

# Forum:[Hack Forums](#)

Thread: [Bubble Pop Crypter - FREE Crypter \[ \\$0 \] - Windows 64Bit PE](#)

Hackers - March 23, 2024, 6:29 am

Bubble Pop Crypter v0.0.1

## TERMS OF SERVICE

Bubble Pop Crypter may only be used for personal, educational, research use cases on your personal or otherwise authorized devices, for "whitehat", legal purposes only. The software is a proof of concept for reconstructing an unencrypted program and pushing directly to calculated memory addresses, in runtime.

Version 0.0.1

Downloads:

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

Want to do it yourself? You'll score better ;)

These versions use a header file include instead of a resource file & will require you to have a C++ compiler:

Code DIY Mirror 1:

<https://www.mediafire.com/file/9cikwcwg3t8mex8/Bubble-Pop-DIY-Source-Code-Release-v0.0.1.zip/file>

DIY Mirror 2:

[https://mega.nz/file/Vv1VHa7C#M5O\\_nMFh0AKaIkW8pW9RbDeaT-KxFpRdpCAAaCUcfdc](https://mega.nz/file/Vv1VHa7C#M5O_nMFh0AKaIkW8pW9RbDeaT-KxFpRdpCAAaCUcfdc)

Choose 1 mirror download for v0.0.1 compiled programs (see note below) :

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<https://mega.nz/file/9i8nSQYR#D5VLN7TIZV95-lta7Bv2e3m6G9v4-30R4Vdksz7tTLc>

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<https://www.mediafire.com/file/vgbbq38or3g7ukq/BubblePop-Public-0.0.1.zip/file>

Mirror 4:

<https://mega.nz/file/NiM11KrZ>

key: D5VLN7TIZV95-lta7Bv2e3m6G9v4-30R4Vdksz7tTLc

Mirror 5:

<https://www.mediafire.com/file/a1abcastryqbpu/BubblePop-Public-0.0.1%25282%2529.zip/file>

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<https://www.mediafire.com/file/p50rn34x4e7f8v8/Bubble.exe/file>

<https://www.mediafire.com/file/ehazwg2md8ahd2f/Pop.exe/file>

Mirror 7:

<https://filebin.net/93amlszc9u1jt0gt>

Auto DLL Unloader

- the auto DLL/module unloader function allows the program to kickout unwanted listeners, tools, etc
- this can cause problems if you are using unknown DLLs
- you can PM/convo me with a list of modules you need whitelisted & I'll send you a custom Pop.exe for that whitelist

Alternatively, download the Pop-NoUnload.exe for the version that doesn't use this feature:

Code <https://mega.nz/file/xm9yXAql#MiAstLXymAkQbadsCZLfvtK-MvTvriv-WbQnWAOKYSQ>

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v0.0.2 will include encryption for scantime as well. This is due to me modifying my original program to use a resource file instead of a header include and not having time this morning to add in the new encryption model. However, this makes it more interesting because as you will see, the tool is still safe.

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**DI?E** - March 23, 2024, 12:32 pm

Nice share. The name cracks me up.

**Hackers** - March 23, 2024, 2:25 pm

(Mar 23, 2024 12:32 PM)DI?E Wrote: [\[CITE\]](#) Nice share. The name cracks me up.  
Thanks, named after my fiance who I call bubble / bubs :)

I added 2 new versions to Downloads:

1) The original downloads feature my auto DLL unloader which can have trouble when you use a program with unknown DLLs. PM/Convo me if you want the DLL unloader to stay & I'll send you a custom copy that whitelists your module list.

2) I added a version that does not include the unloader for people who don't need that.

3) I added a DIY version which includes the source code (slightly tweaked) of Bubble Pop, using a header include rather than a resource. This version requires that you re-compile on your own but will result in much better scores.

**C4nlyne** - March 23, 2024, 3:35 pm

(Mar 23, 2024 06:29 AM)nodes Wrote: [\[CITE\]](#)

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How does it work, I'm new to this business, can you give me some information?

**Hackers** - March 23, 2024, 5:20 pm

(Mar 23, 2024 03:35 PM)C4nlyne Wrote: [\[CITE\]](#) How does it work, I'm new to this business, can you give me some information?

There are 3 total tools, for 64bit original programs.

1) DIY codebase, using a header include - for best results, you use this by compiling Bubble, then once compiled open that up, type in your filepath (to original program), press enter. Once done, compile Pop and this is your final program.

