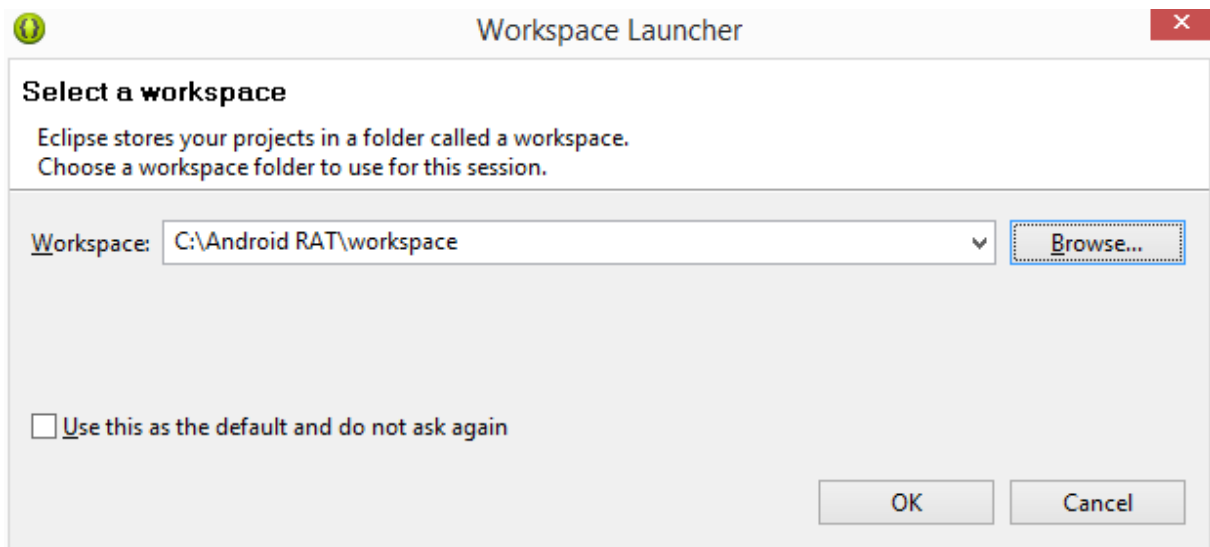


Androrat

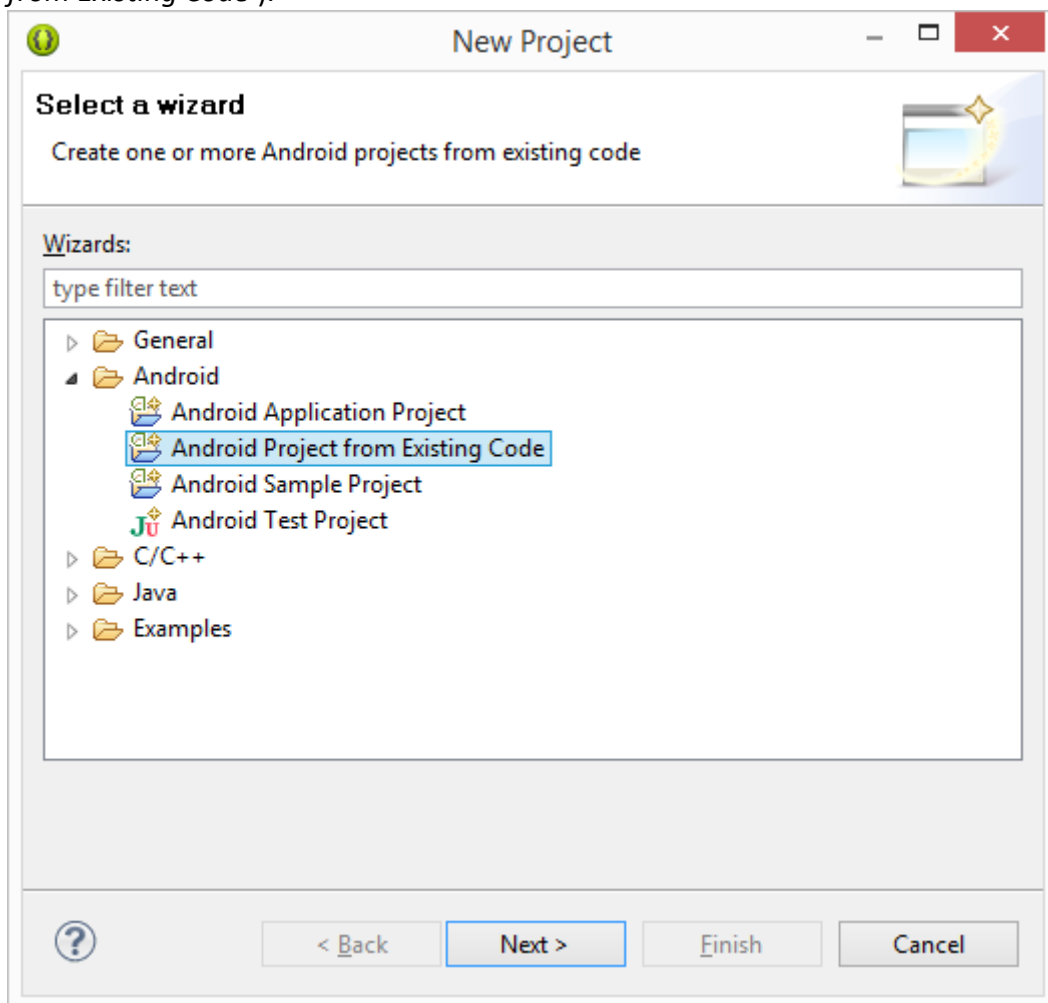
Client

- Download all folders present in the repo.
- Extract *.zip in a folder.
- Launch eclipse.exe and create a default workspace.



- Now click on *Window --> Android SDK Manager*, Check "SDK17" and "Google APIs" and install; Then reboot eclipse.

- Open a new project Android (*File --> New --> Project --> Android --> Android Project from Existing Code*).



Code customization

Now you must customize the code with your parameters. In particular, you must insert your Server IP and your Server Port, in the following classes (you will find a empty strings):

