

## Forum:[Hack Forums](#)

Thread: [Help | Networking | Developing own protocol](#)

**lululululu** - November 14, 2021, 1:16 pm

Hi,  
I'm because rats need to communicate over networks, I thought my question may fit in here.  
I have a bit of experience in Socketdevelopment in c# and c/c++.  
I tried out many protocols http, tcp, udp... etc.  
But for my particular usecase, non of these protocols were ideal.  
I already have the Idea how I will do it in mind.

Now my question:

Does it make sense to use raw sockets when I want to implement my own Protocol, or should I use a protocol like UDP and implement my Protocol as a layer above UDP?

What in general is the difference between a raw connection and a udp connection?

Help is really appriciated! :))

**Aurulent** - November 14, 2021, 1:25 pm

(Nov 14, 2021 02:16 PM)lululululu Wrote: [\[CITE\]](#) Hi,  
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If I were you I would use UDP between the two. It will be easier, and harder to detect. Your new protocol would stand out to an ids. Best is honestly TLS traffic since that gets overlooked most of the time since there's soo much of it. I've also seen some really interesting c2 use google sheets and social media, you could look into that as well.