2) Full release, with an auto module unloading feature. Usage is to open Bubble.exe, enter filepath & press enter - no compiling needed. However, remember that this is a public program and POC.

Option 2 also has a dll/module whitelist. this means only some libs can load in, so if you are using libs that are not on the whitelist, you should either use option 1 (or 3 below) - or msg me and I'll send you a new copy w/ your requested module whitelist.

3) Same as option 2, but without the auto unloading tool / no dll whitelist requirements.

For the other links, they can all be used to build protection software, licensing programs, and more. If you have any questions please let me know, and remember that I only authorize whitehat/legal uses for all of my programs, code, and tutorials.

**C4nlyne** - March 24, 2024, 10:29 am

(Mar 23, 2024 05:20 PM)nodes Wrote: [\[CITE\]](#) There are 3 total tools, for 64bit original programs.

1) DIY codebase, using a header include - for best results, you use this by compiling Bubble, then once compiled open that up, type in your filepath (to original program), press enter. Once done, compile Pop and this is your final program.

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i dont understand :)

**Hackers** - March 24, 2024, 10:32 am

(Mar 24, 2024 10:29 AM)C4nlyne Wrote: [\[CITE\]](#) i dont understand :)

Do you have any specific questions? Happy to help :)

**DI?E** - March 24, 2024, 10:43 am

(Mar 24, 2024 10:29 AM)C4nlyne Wrote: [\[CITE\]](#) i dont understand :)

He did lay out exactly what it means. What was it that you dont understand?

**C4nlyne** - March 24, 2024, 1:03 pm

(Mar 24, 2024 10:32 AM)nodes Wrote: [\[CITE\]](#) Do you have any specific questions? Happy to help :)  
is this a Fud maker program ?

and how will I use it how will I use it with the codes you gave me what can I do encryption by doing to hide the virus file

**Hackers** - March 25, 2024, 4:33 am

(Mar 24, 2024 01:03 PM)C4nlyne Wrote: [\[CITE\]](#) is this a Fud maker program ?

and how will I use it how will I use it with the codes you gave me what can I do encryption by doing to hide the virus file

Please make sure you read the TOS:

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I don't authorize the use of my software with virus files, and I don't offer BH support / help.

**White\_Inky** - March 25, 2024, 3:11 pm

You are fantastic!!! I'm looking at it, I'm reading the code but logically it's completely different from the structures of other codes. It works great. I have to learn!!! thanks nodes you are great!!!

**Hackers** - March 25, 2024, 3:43 pm

(Mar 25, 2024 03:11 PM)White\_Inky Wrote: [\[CITE\]](#) You are fantastic!!! I'm looking at it, I'm reading the code but logically it's completely different from the structures of other codes. It works great. I have to learn!!! thanks nodes you are great!!!

You're welcome & I appreciate the comment :)

I had a feeling you would like this one - it should help you move on from the tmp file formats to this more advanced PE construction method!

Best of luck

**Zher0** - March 25, 2024, 3:49 pm

Really cool! Will take a look at the source when I have some time later.

**Hackers** - March 25, 2024, 3:53 pm

(Mar 25, 2024 03:49 PM)Zher0 Wrote: [\[CITE\]](#) Really cool! Will take a look at the source when I have some time later.

Thanks!

Definitely recommend checking it out w/ the DIY code - One difference for the DIY versus the compiled program is that the compiled version uses a resource file, and the DIY uses a header include. For obvious reasons, header include / re-compile per crypt is the best option :)

the other main difference is that I removed the dll unloader code from the DIY source release, but you can add similar into the code from my thread here:

<https://hackforums.net/showthread.php?tid=6266289>

I also recommend this POC / thread of mine:

<https://hackforums.net/showthread.php?tid=6266052>

memory - March 25, 2024, 6:09 pm

(Mar 23, 2024 06:29 AM)nodes Wrote: [\[CITE\]](#)

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Are you offering the source code at all for review? Would love to see how you got such great results.

**Py\_Dev** - March 26, 2024, 4:51 pm

Great work here nodes. Super cool to post a free crypter to the community! Keep up the great work!

**Hackers** - March 26, 2024, 6:44 pm

(Mar 26, 2024 04:51 PM)GTAF Wrote: [\[CITE\]](#) Great work here nodes. Super cool to post a free crypter to the community! Keep up the great work!

Thanks, appreciate that!