LauncherActivity.java

- Row 26/27
- Row 50/51
- Row 88/89

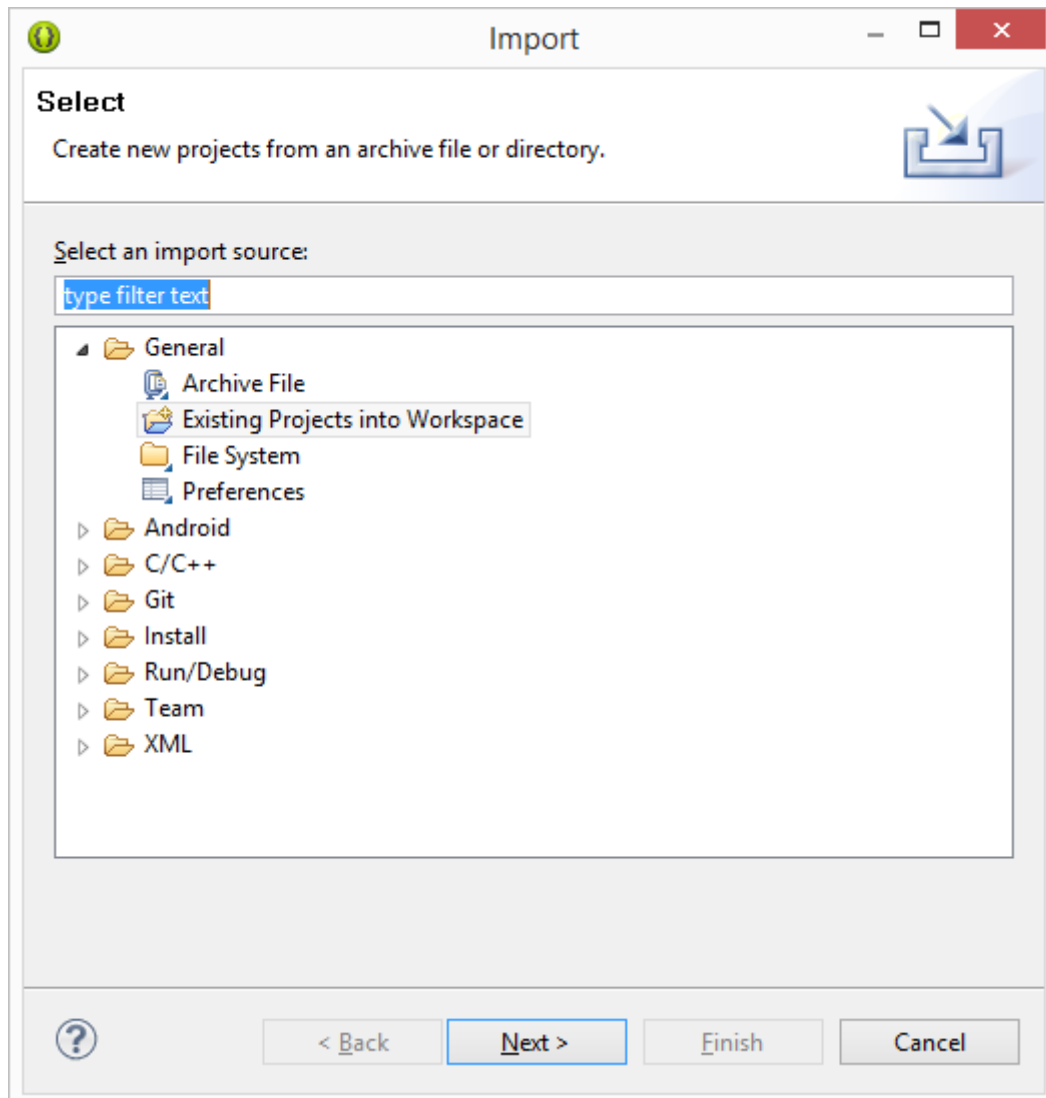
ProcessCommand.java

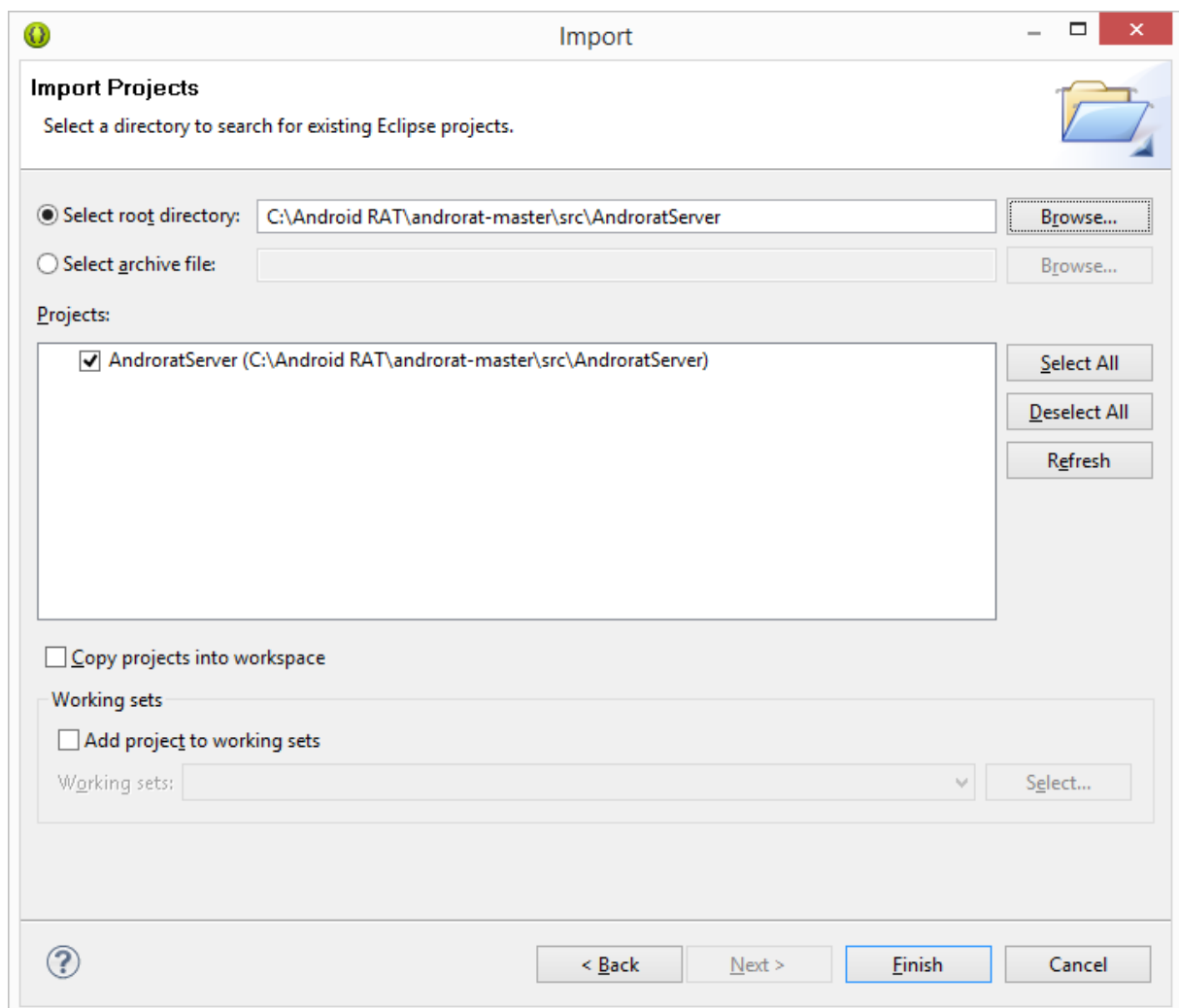
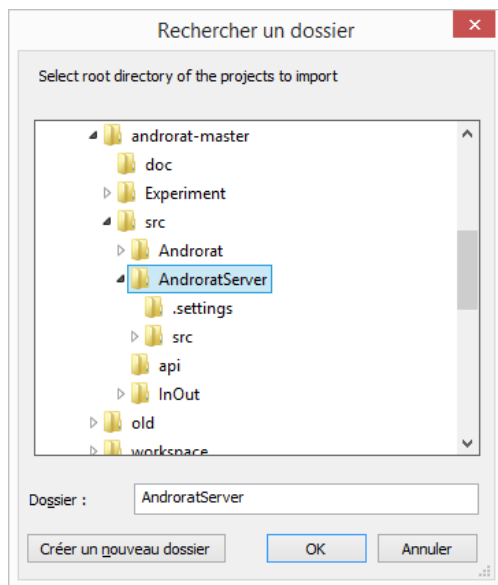
- Row 204/205

Build and the apk will be located in the bin folder inside the project folder...now your RAT Client is ready!

