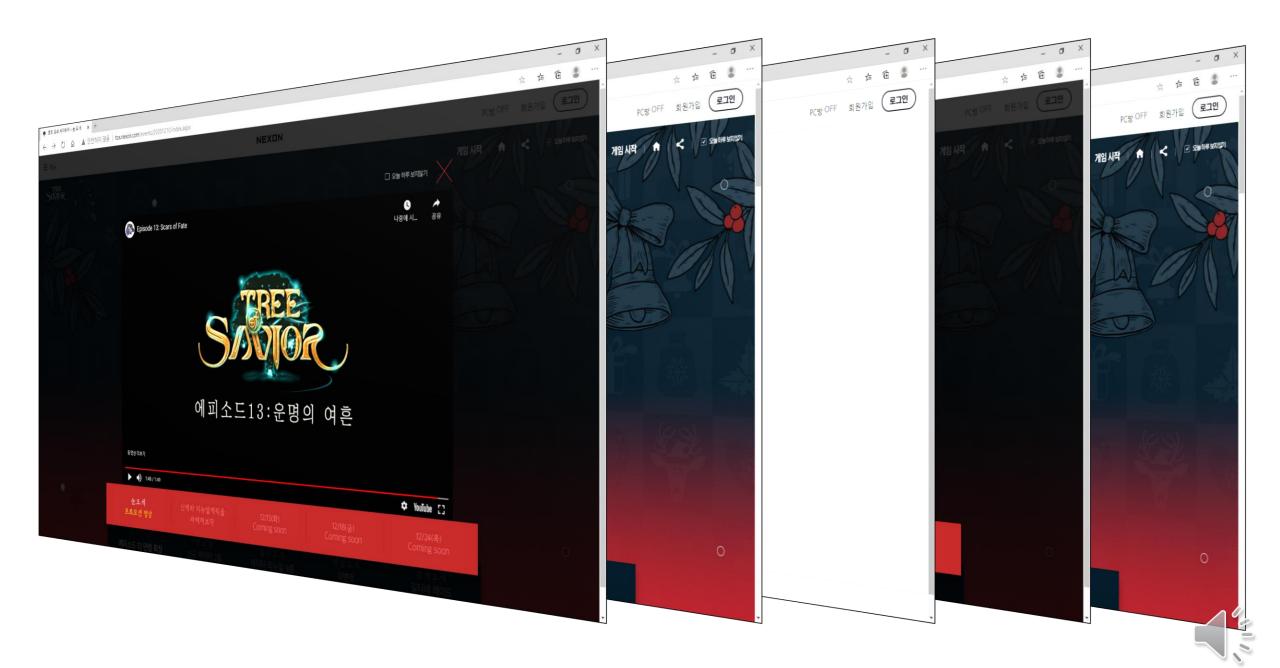
# 와이프 조공용 트리 오브 세이비어 런처 만들기

네코동 이정훈







## IWebBrowser2

Exposes methods that are implemented by the **WebBrowser** control (Microsoft ActiveX control) or implemented by an instance of the **InternetExplorer** application (OLE Automation).

https://docs.microsoft.com/en-us/windows/win32/api/exdisp/nn-exdisp-iwebbrowser2



### IHTMLWindow2 interface

05/02/2017 • 4 minutes to read

This interface provides access to the **window** object, which represents an open window in the browser.

### Methods

The IHTMLWindow2 interface has these methods.

Method	Description
execScript	Executes the specified script in the provided language.



