

## Forum:[Hack Forums](#)

Thread: [c# socket or tcpclient over with socks5 proxy](#)

**asdox** - October 20, 2019, 9:33 am

Im currently using this snippet that lets me rout the connection over http proxy

```
Code public static TcpClient ProxyTcpClient(string targetHost, int targetPort, string httpProxyHost,
int httpProxyPort, string proxyUserName, string proxyPassword)
```

```
{
    const BindingFlags Flags = BindingFlags.NonPublic | BindingFlags.Instance;
    Uri proxyUri = new UriBuilder
    {
        Scheme = Uri.UriSchemeHttp,
        Host = httpProxyHost,
        Port = httpProxyPort
    }.Uri;
    Uri targetUri = new UriBuilder
    {
        Scheme = Uri.UriSchemeHttp,
        Host = targetHost,
        Port = targetPort
    }.Uri;

    WebProxy webProxy = new WebProxy(proxyUri, true);
    webProxy.Credentials = new NetworkCredential(proxyUserName, proxyPassword);
    WebRequest request = WebRequest.Create(targetUri);
    request.Proxy = webProxy;
    request.Method = "CONNECT";
    HttpWebResponse response = (HttpWebResponse)request.GetResponse();
    Stream responseStream = response.GetResponseStream();
    Type responseType = responseStream.GetType();
    PropertyInfo connectionProperty = responseType.GetProperty("Connection", Flags);
    var connection = connectionProperty.GetValue(responseStream, null);
    Type connectionType = connection.GetType();
    PropertyInfo networkStreamProperty = connectionType.GetProperty("NetworkStream",
Flags);
    NetworkStream networkStream =
(NetworkStream)networkStreamProperty.GetValue(connection, null);
    Type nsType = networkStream.GetType();
    PropertyInfo socketProperty = nsType.GetProperty("Socket", Flags);
    Socket socket = (Socket)socketProperty.GetValue(networkStream, null);

    return new TcpClient { Client = socket };
}
```

I need to do the same thing but only with socks5 proxy.

Thanks ?

**gigajew** - October 24, 2019, 11:05 pm

Haven't seen anyone do it this way before, that's pretty cool. However you would probably come out better using a library that supports different types of proxies for sockets.

**REEND** - *October 13, 2020, 3:02 pm*

.Net not have SOCKS4/SOCKS5 implementation, you have to write your own SOCKS5 client. See <https://tools.ietf.org/html/rfc1928>