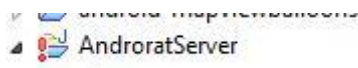
Server

- Now you have to import AndroratServer → General → Existing Projects into Workspace

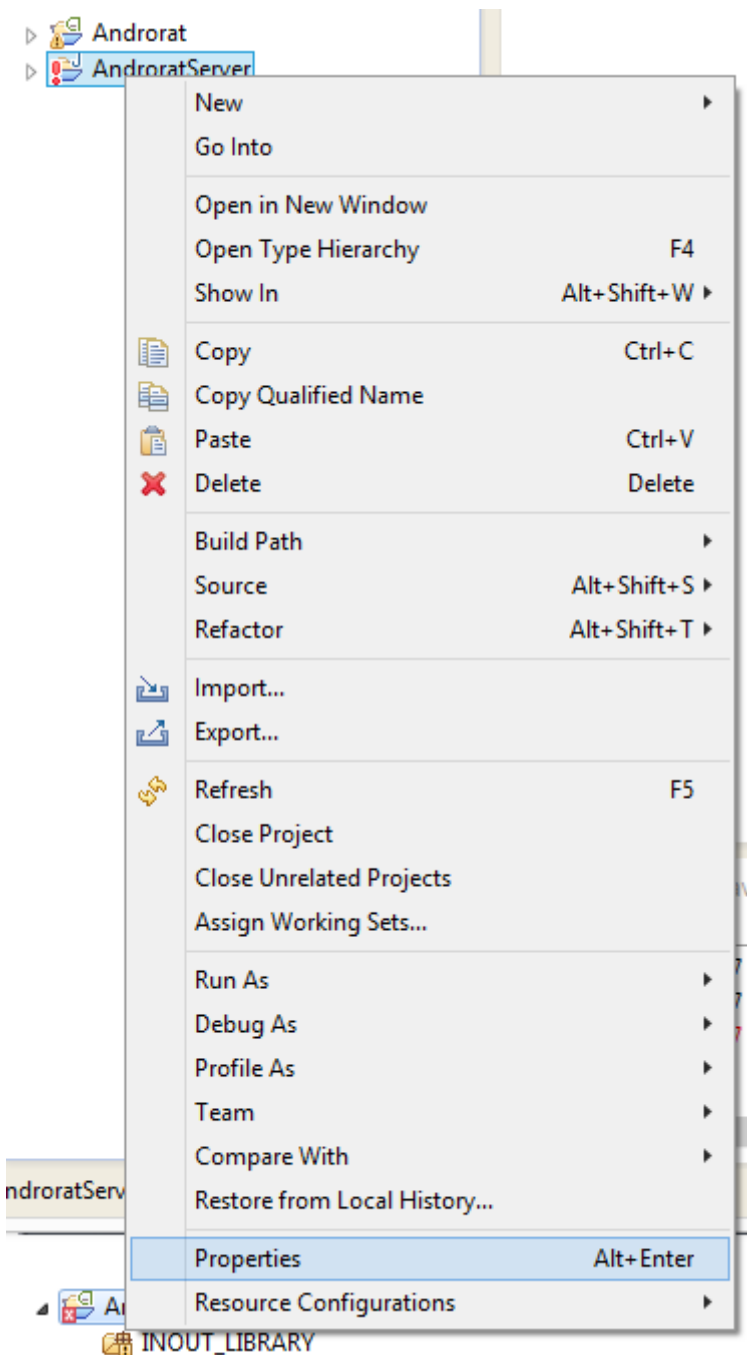


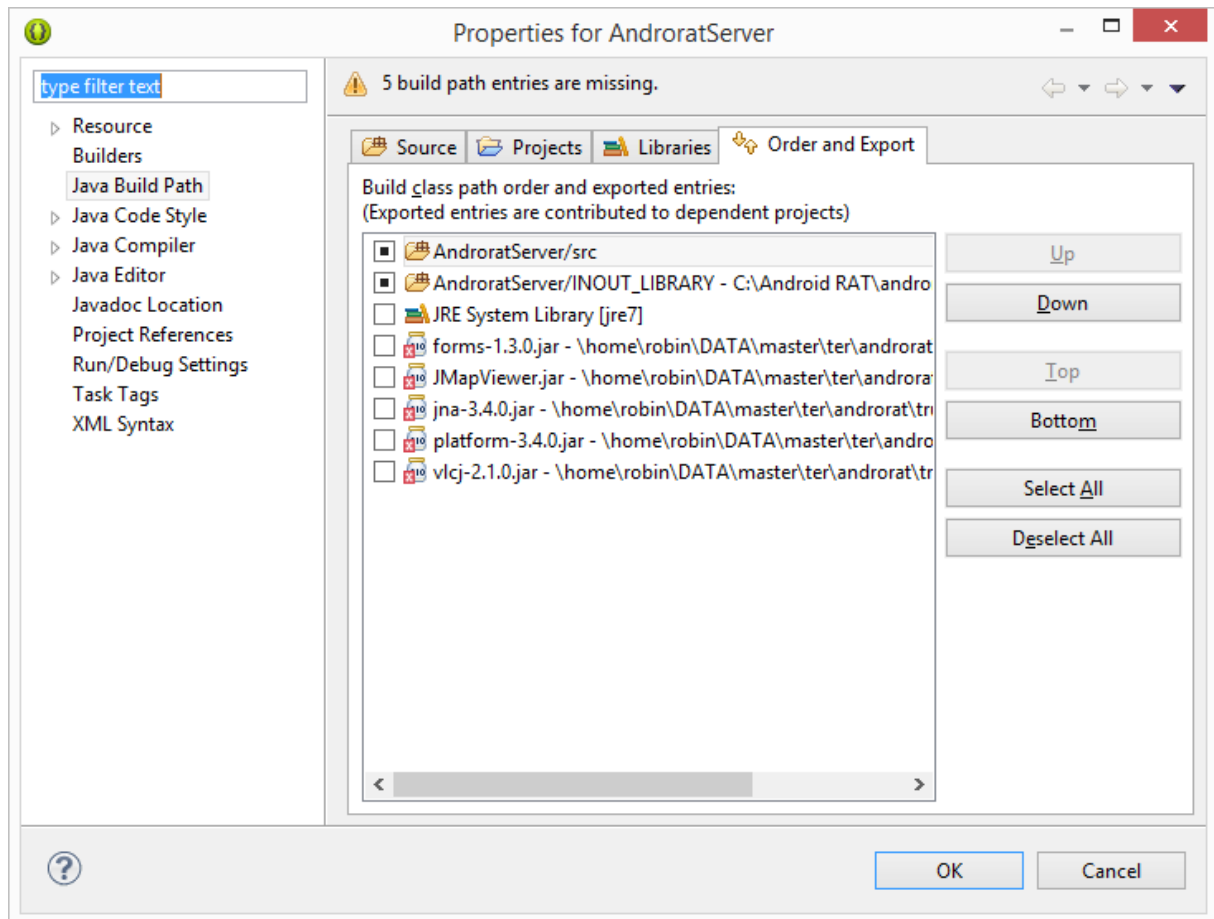


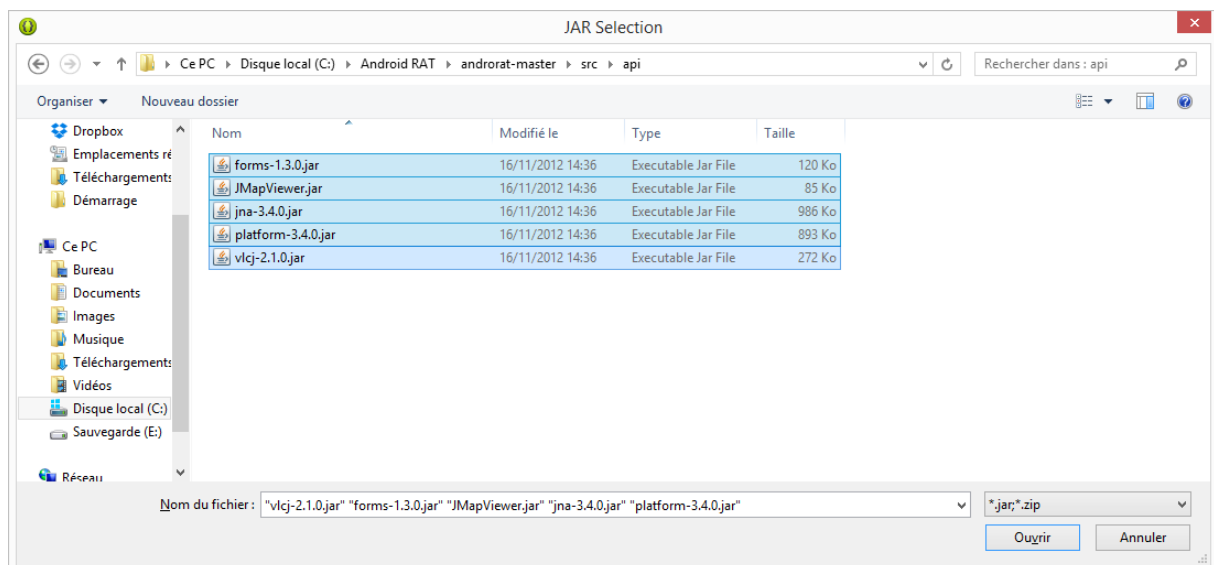
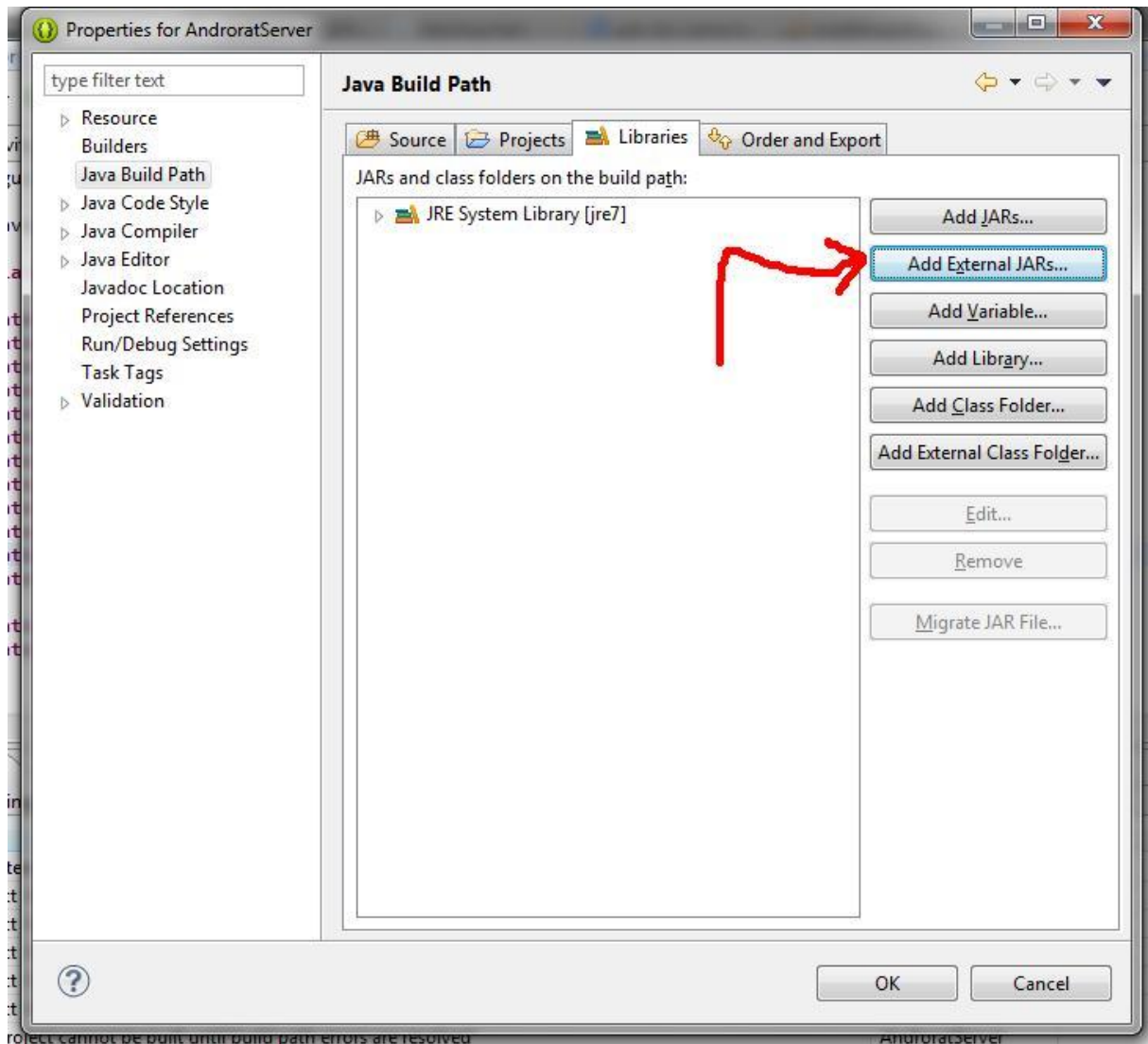
- Right click on the project folder (in eclipse, the icon with the " ! " sign).

