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Thread: [Omegle Bot Webbrowser/Webrequest gets "banned"](#)

drap - July 9, 2018, 1:28 pm

I have been using an Omegle Bot which uses the Webbrowser controle of vb.net. It works but since the Webbrowser in vb.net is pretty crappy (needs a lot of RAM and eventually makes the whole system crash and gets slow when having multiple Bots running parallel) I decided to create a new Bot based on webrequests. Both Bots are able to solve captchas,

Now my problem is that the webbrowser based bot can run forever (solving captcha every 30 mins) without getting banned but the webrequest based Bot gets "kind of " banned after (maximum) 2 hours. "Kind of" means it does not receive a response like "banned from Omegle" or "error connecting to server" but after EVERY chat a captcha has to be solved.

Can anyone think of a reason why?

gigajew - July 9, 2018, 5:05 pm

Because you're sending some sort of 'bad' header or not keeping cookies

Saitama - July 10, 2018, 4:56 am

be the browser, is all i can say.

FryPan - July 10, 2018, 4:58 am

Omegle bot in 2k18. Jesus fucking christ LMAO

drap - July 11, 2018, 1:52 am

@Saitama

@gigayev

The problem was just the use of some "bad words" in the messages. After changing it works well without getting banned.

Now I have another problem: if I run 4+ bots in parallel, they become very slow (>4s per chat, a bot usually only needs <2s). More precisely: When they start a chat, it takes a long time before they get a partner. So I thought that they might slow each other down and started four bots on my PC and a fifth bot on my laptop, so they run on two completely different machines, but even then the bot that ran on the laptop was also very slow and I have no idea why. They only share the router, but I don't think that 4 bots that only send a few KB are too much for my internet connection. Now the funny thing is: If I have 5 bots running and open Omegle in a browser, it connects me immediately (and takes me straight to a chat partner).

deiski - July 12, 2018, 6:01 pm

(Jul 10, 2018 04:58 AM)FryPan Wrote: [\[CITE\]](#) Omegle bot in 2k18. Jesus fucking christ LMAO sick contribution to the team

WhiteGirl - July 13, 2018, 3:26 am

(Jul 11, 2018 01:52 AM)drap Wrote: [\[CITE\]](#) @Saitama

@gigayev

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Try running 4 bots with 4 different ips. I mean Omegle knows you are running 4 instances on 1 ip. Therefore, I think Omegle is taking a while to match you to another person, or they want to slow you down.

drap - July 13, 2018, 7:09 am

I forgot to mention that. Of course, every bot runs with its own IP. I have dedicated proxies for that.

As I said before: if I open Omegle in the browser in parallel to the bots, I will be connected immediately.

I'm not sure, but I think it has something to do with .NET.

WhiteGirl - July 13, 2018, 7:46 am

(Jul 13, 2018 07:09 AM)drap Wrote: [\[CITE\]](#) I forgot to mention that. Of course, every bot runs with its own IP. I have dedicated proxies for that.

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Then you are probably missing one api call. You know that api call to tell omegle that you are waiting on a chatter. Check closely your requests as you might be missing one or two requests that your browser does.

drap - July 13, 2018, 10:15 am

Nah.. I recorded all requests with HTTP Live headers and there is nothing missing. If I have only one Bot running it works flawlessly. The problem occurs only if several are running at the same time