

Forum:[Hack Forums](#)

Thread: [Live Snapchat stories/direct snaps \(from Gallery without 'from Camera'\) \[UPDATED\]](#)

Khamul - October 5, 2018, 9:20 pm

Let me start by saying I know that there is someone else on here selling his own version of this but I'll be adding different features to mine and competition is always good in the marketplace! I've made the app work but it needs thorough testing so I might be opening this up as a beta thing for a few select users.

Let me know what you think so far and what other features you'd like to see! This doesn't require root or anything from you, you just need to be logged into Snapchat and then use the app, you can upload to your story as per the video below or even send a direct snap to a friend, both appear as though you took it live.

UPDATED: Now the 'from Camera' text is gone so it truly looks 100% legit, no one will know any better.

? ?

[Video: <https://vimeo.com/294450005>]

PerfectStorm - October 5, 2018, 9:24 pm

Interesting. Thanks for sharing!

Juice. - October 5, 2018, 9:47 pm

Any chance of seeing an iOS version?

daymon - October 6, 2018, 1:08 am

(Oct 5, 2018 09:47 PM)Juice. Wrote: [\[CITE\]](#) Any chance of seeing an iOS version?

I can create an iOS version, if someone lets me rdp their mac so I can use their xcode. You have to do it natively smh.

Khamul - October 6, 2018, 4:09 am

(Oct 5, 2018 09:47 PM)Juice. Wrote: [\[CITE\]](#) Any chance of seeing an iOS version?

(Oct 6, 2018 01:08 AM)Sin+ Wrote: [\[CITE\]](#) I can create an iOS version, if someone lets me rdp their mac so I can use their xcode. You have to do it natively smh.

Yeah creating an iOS version wouldn't be hard at all in theory, I'd just need a Mac to be able to build the app. Hell I could even build the app in Flutter and just use a Mac right at the end to actually build the app for iOS.

0xBB - October 6, 2018, 12:58 pm

(Oct 6, 2018 01:08 AM)Sin+ Wrote: [\[CITE\]](#) I can create an iOS version, if someone lets me rdp their mac so I can use their xcode. You have to do it natively smh.

No you don't ? There are plenty of frameworks that can be ported to IOS that doesn't use Objective-C such as react-native (javascript with es6~), java, c# (xamarin or unity or any game engine), c++/python (godot engine) and many many more (even lua, corona sdk is an example).

Khamul - October 6, 2018, 1:03 pm

(Oct 6, 2018 12:58 PM)ibennz Wrote: [\[CITE\]](#) No you don't ? There are plenty of frameworks that can be ported to IOS that doesn't use Objective-C such as react-native (javascript with es6~), java, c# (xamarin or unity or any game engine), c++/python (godot engine) and many many more (even lua, corona sdk is an example).

Yeah that's right but if you want to test your app (untested code is broken code after all), you'd need a Mac to run an iOS emulator I believe? Correct me if I'm wrong.

daymon - October 6, 2018, 1:03 pm

(Oct 6, 2018 12:58 PM)ibennz Wrote: [\[CITE\]](#) No you don't ? There are plenty of frameworks that can be ported to IOS that doesn't use Objective-C such as react-native (javascript with es6~), java, c# (xamarin or unity or any game engine), c++/python (godot engine) and many many more (even lua, corona sdk is an example).

Of course, I was saying you have to work natively to work with the snapchat api.

Khamul - October 6, 2018, 1:07 pm

I think I'll start working on an iOS version soon, if I can figure out how to run XCode on a virtual machine (not sure if it's even possible). And yeah in order to work with the API I'm using I'll need to work natively.

daymon - October 6, 2018, 1:09 pm

(Oct 6, 2018 01:07 PM)Khamul Wrote: [\[CITE\]](#) I think I'll start working on an iOS version soon, if I can figure out how to run XCode on a virtual machine (not sure if it's even possible). And yeah in order to work with the API I'm using I'll need to work natively.

Legally, you can't run a mac on a VM. Although, you can work around it with specific Intel graphics cards- although I have an AMD so I'm out of luck.

Khamul - October 6, 2018, 1:10 pm

(Oct 6, 2018 01:09 PM)Sin+ Wrote: [\[CITE\]](#) Legally, you can't run a mac on a VM. Although, you can work around it with specific Intel graphics cards- although I have an AMD so I'm out of luck.

Yeah, I've run OSX in virtualbox successfully before but I'm not sure XCode worked at all, I think it does some sort of check to see if it's running in a virtualised environment and force quits if it is.