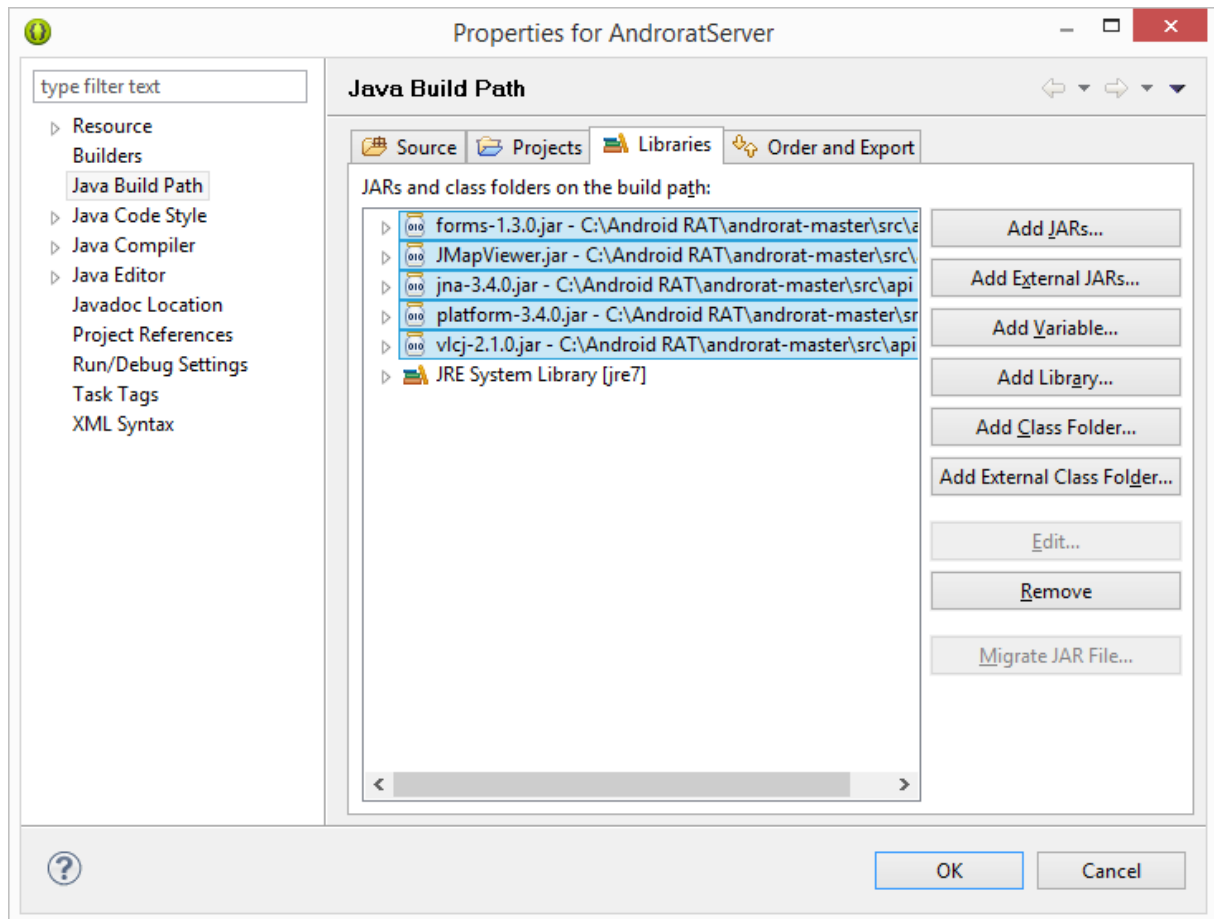


- change to the tab from the screenshot (Libraries). Now we see the culprit who caused the errors! Those libraries with the "x" mark are not found by eclipse, so we will delete them. Select them all and click on "Remove" (on the right of the window).

