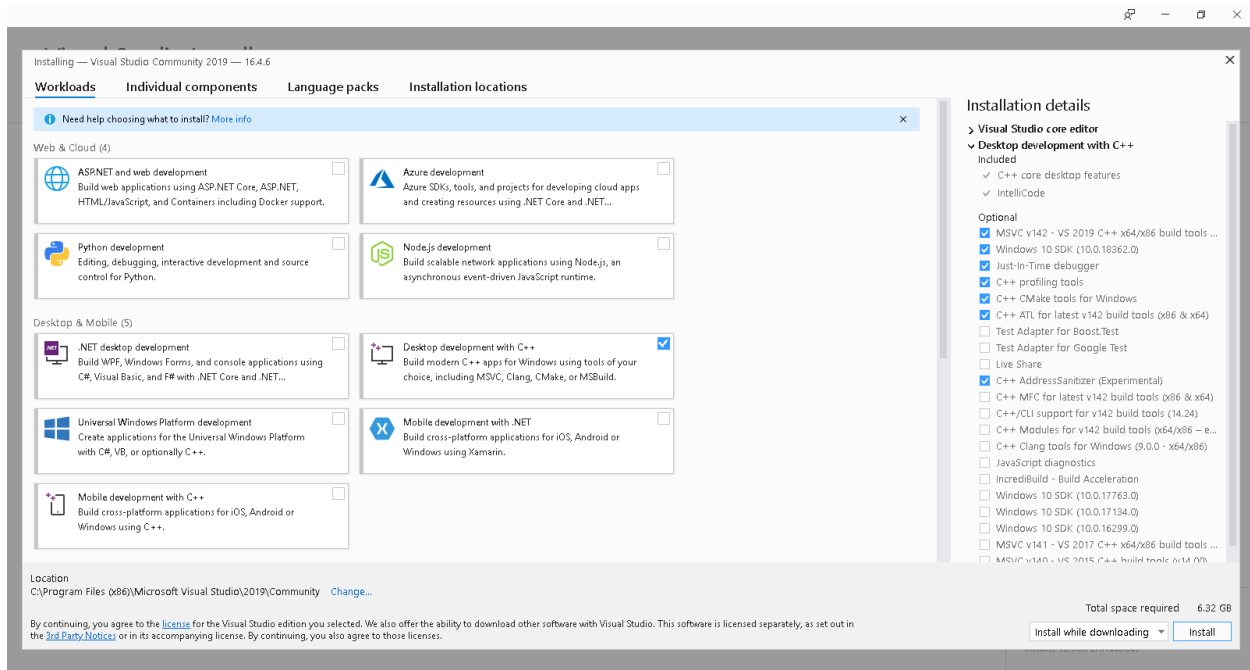


Instructions:

Made & tested on Windows 10 x64

Download and Install Visual Studio Community from
<https://visualstudio.microsoft.com/vs/features/cplusplus/> (free 30 day trial)

While installing select c++ option, like such:



Unpack the zipped projects in C:\Users\LocalUser\source\repos\ (default VS location, or anywhere)

Open and compile (F7) both applications.

ConsoleApplication does not accept any arguments, it will listen and forward datagrams via SOCKS 5 to ProxyApp.

Example of how to start the proxyApp with user provided args:

