

Forum:[Hack Forums](#)

Thread: [\[Alpha\] NexusChat - Encrypted Chatroom](#)

Young George - December 29, 2023, 11:17 am

While I have a long ways to go before this project is considered "done", the core functionality of it works so I thought I would give some people early access to try it out.

Image is large

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

<https://www.mediafire.com/file/xt2hv4ohhbvwyok/Compiled.exe/file>

<https://www.virustotal.com/gui/file/003725a7978e1941eb0f558557c4fc1055dab9c93377d4caf94f0cf855775d96>

If you try it, let me know what you think.

Did you find any code-breaking bugs?

Did you notice any leaked data during comms?

Do you have some recommendations?

RELEASE v0.5

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

What's New?

- Connection stability
- Cleaned up print statements for user convenience
- Character limit of 500
- Keybind "enter" key to send messages more casually
- Spacing between chat lines for easier reading
- Notification sounds for new messages and....
- ENCRYPTED FILE SHARING!

Large image, again

Download link: https://www.mediafire.com/file/rzcrov5ehf0ky43/Compiled_v0.5.exe/file

VirusTotal link:

<https://www.virustotal.com/gui/file/6c986943797d2b5ba13efeab4c6baa2f397025069eda050d9654f1431a7c7ad3>

What's Next?

- Menus for more in-depth access. Port-forwarding walkthroughs, sound controls, theme settings, etc
- Room controls, file sharing controls
- "get host rooms" button (this allows for hidden rooms to be created)
- "is typing" effect
- Dedicated Nexus servers???

Young George - January 3, 2024, 4:27 pm

I am happy to report some progress on this project! The majority of the time was spent problem solving the logic for forwarding the file instead of saving and sending, while maintaining the same encryption logic as the messaging process.

New download link and VT link are in the "Release v0.5" spoiler dropdown, along with a short "whats new/whats next" breakdown.

Still looking for suggestions and ideas!

Hackers - January 4, 2024, 9:03 pm

Awesome job, ill check this out at a computer over the weekend. Keep it up

Klonopin - January 9, 2024, 3:14 pm

neat concept you got going on.

Are you only encrypting in Base64?

Young George - January 9, 2024, 4:27 pm

(Jan 9, 2024 04:14 PM)Klonopin Wrote: [\[CITE\]](#) neat concept you got going on.

Are you only encrypting in Base64?

Thanks, I'm using ChaCha20 for the encryption method, and then encoded to base64 since I had to separate the nonce/cipher with ":" and it was causing issues when trying to send data through the channel. plaintext -> Cha ->Base64 == Base64 -> Cha -> plaintext. Then ECDH method is used to share shared/private key, so each connection is new, and no 2 keys will be the same for any client/server.

Klonopin - January 9, 2024, 5:56 pm

(Jan 9, 2024 05:27 PM)Young George Wrote: [\[CITE\]](#) Thanks, I'm using ChaCha20 for the encryption method, and then encoded to base64 since I had to separate the nonce/cipher with ":" and it was causing issues when trying to send data through the channel. plaintext -> Cha ->Base64 == Base64 -> Cha -> plaintext. Then ECDH method is used to share shared/private key, so each connection is new, and no 2 keys will be the same for any client/server.

Very neat, what language is this all made in?

Young George - January 10, 2024, 2:41 am

(Jan 9, 2024 06:56 PM)Klonopin Wrote: [\[CITE\]](#) Very neat, what language is this all made in?

I wrote it in Python since it seems like the universal "introductory" language to learn, and I chose the chatroom project since privacy is something I'm a advocate for.

Py_Dev - January 10, 2024, 6:18 am

Great work man, cool concept for sure! Love to see the progress being made!

DI?E - February 5, 2024, 10:56 am

Cool project. Placing my comment here to follow it.

Suspect. - February 5, 2024, 2:59 pm

This looks interesting, I think a better way of encryption is needed though but still I commend you for putting the time required into a project like this.

There needs to be way way more encrypted opensrc chatrooms that don't require usual consumer data.