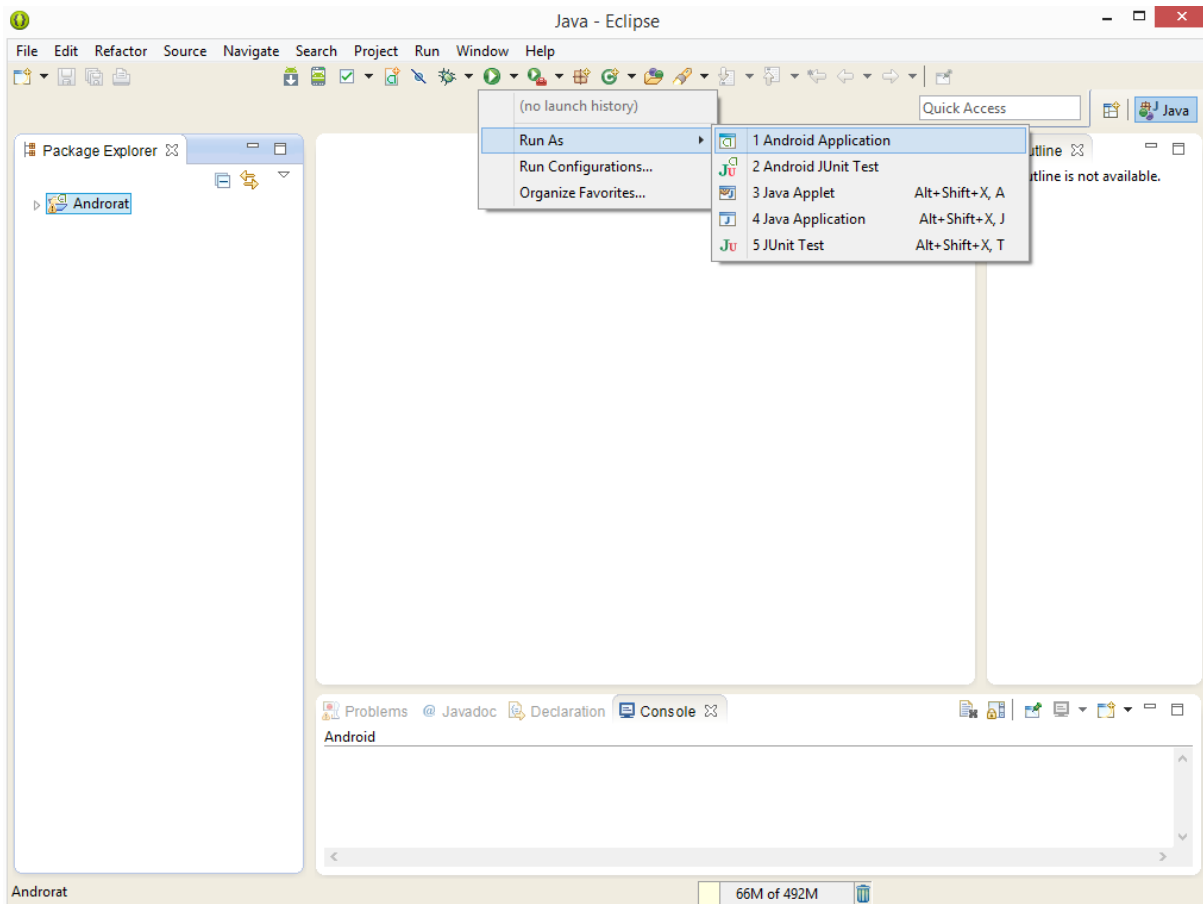




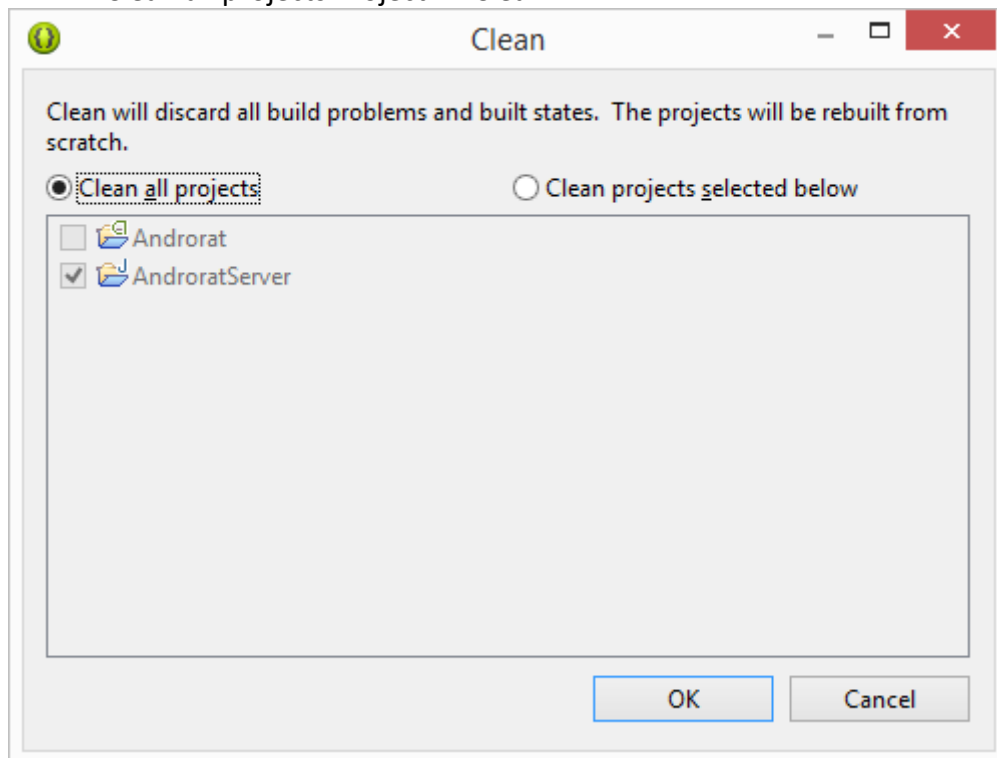




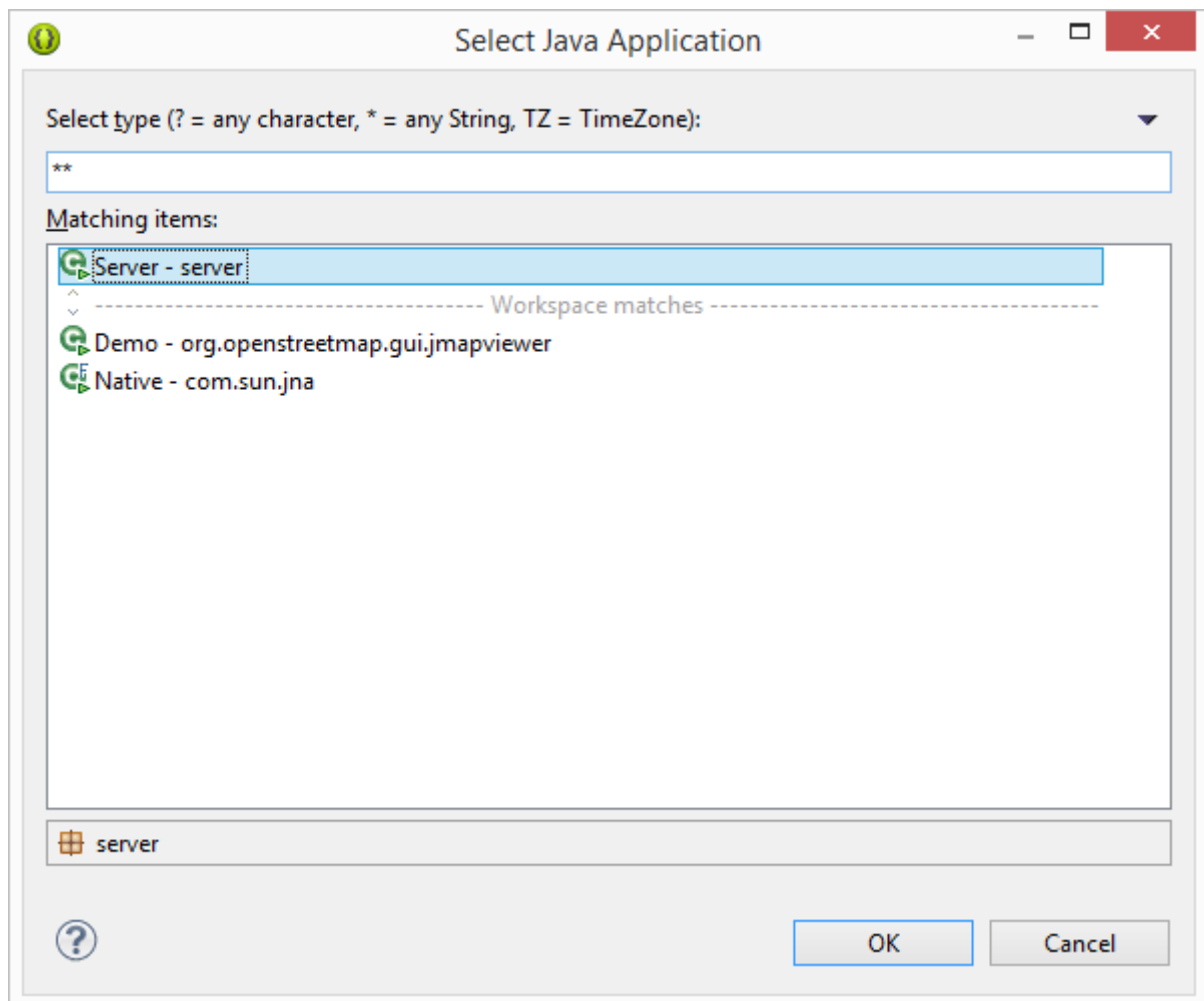
