a web-code from a website in order to open the engine. The problem is that the website is gone and no longer exists. I'm posting because I want to use it, I got it a long time ago and miss using the engine, but cant get past the web-code or user name and password. I wanted to know how I can change that and just go straight to the engine. Please help me with this thank you :)

ItsJigSaw - June 30, 2018, 11:37 am

It needs to verify is data inputed in program(username/password) in websites database. As database doesnt exist anymore i think u cant do much. Idk is it possible to modify packet that program sends to website in some way so that it sends the packet to some other website(for example some your website) and there u can make 'original' database. If this is possible still idk can u make that original database(as u dont know in which directory it was placed on original website) U ll have to wait for some more experienced user to help u out if he can.

SploitEXE - June 30, 2018, 11:50 am

Why dont you use something like Fiddler to see where its going, then make your own database on your own machine the use the Hosts file to redirect all traffic going to the abandoned website to your computer and try to make some tables with anything like admin:admin but thats if you can work out where in the database the traffic is going? you might even have to use wireshark if its a direct sql connect rather than a HTTP API or something! But I would try to start with the hosts with wireshark or fiddler data!

EDIT: Also did you join "TODAY" just so you could ask this question? pepe questioning face

probluebox123 - June 30, 2018, 11:56 am

Hi I think I can make the databases, how do you find out where the packets are. Would windows tell me some how like thought a firewall or something like that. I'm new to this so I don't really know how it works. Thank you ItsJigSaw
ok thanks going to try that now.

HangMansheart - June 30, 2018, 2:48 pm

(Jun 30, 2018 11:56 AM)probluebox123 Wrote: [\[CITE\]](#) Hi I think I can make the databases, how do you find out where the packets are. Would windows tell me some how like thought a firewall or something like that. I'm new to this so I don't really know how it works. Thank you ItsJigSaw
ok thanks going to try that now.

<https://stackoverflow.com/questions/3896601/how-to-use-fiddler-to-debug-traffic-from-any-app-eg-c-wpf-app>

Cytax - June 30, 2018, 10:45 pm

(Jun 30, 2018 11:56 AM)probluebox123 Wrote: [\[CITE\]](#) Hi I think I can make the databases, how do you find out where the packets are. Would windows tell me some how like thought a firewall or something like that. I'm new to this so I don't really know how it works. Thank you ItsJigSaw
ok thanks going to try that now.
Google Wireshark as he mentioned, great tool for scanning network traffic.

probluebox123 - July 11, 2018, 7:01 am

Hi so I;m not sure how this program works but this is what I get when loading program under statistics

Code Request Count: 1

Bytes Sent: 401 (headers:401; body:0)

Bytes Received: 492 (headers:403; body:89)

ACTUAL PERFORMANCE

ClientConnected: 06:57:51.949

ClientBeginRequest: 06:57:51.952

GotRequestHeaders: 06:57:51.952

ClientDoneRequest: 06:57:51.952

Determine Gateway: 0ms

DNS Lookup: 52ms

TCP/IP Connect: 45ms

HTTPS Handshake: 0ms

ServerConnected: 06:57:52.049

FiddlerBeginRequest: 06:57:52.049

ServerGotRequest: 06:57:52.049

ServerBeginResponse: 06:57:52.099

GotResponseHeaders: 06:57:52.099

ServerDoneResponse: 06:57:52.099

ClientBeginResponse: 06:57:52.099

ClientDoneResponse: 06:57:52.099

Overall Elapsed: 0:00:00.147

RESPONSE BYTES (by Content-Type)

~headers~: 403

text/html: 89

ESTIMATED WORLDWIDE PERFORMANCE

The following are VERY rough estimates of download times when hitting servers based in Seattle.

US West Coast (Modem - 6KB/sec)

RTT: 0.10s

Elapsed: 0.10s

Japan / Northern Europe (Modem)

RTT: 0.15s

Elapsed: 0.15s

China (Modem)

RTT: 0.45s

Elapsed: 0.45s

US West Coast (DSL - 30KB/sec)

RTT: 0.10s

Elapsed: 0.10s

Japan / Northern Europe (DSL)

RTT: 0.15s

Elapsed: 0.15s

China (DSL)

RTT: 0.45s

Elapsed: 0.45s

_____ [Learn more about HTTP performance at](#)

What dose this mean, and what did I do after this