Definitely checkout the DIY code > the compiled versions

**abraham\_lucas3** - March 31, 2024, 7:06 am

On this Easter Sunday, may the love of Christ fill your heart with joy, peace, and gratitude. Happy Easter!" "Wishing y'all a blessed and joyful ...

**x-001** - March 31, 2024, 10:22 am

Unfortunately option 2 didn't work for me.

**Hackers** - March 31, 2024, 5:27 pm

(Mar 31, 2024 10:22 AM)x-001 Wrote: [\[CITE\]](#) Unfortunately option 2 didn't work for me.

Are you using .NET or 32bit?

I am still working on those versions for all of my crypters overall. Some work with 32bit but not all.

Let me know if you have any specific errors & I can help you out :)

**ProxyLand** - April 8, 2024, 3:20 am

Wow for someone that is returning to HF from years ago, This thread is a goldmine thank you!

**PitbullT0r** - April 8, 2024, 3:30 am

nodes you are a f\*cking pro users!

Thanks for everything!

**Hackers** - April 8, 2024, 7:55 am

(Apr 8, 2024 03:20 AM)GamingTricks Wrote: [\[CITE\]](#) Wow for someone that is returning to HF from years ago, This thread is a goldmine thank you!

(Apr 8, 2024 03:30 AM)PitbullT0r Wrote: [\[CITE\]](#) nodes you are a f\*cking pro users!  
Thanks for everything!

Thank you to both of you! My #1 goal is just to keep learning & also share what I learn along the way.

Glad this is helpful :)

**PitbullT0r** - April 16, 2024, 8:06 am

(Apr 8, 2024 07:55 AM)nodes Wrote: [\[CITE\]](#)

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Glad this is helpful :)

Not working with .NET payloads?

**Hackers** - April 16, 2024, 8:18 am

(Apr 16, 2024 08:06 AM)PitbullT0r Wrote: [\[CITE\]](#) Not working with .NET payloads?

Yeah unfortunately .NET has some issues w/ this

**PitbullT0r** - April 16, 2024, 8:22 am

(Apr 16, 2024 08:18 AM)nodes Wrote: [\[CITE\]](#) Yeah unfortunately .NET has some issues w/ this

Thanks for your immediately reply.

Can you suggest me some free tool to use with .NET payloads?

**jlkrumholz01** - April 18, 2024, 4:31 pm

When compiling I get error of

Code Cannot Include Program.h

There is not file named Program.h how do I get it to compile the code?

**Hackers** - April 18, 2024, 6:07 pm

(Mar 31, 2024 07:06 AM)abraham\_lucas3 Wrote: [\[CITE\]](#) On this Easter Sunday, may the love of Christ fill your heart with joy, peace, and gratitude. Happy Easter!" "Wishing y'all a blessed and joyful ...

Thank you for this kind message.

Unrelated to this thread - just curious what you think about the Book of Enoch, or if you've ever heard of it...

(Apr 16, 2024 08:22 AM)PitbullT0r Wrote: [\[CITE\]](#) Thanks for your immediately reply.

Can you suggest me some free tool to use with .NET payloads?

No problem, I always try to respond to everyone!

Honestly, I'm not quite sure which software is best for something like this.

Remember to always follow your local laws & regulations and any terms of service that software might require.

(Apr 18, 2024 04:31 PM)jlkrumholz01 Wrote: [\[CITE\]](#) When compiling I get error of

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There is not file named Program.h how do I get it to compile the code?

You have to use BubbleP.exe (BubbleP.cpp) in the DIY version first. Compile it and then use it and this will generate the Program.h file that you can then use in PopB.exe (PopB.cpp).

Code # Bubble.exe

Bubble Pop

## Compling Original

```

g++ BubbleB.cpp -o BubbleB -O2 -static

./BubbleB

# terminal / cli opens and says 'Enter file name:' - Type in path to file relative to CWD & press enter.

g++ PopB.cpp Lucid/MemoryManager.cpp -static -o PopB.exe -O2

# add -mwindows to end of command if you need no console window to show

```

(Mar 25, 2024 06:09 PM)memory Wrote: [\[CITE\]](#) Are you offering the source code at all for review? Would love to see how you got such great results.

source code is given out publicly in this thread for the DIY version

**Stanley** - January 15, 2025, 8:11 pm

I'm Stanley HF's helper bot. The OP (original poster) of this thread wants everyone to see this page and has elected to bump it to the top of the showthread listing. Since HF doesn't want a ton of LQP (Low Quality Posts) this is the best method of bumping your content. There is a small ?yte fee for each bump. Any OP can bump any of their threads on HF from the linked icon on the top of their first post.