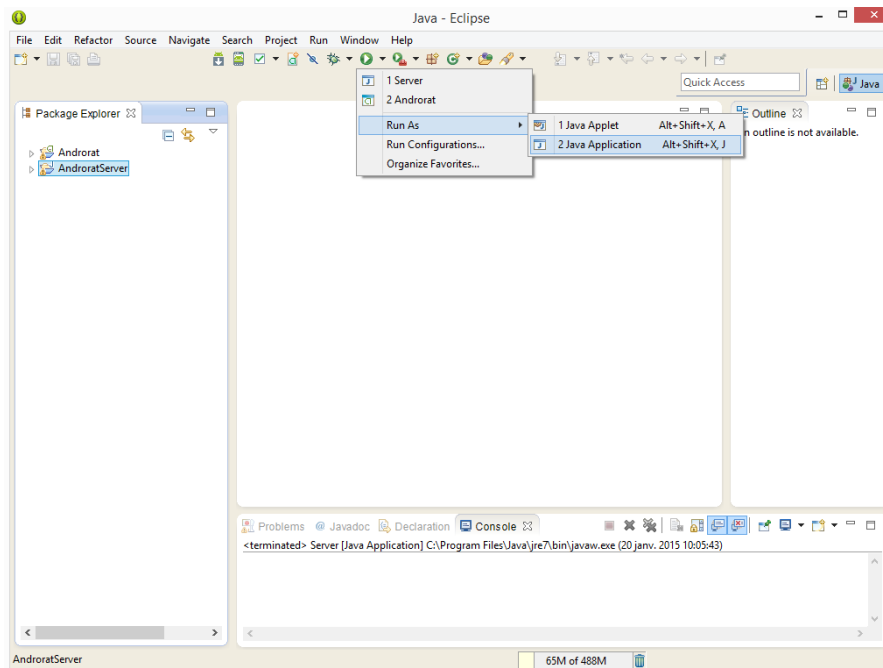
- Save and compile again and cancel popup.



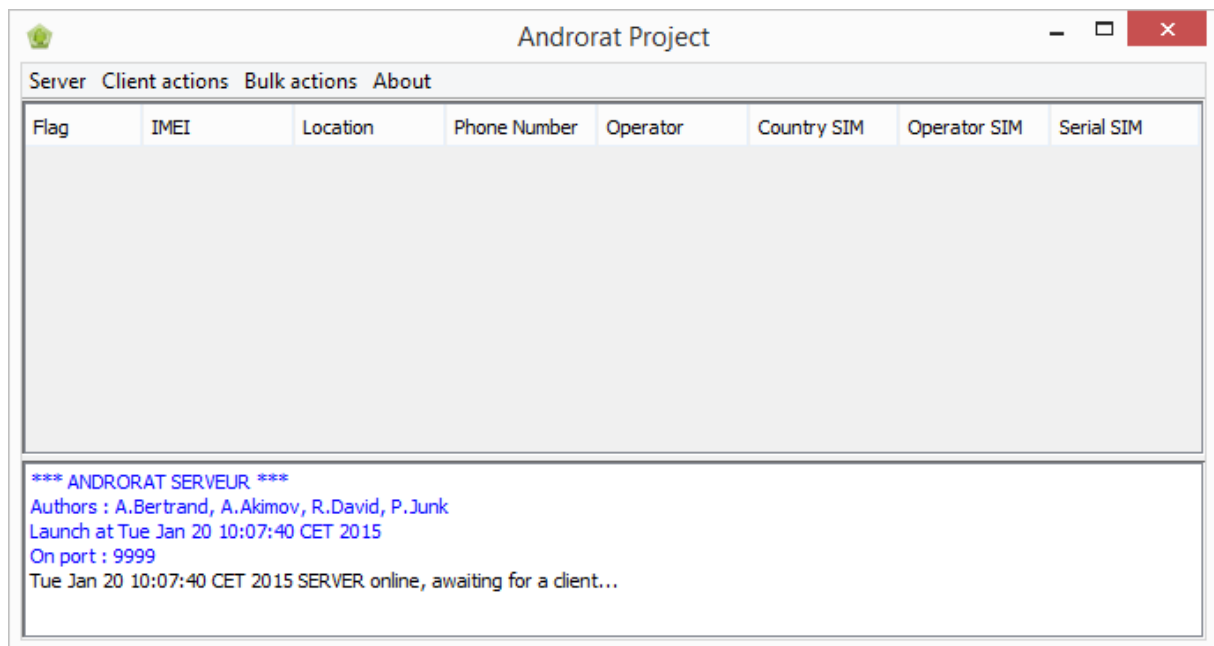
- Clean all projects Project → Clean:



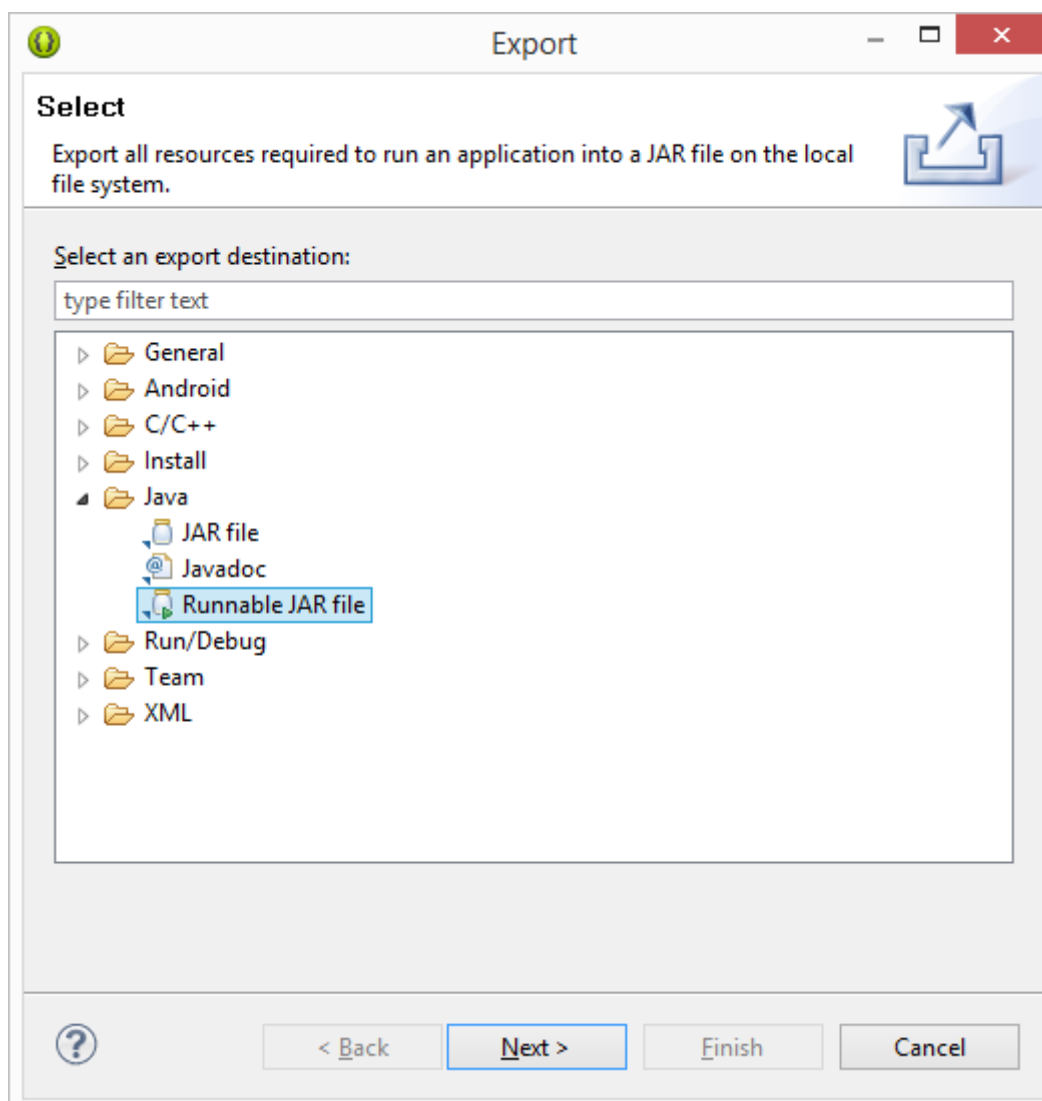
- Compile it.

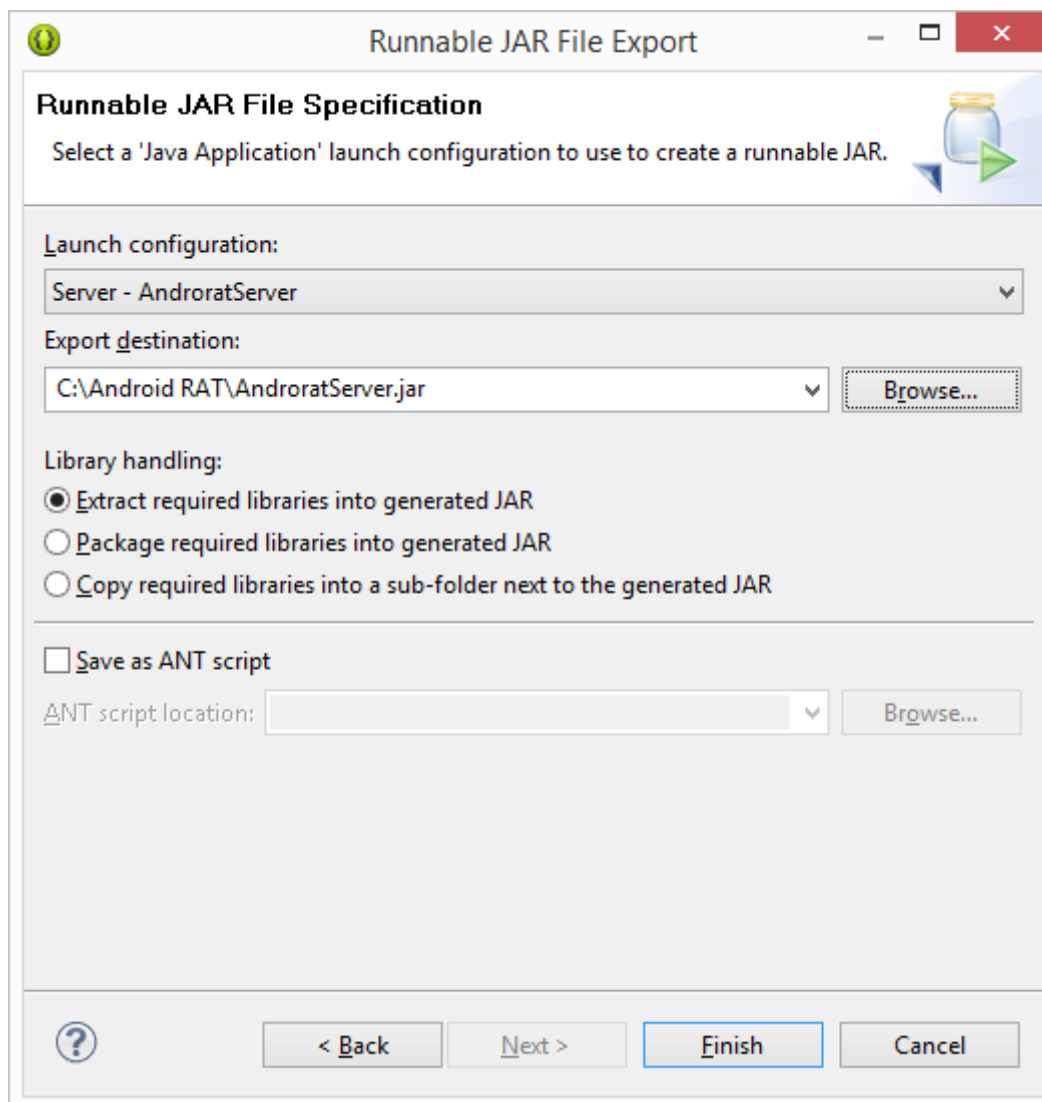
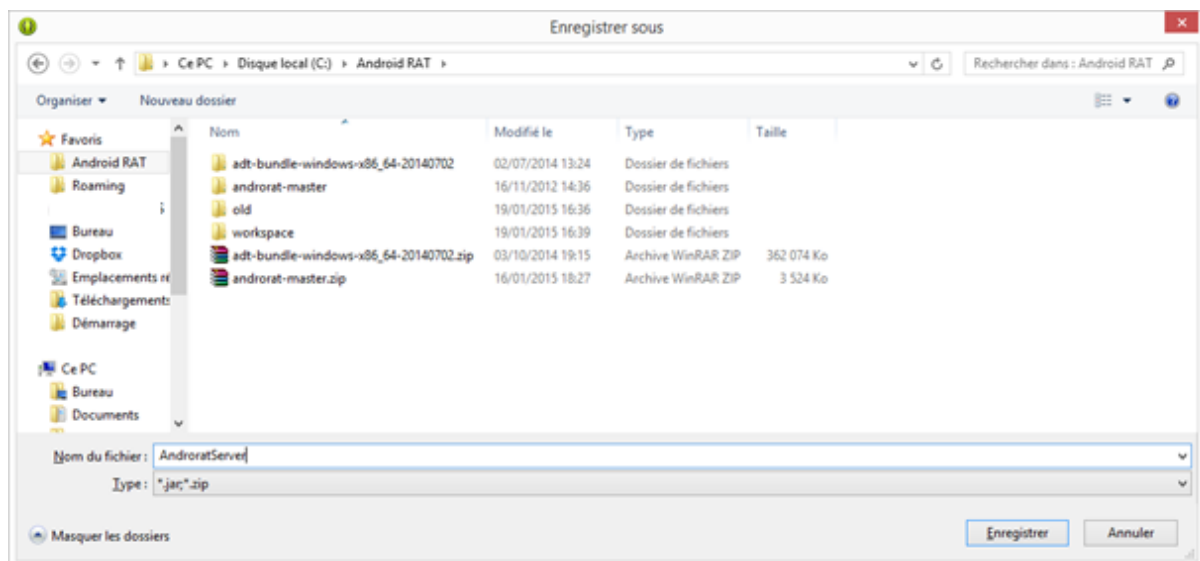


