

Forum:[Hack Forums](#)

Thread: [Understanding image bytes/ Sending image bytes through TCP](#)

C++ - December 21, 2019, 10:16 am

Hey, I'm here trying to send image bytes through TCP.

But it's not working.

I even tried to copy/paste the bytes manually and didn't work, why this?
?

NYANxCAT - December 21, 2019, 10:54 am

(Dec 21, 2019 11:16 AM)WeeE Wrote: [\[CITE\]](#) Hey, I'm here trying to send image bytes through TCP.

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Can you explain "copy/paste the bytes manually"

C++ - December 21, 2019, 10:56 am

(Dec 21, 2019 11:54 AM)??` NYAN CAT ?? Wrote: [\[CITE\]](#) Can you explain "copy/paste the bytes manually"

Opening notepad++, copying the whole text then pasting in another .png file.

HFDone - December 21, 2019, 1:56 pm

its not working like this read the image bytes by `io.file.readallbytes` and send it

C++ - December 21, 2019, 4:05 pm

(Dec 21, 2019 02:56 PM)HFDone Wrote: [\[CITE\]](#) its not working like this read the image bytes by `io.file.readallbytes` and send it

I don't want to read the bytes of the image nor save the image somewhere. It's stored in bytes and I send it through TCP.

The example I gave above was just explaining that even if I tried to change the bytes of the .png won't work.

Washi - December 21, 2019, 5:07 pm

Read this:

<https://princetonuniversity.github.io/PUbootcamp/sessions/technical-questions/HowToAskQuestions2018Bootcamp.pdf>

Spoiler [\(Click to View\)](#)

We have nothing to work with. How do you expect to get answers if we don't know anything about what you've tried, what you were expecting and what actually happened?

NYANxCAT - December 21, 2019, 6:43 pm

(Dec 21, 2019 06:07 PM)Washi Wrote: [\[CITE\]](#) Read this:

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We have nothing to work with. How do you expect to get answers if we don't know anything about what you've tried, what you were expecting and what actually happened?

That is exactly why I stopped replying.

gigajew - December 21, 2019, 7:58 pm

Here's an example with TcpClient (which is basically the same as a regular TCP Socket)

C++ - December 23, 2019, 6:30 am

Here's what I got:

After the TCP connection is made and receiving the bytes:

asd is the string that is received by TCP.

```
Code byte[] asd1 = System.Text.Encoding.ASCII.GetBytes(asd);
        using (Image image = Image.FromStream(new MemoryStream(asd1)))
        {
            image.Save(fileName); // Or Png
        }Throws out this exception: "System.ArgumentException: Parameter is not
valid."
```

HFDone - December 23, 2019, 7:49 am

why you using string you cant do it like "Opening notepad++, copying the whole text then pasting in another .png file." theres few problems with it

giga gave you example and me too if you must use string then convert the image to base64 string and back

C++ - December 23, 2019, 11:58 am

Yes but since I don't save the image I can't use the method you said.

Here's how I create the bytearray:

```
Bitmap memoryImage;
memoryImage = new Bitmap(1000, 900);
Size s = new Size(memoryImage.Width, memoryImage.Height);

Graphics memoryGraphics = Graphics.FromImage(memoryImage);

memoryGraphics.CopyFromScreen(0, 0, 0, 0, s);

//That's it! Save the image in the directory and this will work like charm.
string fileName =
string.Format(Environment.GetFolderPath(Environment.SpecialFolder.MyDocuments) +
    @"\Screen1shot" + "_" +
    DateTime.Now.ToString("(dd_MMMM_hh_mm_ss_tt)") + ".png");

// save it
//memoryImage.Save(fileName);

byte[] byteArray = new byte[0];
using (MemoryStream stream = new MemoryStream())
```

```

{
    memoryImage.Save(stream, System.Drawing.Imaging.ImageFormat.Png);
    stream.Close();

    byteArray = stream.ToArray();
}
Console.WriteLine(System.Text.Encoding.ASCII.GetString(byteArray));
return byteArray;

```

kelsin123j - December 25, 2019, 12:45 pm

not going to bother to read the garbage you just posted, but you can just get the byte array of image, convert that to base64 string, then send that

Washi - December 25, 2019, 4:40 pm

(Dec 23, 2019 07:30 AM)WeeE Wrote: [\[CITE\]](#) Here's what I got:

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Throws out this exception: "System.ArgumentException: Parameter is not

valid."

As stated before in my previous reply, you really gotta be more specific if you want to get meaningful answers. There is a lot of things unclear in your posts.

What line or function call is it occurring? Why are you using strings to store the image data? What is meant by copied manually? An image is binary data, not textual data. This could very well be the core of your issues, though the only thing we can do is guess, as we cannot see the full picture or inside your head...

(Dec 25, 2019 01:45 PM)kelsin123j Wrote: [\[CITE\]](#) not going to bother to read the garbage you just posted, but you can just get the byte array of image, convert that to base64 string, then send that Why would you transform the binary data to a base64 string if the socket network stream accepts binary data as input just fine? ?

C++ - December 25, 2019, 4:57 pm

(Dec 25, 2019 05:40 PM)Washi Wrote: [\[CITE\]](#) As stated before in my previous reply, you really gotta be more specific if you want to get meaningful answers. There is a lot of things unclear in your posts.

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Why would you transform the binary data to a base64 string if the socket network stream accepts binary data as input just fine? ?

I solved it, but thanks for your help.

System - December 29, 2019, 4:06 pm

Lmfao jesus christ this thread was a train wreck.

itcorp - December 29, 2019, 4:15 pm

(Dec 29, 2019 05:06 PM)Systers Wrote: [\[CITE\]](#) Lmfao jesus christ this thread was a train wreck.
i see what you are trying to do buddy,if you do not want to try to help please don't do this.

DNA - December 29, 2019, 5:16 pm

OP isn't very receptive to help as I can see.

All I'm gonna say is it should be sent and received as a byte stream.