#### NEXON

### 로그인 넥슨ID 로그인 일회용 로그인 QR 로그인 □ 넥슨ID 저장 넥슨ID(아이디 또는 이메일)를 입력해주세요. 비밀번호를 입력해주세요. 넥슨ID 로그인 넥슨ID 찾기 | 비밀번호 찾기 | 넥슨 회원가입 ⊚ 보안센터

```
document.getElementById('txtNexonID').value = '아이디';
document.getElementById('txtPWD').value = '패스워드';
document.getElementById('btnLogin').click();
```



```
| Elements Console Sources | Sourc
```

GnxGameStartOnClick();



## res Protocol

Specifies a resource that will be obtained from a module. res://sFile[/sType]/sID



```
<!DOCTYPE html>
<html>
<head>
<meta charset="utf-8" />
<title></title>
<script type="text/javascript" src="http://platform.nx.com/ajax/npf_auth_c.js"></script>
<script type="text/javascript" src="http://js.nx.com/s1/global/ngb_util.js"></script>
<script type="text/javascript" src="http://logins.nexon.com/login/page/ngb_login.aspx"></script>
</head>
<body>
</body>
</html>
```

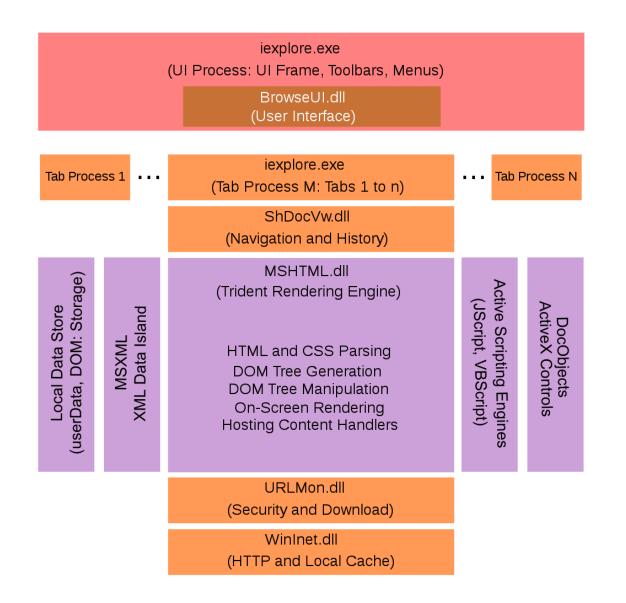


```
NgbLogin.Login('아이디', '패스워드');
```



```
NpfUrlLib.GetSSOUrl = function() {
    return 'http://sso.nexon.com/Ajax/Default.aspx';
};
NgbLogin.Login('아이디', '패스워드');
```





#### The architecture of IE8

https://en.wikipedia.org/wiki/Internet Explorer



Local Data Store (userData,

MSXML XML Data Island (Trident Rendering Engine)

DOM Tree Generation
DOM Tree Manipulation
On-Screen Rendering
Hosting Content Handlers

ctive Scripting Engines (JScript, VBScript)

DocObjects ActiveX Controls

URLMon.dll (Security and Download)

WinInet.dll
(HTTP and Local Cache)

The architecture of IE8



```
func hooker addhead hook;
BOOL stdcall hook::HttpAddRequestHeadersW(HINTERNET hRequest,
       LPCTSTR lpszHeaders, DWORD dwHeadersLength, DWORD dwModifiers) {
    func hooker::rehook on exit hook(addhead hook);
    const wchar_t* rep header = L"Referer: http://nxlogin.nexon.com/common/login.aspx\r\n"
       L"Accept-Language: ko-KR\r\nContent-Type: application/x-www-form-urlencoded\r\n"
       L"Accept-Encoding: gzip, deflate\r\n";
   if (wcsstr(lpszHeaders, L"Content-Type: application/x-www-form-urlencoded") != nullptr) {
        lpszHeaders = rep header;
    return HttpAddRequestHeadersW(hRequest, lpszHeaders, dwHeadersLength, dwModifiers);
```



```
<!DOCTYPE html>
<html>
<head>
<meta charset="utf-8" />
<title></title>
<script type="text/javascript"</pre>
src="http://platform.nexon.com/NGM/js/NGMModuleInfo.js"></script>
<script type="text/javascript"</pre>
src="http://platform.nexon.com/NGM/js/npf_ngm.js"></script>
</head>
<body>
</body>
</html>
```



NGM.LaunchGame2(106506, "", 0);









마늘님 아이디