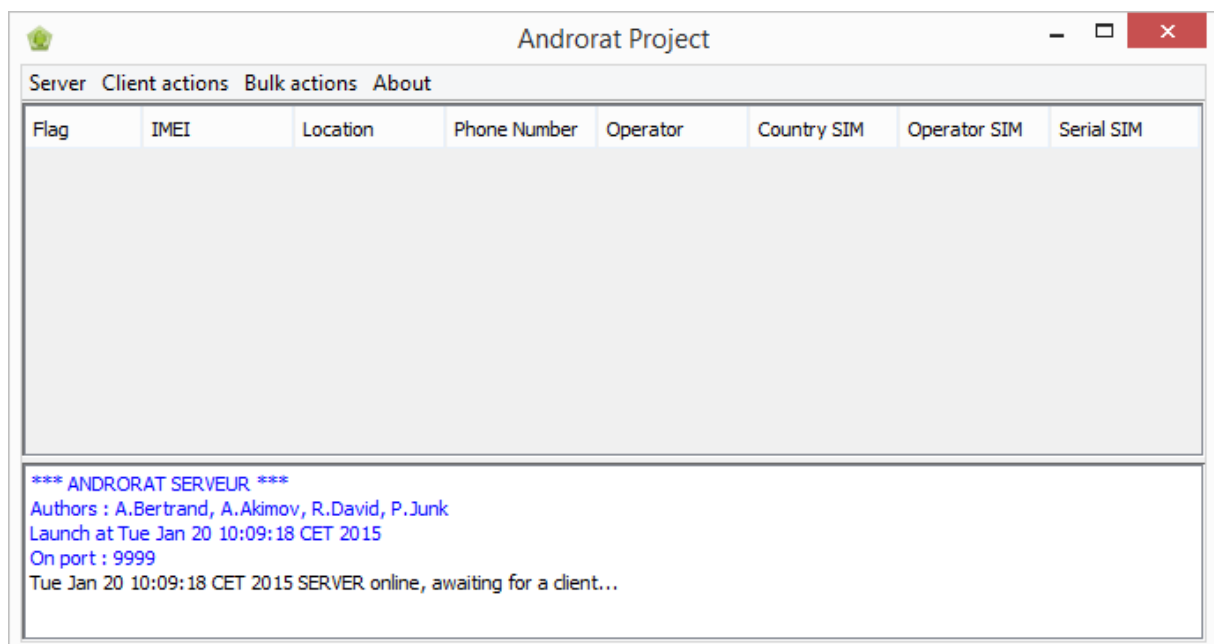
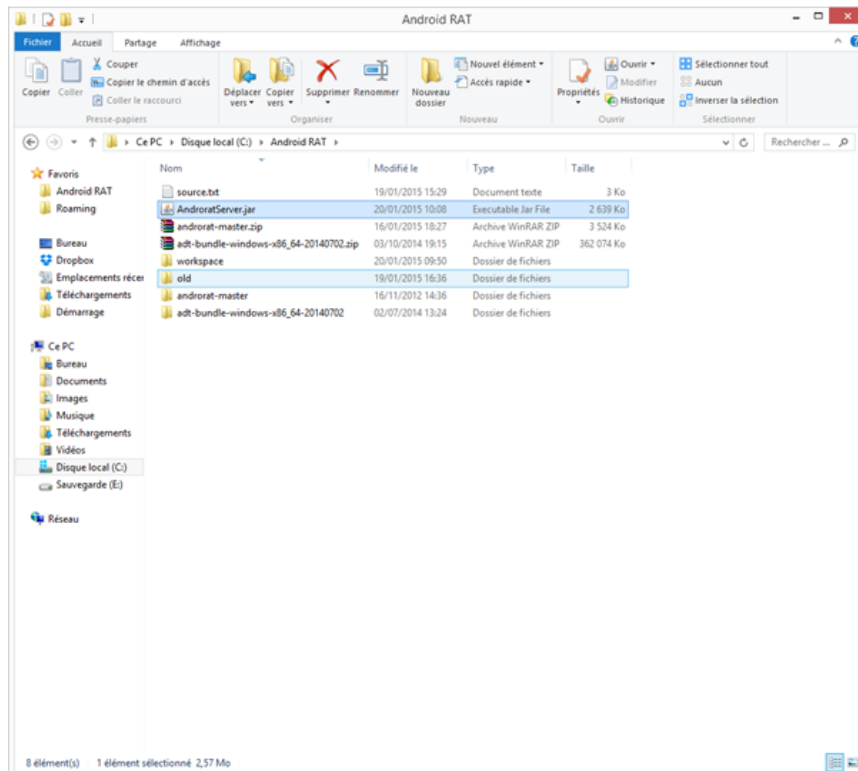
- AndroratServer Project is now open, close it .



- Now you have to export AndroratServer to create a runnable JAR file.







- Now change your port :Server →Select port →change with your port.

Enjoy it!