If you haven't already read the first post of this thread we encourage you to do so.

Thanks,  
Stanley

**DI?E** - January 18, 2025, 10:16 am

Updating it at all? Nice share.

**Hackers** - January 18, 2025, 10:16 am

(Jan 18, 2025 11:16 AM)DI?E Wrote: [\[CITE\]](#) Updating it at all? Nice share.

I haven't, but happy to answer any questions

Thank you!

**cebef** - March 6, 2025, 12:41 am

thank you for sharing this!

**Al masry** - April 12, 2025, 1:27 pm

nice work man thnx nice work man thnx nice work man thnx nice work man thnx

**Shrdw** - April 12, 2025, 7:35 pm

(Mar 23, 2024 06:29 AM)nodes Wrote: [\[CITE\]](#)

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[https://mega.nz/file/Vv1VHa7C#M5O\\_nMFh0AKalkW8pW9RbDeaT-KxFpRdpCAAaCUcfdc](https://mega.nz/file/Vv1VHa7C#M5O_nMFh0AKalkW8pW9RbDeaT-KxFpRdpCAAaCUcfdc)

Choose 1 mirror download for v0.0.1 compiled programs (see note below) :

Code Mirror 1:

<https://mega.nz/file/9i8nSQYR#D5VLN7TIZV95-lta7Bv2e3m6G9v4-30R4Vdks7tTLc>

Mirror 2:

<https://uploadnow.io/f/TP3rFz1>

Mirror 3:

<https://www.mediafire.com/file/vgbbq38or3g7ukq/BubblePop-Public-0.0.1.zip/file>

Mirror 4:

<https://mega.nz/file/NiM11KrZ>

key: D5VLN7TIZV95-lta7Bv2e3m6G9v4-30R4Vdks7tTLc

Mirror 5:

<https://www.mediafire.com/file/a1abcadtrysqbpu/BubblePop-Public-0.0.1%25282%2529.zip/file>

Mirror 6:

<https://www.mediafire.com/file/p50rn34x4e7f8v8/Bubble.exe/file>

<https://www.mediafire.com/file/ehazwg2md8ahd2f/Pop.exe/file>

Mirror 7:

<https://filebin.net/93amlszc9u1jt0gt>

#### Auto DLL Unloader

- the auto DLL/module unloader function allows the program to kickout unwanted listeners, tools, etc
- this can cause problems if you are using unknown DLLs
- you can PM/convo me with a list of modules you need whitelisted & I'll send you a custom Pop.exe for that whitelist

Alternatively, download the Pop-NoUnload.exe for the version that doesn't use this feature:

Code <https://mega.nz/file/xm9yXAql#MiAstLXymAkQbadsCZLfvtK-MvTvriv-WbQnWAOkYSQ>

DISCLAIMER: Bubble Pop Crypter does not encrypt or alter your program. This is a proof of concept software! I shall repeat: Bubble Pop Crypter does not use encryption. You can see the results for yourself and try it out if you have doubts!

We're safe, bub!

Results:

Spoiler ([Click to View](#))

v0.0.1 is the POC as-is, with 0 encryption. We still achieve 2/72 on runtime.

v0.0.2 will include encryption for scantime as well. This is due to me modifying my original program to use a resource file instead of a header include and not having time this morning to add in the new encryption model. However, this makes it more interesting because as you will see, the tool is still safe.

Remember, Bubble Pop is for personal, educational, research purposes only for legal uses. You must agree to the terms of service to use this software on your personal devices. The core functions of this software are from my project Lucid Dream DMT (Data Management Tool). It is a no-encrypt crypting project I started a while ago that has maintained 2-4/70+ on VT runtime scans for a long time now.

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<https://hackforums.net/showthread.php?tid=6265430>

I read through this pretty interesting also with skcrypter for strings using c++ 11 and overall the code is good.

I understand the white hat focus though the source code conventions and proper attributing is what made me smile most a lot of developers don't do that even when they legally should. Hearts for you.

poolisos - May 24, 2025, 4:52 pm

# hhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhh

**Hackers** - October 28, 2025, 6:32 pm

(Apr 12, 2025 07:35 PM)Shrdw Wrote: [CITE](#) I read through this pretty interesting also with skcrypter for strings using c++ 11 and overall the code is good.