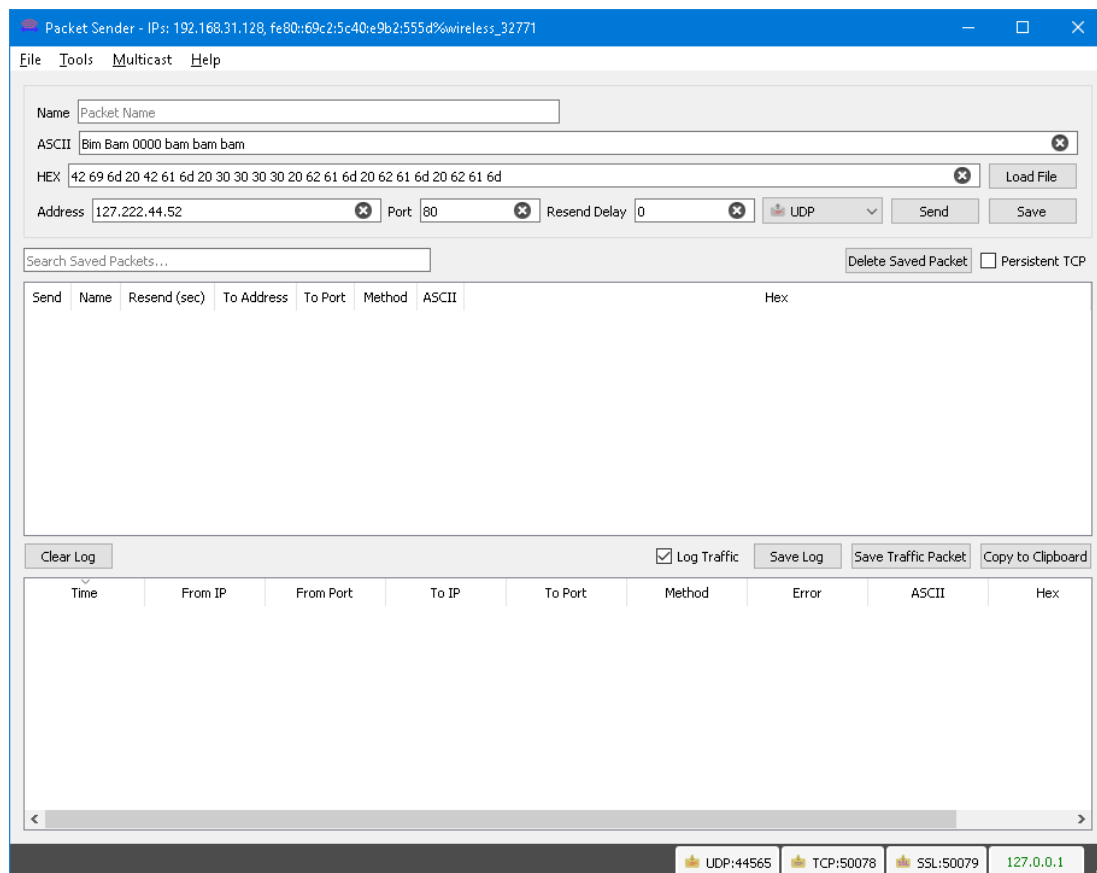
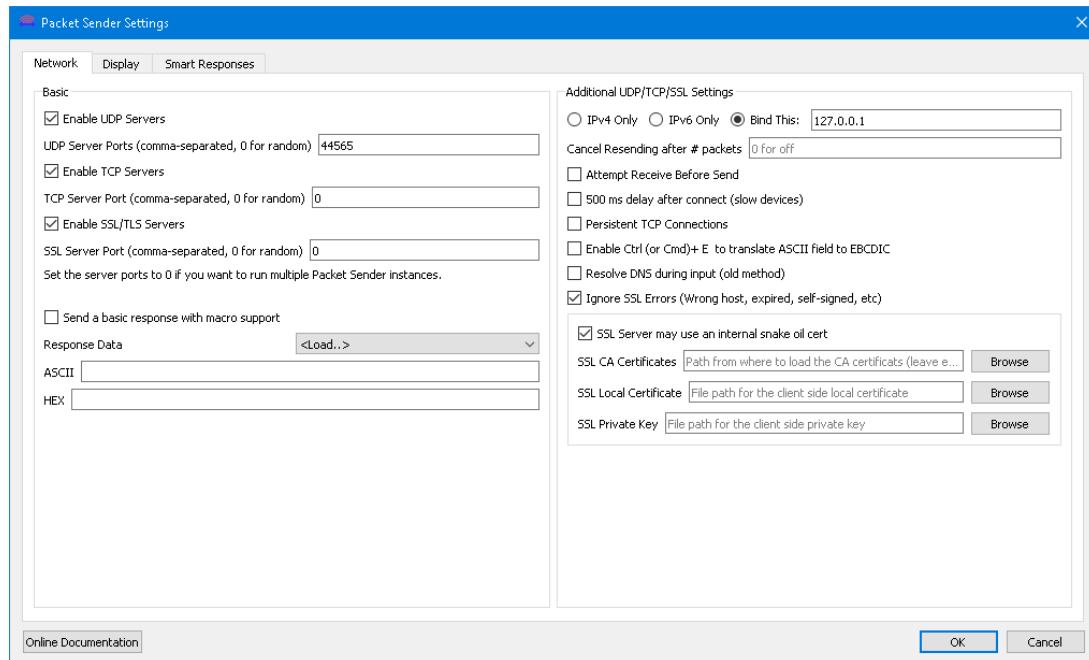
```
>ProxyApp.exe 127.0.3.5 9 1
```

where 127.0.3.5 is the ip of your choice (needs to start with 127.* Seems to be Winsock limitation based of localhost adress)

9 is the port number

1 is for printing received datagrams 0(or any other number) if you do not wish to see them

For testing , I used Packet sender (<https://packetsender.com/download#show>) with such settings (can be changed, tough ip should be a local host one 127.*.*.*):



For this project I used Windows Sockets 2 library from Microsoft https://docs.microsoft.com/en-us/windows/win32/api/_winsock/

The application is not able to listen for all UDP traffic unfortunately. To specify which ip/s on which ports to listen to for proxying UPD please edit ConfigList.h file in ConsoleApp project

Check Firewall settings to let these through at least temporarily.