0xBB - October 6, 2018, 1:16 pm

(Oct 6, 2018 01:03 PM)Khamul Wrote: [\[CITE\]](#) Yeah that's right but if you want to test your app (untested code is broken code after all), you'd need a Mac to run an iOS emulator I believe?

Correct me if I'm wrong.

Not quite right, react-native have a IOS "simulator" that you can debug and preview stuff. (it's not really an emulator tho.) As for other languages framework they have their own emulator which doesn't require IOS environment either (mostly game engines), but indeed some does require it.

(Oct 6, 2018 01:03 PM)Sin+ Wrote: [\[CITE\]](#) Of course, I was saying you have to work natively to work with the snapchat api.

I don't understand what you are implying in your statement. If you meant reverse engineer their api and test the endpoints, again that can be done using a phone or android emulators (ios have similar endpoints) along with any packets sniffer such as fiddler or wireshark. That being said, it's been documented [here](#) , it's quite the hassle tho, so good luck.

Alessyo - October 7, 2018, 12:07 pm

What is the point of this since for iOS at least there's already Snapchat++ which does the exact same thing and more ?

Autophobia - October 7, 2018, 12:10 pm

(Oct 7, 2018 12:07 PM)Alessyo Wrote: [\[CITE\]](#) What is the point of this since for iOS at least there's

already Snapchat++ which does the exact same thing and more ?

To my knowlege snapchat++ isnt working anymore, Feel free to correct me if im wrong.

Alessyo - October 7, 2018, 12:12 pm

This might be the case for snapchat++; It was the first tweak I was thinking of as I wasn't jailbroken in a while. I did a quick search now and phantom is still usable and does not require a jailbreak.

Khamul - October 7, 2018, 12:15 pm

(Oct 7, 2018 12:12 PM)Alessyo Wrote: [\[CITE\]](#) This might be the case for snapchat++; It was the first tweak I was thinking of as I wasn't jailbroken in a while. I did a quick search now and phantom is still usable and does not require a jailbreak.

Yeah I get that, but this also requires no root/jailbreak, has a much lower risk of getting banned (loads of Snapchat++/Phantom users have been banned). Also it doesn't require you to enter your Snapchat password as it is a seperate app.

Alessyo - October 7, 2018, 12:20 pm

(Oct 7, 2018 12:15 PM)Khamul Wrote: [\[CITE\]](#) Yeah I get that, but this also requires no root/jailbreak, has a much lower risk of getting banned (loads of Snapchat++/Phantom users have been banned). Also it doesn't require you to enter your Snapchat password as it is a seperate app.

You must be high on some good stuff. When did Snapchat++ / Phantom require you to enter a password in a separate app? Changing anything within the Snapchat app can get you banned, what do you think your version would have a much lower risk ?

Khamul - October 7, 2018, 12:50 pm

(Oct 7, 2018 12:20 PM)Alessyo Wrote: [\[CITE\]](#) You must be high on some good stuff. When did Snapchat++ / Phantom require you to enter a password in a separate app? Changing anything within the Snapchat app can get you banned, what do you think your version would have a much lower risk ?

So you 1 starred this becuae you misunderstood what I said, great...

Snapchat++/Phantom are modified Snapchat clients, they could easily take your login info and Snapchat have been able to detect people using those sorts of apps which gets you banned. My app is completely SEPERATE from Snapchat, you have legit snapchat + my app instead of Snapchat++/Phanton and NO legit Snapchat.

JTMBoss - October 7, 2018, 12:51 pm

looks pretty awesome def intrested in the android version

Ghxst - October 7, 2018, 4:52 pm

Hey man, I don't have 25 posts yet but I'm wondering if you can PM me some more information, sounds interesting.

I've already been in contact with the other seller in this forum so I'm wondering what features you plan to add that would be better than he currently has, otherwise I don't think you'll have a lot of success selling on this forum.

Khamul - October 10, 2018, 1:36 pm

(Oct 7, 2018 04:52 PM)Ghxst Wrote: [\[CITE\]](#) Hey man, I don't have 25 posts yet but I'm wondering if you can PM me some more information, sounds interesting.

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I've added a feautre that removes the 'from Camera' text from your story so it looks 100% legit.

Ghxst - *October 10, 2018, 2:01 pm*

(Oct 10, 2018 01:36 PM)Khamul Wrote: [\[CITE\]](#) I've added a feautre that removes the 'from Camera' text from your story so it looks 100% legit.

Can you show a working example with uploading a video snap? Or is there any way I can test this?