I understand the white hat focus though the source code conventions and proper attributing is what made me smile most a lot of developers don't do that even when they legally should. Hearts for you. Thank you, and yes, I am whitehat so I really don't want to support anything illegal.

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herd67293 - October 29, 2025, 6:43 am

thx mate

???????????? - October 29, 2025, 9:40 am

(Mar 23, 2024 06:29 AM)nodes Wrote: [\[CITE\]](#)

Bubble Pop Crypter v0.0.1

## TERMS OF SERVICE

Bubble Pop Crypter may only be used for personal, educational, research use cases on your personal or otherwise authorized devices, for "whitehat", legal purposes only. The software is a proof of concept for reconstructing an unencrypted program and pushing directly to calculated memory addresses, in runtime.

Version 0.0.1

Downloads:

Spoiler ([Click to View](#))

Want to do it yourself? You'll score better ;)

These versions use a header file include instead of a resource file & will require you to have a C++ compiler:

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This is a very good share for the community.

**Hackers** - October 29, 2025, 9:50 am

(Oct 29, 2025 09:40 AM)??????????? Wrote: [\[CITE\]](#) This is a very good share for the community. Thanks, wish I hadn't lost my old machine, the Lucid Dream Data Management Tool that this Bubble project is based on was pretty sweet.

It was basically ntdll+PEB walking, IAT, import mapping, and everything out of the Gate methods, mixed with some newer syscall ideas and other methods in runtime.

I released Bubble Pop while still working on Lucid to share some things

I moved on from this type of research / dev, but it was so much fun

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That sounds like an impressive low-level project, deep Windows internals work with creative runtime engineering.

**Hackers** - October 29, 2025, 9:55 am

(Oct 29, 2025 09:52 AM)???????????? Wrote: [\[CITE\]](#) That sounds like an impressive low-level project, deep Windows internals work with creative runtime engineering.

Yeah it was really fun to learn tbh.

Took a bit, but started by learning normal runPE methods with tmp, suspend process, etc (NCrypt project) and then moved on from that to no-disk methods but still with processes, and then full on memory loading.

???????????? - October 29, 2025, 9:57 am

(Oct 29, 2025 09:55 AM)nodes Wrote: [\[CITE\]](#) Yeah it was really fun to learn tbh.

Took a bit, but started by learning normal runPE methods with tmp, suspend process, etc (NCrypt project) and then moved on from that to no-disk methods but still with processes, and then full on memory loading.

Try to expand this project by working on Windows Internals (Patterson/ Russinovich), master WinDbg + Volatility3 for memory forensics.

**Hackers** - October 29, 2025, 10:07 am

(Oct 29, 2025 09:57 AM)???????????? Wrote: [\[CITE\]](#) Try to expand this project by working on Windows Internals (Patterson/ Russinovich), master WinDbg + Volatility3 for memory forensics. found some streams , but I'm not really developing for Windows anymore. Not sure if I ever will again tbh.

[Video: <https://www.youtube.com/watch?v=jWlkhg0Ufr4>]

Another stream from this guy:

[https://www.youtube.com/watch?v=usW9F\\_bUpvQ](https://www.youtube.com/watch?v=usW9F_bUpvQ)

Haven't watched them in full obviously, but I hope these help some people who see this post... It can be hard to understand topics, but sometimes listening to someone talk can be easier.

<https://github.com/volatilityfoundation/volatility3>

This book is old but probably has a lot of similar concepts:

<https://dl.acm.org/doi/abs/10.5555/1717352>

??????????? - October 29, 2025, 10:08 am

(Oct 29, 2025 10:07 AM)nodes Wrote: [\[CITE\]](#) found some streams, but I'm not really developing for Windows anymore. Not sure if I ever will again tbh.

[Video: <https://www.youtube.com/watch?v=jWlkhg0Ufr4>]

Another stream from this guy:

[https://www.youtube.com/watch?v=usW9F\\_bUpvQ](https://www.youtube.com/watch?v=usW9F_bUpvQ)

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<https://github.com/volatilityfoundation/volatility3>

This book is old but probably has a lot of similar concepts:

<https://dl.acm.org/doi/abs/10.5555/1717352>

This is an amazing find. I will also go through them once I am on my home PC.

**monkeyman** - November 5, 2025, 7:13 pm

This is very cool, but I only have one problem, after running bubble.exe on my program, then running pop.exe, my program does not execute/function properly like the original executable and does not work. Any suggestions?

**Hackers** - November 5, 2025, 7:17 pm

(Nov 5, 2025 08:13 PM)monkeyman Wrote: [\[CITE\]](#) This is very cool, but I only have one problem, after running bubble.exe on my program, then running pop.exe, my program does not execute/function properly like the original executable and does not work. Any suggestions?

I recommend using the DIY source code version and debugging your problem. It could be related to your program, or size, or anything really.

I don't offer dev support for this, it's only meant to be an example and a resource for people to use. Source code is in the first two links in the main post

**monkeyman** - November 5, 2025, 7:54 pm

ok. thank you. any suggestions for compiling? i know it uses g++ but has windows headers in it.

**Hackers** - November 5, 2025, 8:13 pm

(Nov 5, 2025 08:54 PM)monkeyman Wrote: [\[CITE\]](#) ok. thank you. any suggestions for compiling? i know it uses g++ but has windows headers in it.

That's just an example, you should be able to compile w/ others.

```
Code [h1]include <windows.h>[/h1]
```

```
[h1]include <stdio.h>[/h1]
```

```
[h1]include <stdlib.h>[/h1]
```

```
[h1]include <fstream>[/h1]
```

The Bubble program creates the Program.h file that you need to compile Pop

Code CreateProgramHeader(vpointer, size, "Program.h");

```
Code [h1]include <stdio.h>[/h1]
```

```
[h1]include "Lucid/MemoryManager.h"[/h1]
```

```
[h1]include "Lucid/Helpers.cpp"[/h1]
```

```
[h1]include "Program.h"[/h1]
```

So, compile Bubble first and then use it to package your program into Program.h, and then compile Pop.cpp

From the Readme:

Quote:g++ BubbleB.cpp -o BubbleB -O2 -static

./BubbleB

terminal / cli opens and says 'Enter file name:' - Type in path to file relative to CWD & press enter.

Hope this helps

(Nov 5, 2025 08:58 PM)HexedMan1337 Wrote: [\[CITE\]](#) Interesting

Thanks

**monkeyman** - November 7, 2025, 5:21 am

so what i have to include those headers in Bubbleb.cpp? i dont understand.

**Hackers** - November 7, 2025, 5:26 am

(Nov 7, 2025 06:21 AM)monkeyman Wrote: [\[CITE\]](#) so what i have to include those headers in Bubbleb.cpp? i dont understand.

yeah, sorry, I don't offer support for this, I am not developing for Windows anymore.

Wish I could help but all the instructions are in the readme, its just a standard compile step. It might be tricky if you haven't done this type of thing before, but it's just a single file compile for Bubble, then run Bubble to package your payload, then compile Pop

The DIY version uses Program.h and the pre-compiled version uses a Resource object for the package. If you understand code you can modify the source for whatever you need

**Esox** - November 8, 2025, 3:36 pm

Looks really interesting.

Thx Sir for sharing!

**orionx** - November 10, 2025, 6:24 am

Thanks!

**Hackers** - March 12, 2026, 9:01 pm

No problem guys, glad you like this old project. For learning the concepts I recommend extracting certain newer funcs from this old codebase but otherwise not relying on it in full. Bubble Pop was the in-between stages of 2 other projects.

**gfx\_25** - March 20, 2026, 1:46 pm

thanks for sharing..

**Hackers** - March 21, 2026, 5:41 pm

(Mar 20, 2026 01:46 PM)gfx\_25 Wrote: [\[CITE\]](#) thanks for sharing..

Check out 2.0, released TODAY - In Go/lang

<https://hackforums.net/showthread.php?tid=6322421>

**AliasOneOneOne** - March 25, 2026, 12:00 pm

(Mar 21, 2026 05:41 PM)Hackers Wrote: [\[CITE\]](#) Check out 2.0, released TODAY - In Go/lang

<https://hackforums.net/showthread.php?tid=6322421>

I cant access it unfortunately?

**Hackers** - March 25, 2026, 12:29 pm

(Mar 25, 2026 12:00 PM)AliasOneOneOne Wrote: [\[CITE\]](#) I cant access it unfortunately?

Hey sorry, spoke too soon. I decided to update it again before posting, my b.

**AliasOneOneOne** - March 26, 2026, 1:10 pm

(Mar 25, 2026 12:29 PM)Hackers Wrote: [\[CITE\]](#) Hey sorry, spoke too soon. I decided to update it again before posting, my b.

Would love to check it out when you have updated it :)

**slysavvy** - April 27, 2026, 5:55 pm

Am excited to try this out!