



tREEs31/Spammer User Documentation

Manual correct for Version 1.0

TABLE OF CONTENTS

INSTALLATION

Pre-Installation Requirements.....	1
Installing the Dependencies.....	1

CONFIGURATION

A Guide to Config JSON.....	2 - 4
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OPERATION

How to Pick a Target	5
Spam Target	5
Stopping the Spammer	6

DEVELOPMENT

The WTFPL License	7
Bugs, Questions & Refactoring Requests	7
Note from the Developer	7

ACKNOWLEDGEMENTS	8
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INSTALLATION

Pre-Installation Requirements

- Python3 (3.11.1 is Preferable)
- Python PIP

Installing The Dependencies

The Recommended way to Install the required dependencies is through python PIP. If you have this installed, you will be able to use the file 'requirements.txt' alongside PIP to automate the installation process.

Your command should look similar to:

```
python3 -m pip install --user -r requirements.txt
```

Where:

- “**Python3**” invokes the Python3 Interpreter.
- “**-m pip**” defines for the Interpreter to Access the PIP Package.
- “**install**” defines the command for PIP to use.
- “**--user**” specifies that the install effects the current user only.
- “**-r requirements.txt**” is the path to the requirements.txt file

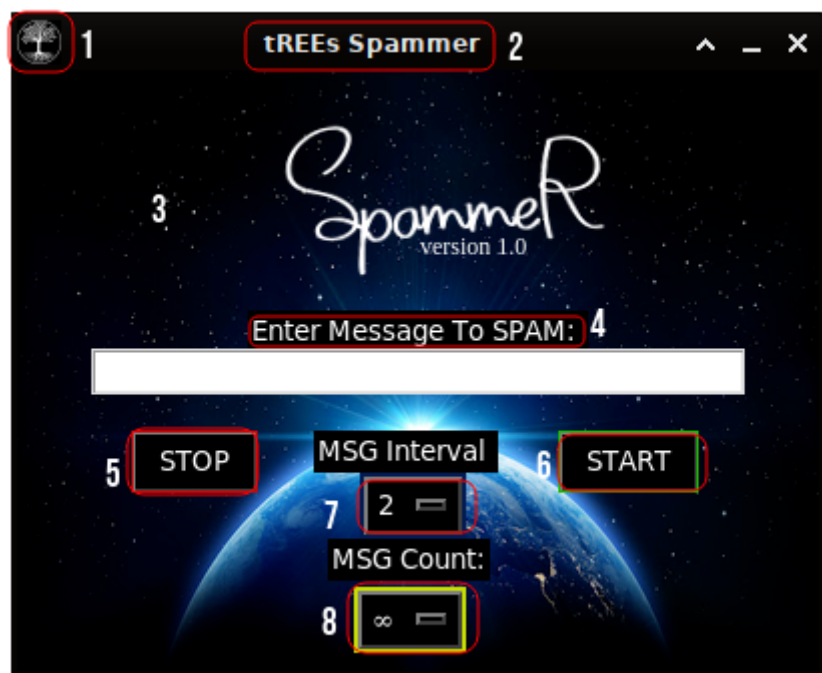
In this Context you run the Command from the Spammer Parent Directory.

CONFIGURATION

A Guide to 'config.json'

The end user has been given a lot of control over customising the various UI elements of the Spammer program. To understand the context of exactly what we can effect and change within the program, we will first need to examine and understand the structure of the User Interface Itself.

MAIN GUI ELEMENTS



KEY:

1. The Window Icon. You can set the path to your own image with: [WINDOW_ATTRIBUTES/window_icon_path](#) in config.json. The icon file must be in .ico file format or it will not be supported by the Tkinter IconBitmap Method used to add the Icon to the GUI.
2. The Window Title. You can set the text for the window title with: [WINDOW_ATTRIBUTES/window_title](#) in config.json. The Window title can be any String of Text you decide.
3. The Window Background. You can set the path to your own image with: [WINDOW_ATTRIBUTES/window_bg_image_path](#) in config.json

The Background Photo is handled by the Pillow Library, so it supports .JPG / JPEG / .PNG etc. file formats Tkinter can't normally use, to make it more convenient for the end user to Customise.

4. Point 4 on the Image marks one of the Textboxes, "Enter Message to SPAM". There are a total of 3, easily identifiable TextBox elements present on the GUI. You are able to specify the foreground and background color via a Hex Color code supplied to the following entries in config.json:

WINDOW_COLORS/textbox_bgcolor_hex
WINDOW_COLORS/textbox_fgcolor_hex

5. The Stop Button. You can customise the foreground, background and highlight color of the button to your liking via a Hex Color Code supplied to the following entries in config.json:

WINDOW_COLORS/stop_button_bgcolor
WINDOW_COLORS/stop_button_fgcolor
WINDOW_COLORS/stopbtn_highlight_hex

6. The Start Button. You can customise the foreground, background and highlight color of the button to your liking via a Hex Color Code supplied to the following entries in config.json:

WINDOW_COLORS/start_button_bgcolor
WINDOW_COLORS/start_button_fgcolor
WINDOW_COLORS/startbtn_highlight_hex

7. The Speed Slider. You can customise the foreground, background and highlight color of the button to your liking via a Hex Color Code supplied to the following entries in config.json:

WINDOW_COLORS/speed_slider_bgcolor
WINDOW_COLORS/speed_slider_fgcolor
WINDOW_COLORS/slider_highlight_hex

8. The Count Slider. You can customise the foreground, background and highlight color of the button to your liking via a Hex Color Code supplied to the following entries in config.json:

WINDOW_COLORS/count_slider_bgcolor
WINDOW_COLORS/count_slider_fgcolor
WINDOW_COLORS/count_highlight_hex

Note that the Background colors for the Dropdown Menus on both the Speed Slider and the Count Slider **will be set to match the Background colors for the TextBoxes on the Main GUI.**

NON GUI VARIABLES NOT COVERED:

Now that you are familiar with the basic UI and its corresponding values in config.json you will notice that there are a few values that were left out of the previous explanation, namely the options under the section SPAMBOT ATTRIBUTES. A brief description of these options is below.

- **speed_options**

Speed Options allows you to pass a list of integers to the Program that will be read for its value in seconds. This allows you to set the spam bot to delay X number of seconds between every message transmitted by the keyboard. All values supplied to the list must be Integers, or config.json will fail to load when the main program is run. There is no limit to the number of values you can include but moderation is advised so you don't burn holes in your eyes looking at a menu that rolls off the screen.

- **count_options**

Count Options allows you to pass a list of integers to the Program that will be read as the Amount of Messages you want to SPAM before the SpamBot halts operation. All values supplied to the list must be Integers, or config.json will fail to Load. The one exception is the Symbol for Infinity "∞" which can be included as an option at any time and means the SpamBot will have to be stopped manually. There is no limit to the number of values you can include but moderation is again, advised, because you will just make the GUI look like Trash if you put too many.

There is of course also [WINDOW_ATTRIBUTES](#), [WINDOW_COLORS](#) and [SPAMBOT_ATTRIBUTES](#), these values are not ever used and are included in the config file simply to make it more human readable and organised. They can be removed at any time without adversely impacting your experience.

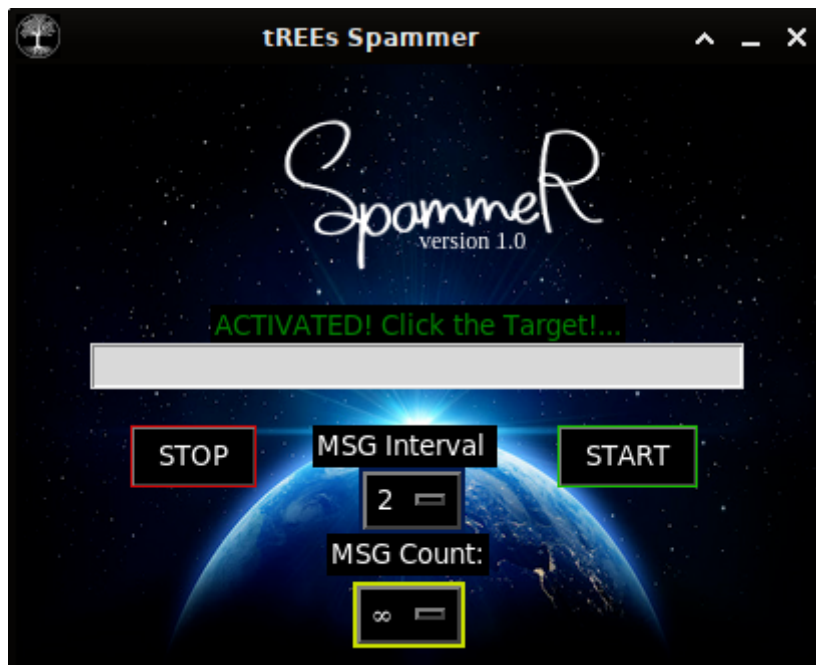
OPERATION

HOW TO PICK A TARGET

Picking a target for the program to spam is quite simple.

1. You put your message into the text box on the main GUI Window.
2. Perform a check to ensure SPAM COUNT and SPAM INTERVAL are set.
3. Press START

You will notice that the input box greys out, and the instruction appears on screen to Click the Target, as shown below:



SPAM TARGET

When the Spammer has been activated, you can think of the Spamming Process as being controlled by the mouse. Wherever you click, the typing operation will be sent, so its advisable to always have your target (an empty text file, a text input box etc.) on the screen somewhere, and ready to click in to once the script is running. It is very easy to spam your system with keyboard commands, and while its a one in a trillion chance this would be harmful if not intended to be, its better to avoid this by simply ensuring the target is on screen.

STOPPING THE SPAMMER

Stopping the Spammer can be done in two ways. Either click the stop button, which is the easiest way, or you can also use the Ctrl + C shortcut in the Terminal where the program is launched from to kill the operation that way.

DEVELOPMENT

LICENSE

A copy of the WTFPL is provided with this script. It is included herein:

DO WHAT THE FUCK YOU WANT TO PUBLIC LICENSE

Version 2, December 2004

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- 1. The Developer Assumes no Liability for Improper use of this Software*

BUGS, QUESTIONS, REFACTORING REQUESTS

For any questions, suggestions, refactoring, improvements or anything related to the code in this program, Github is the best platform to reach out on. Feedback is always appreciated, code is even better.

NOTE FROM THE DEVELOPER

“With great power, comes great responsibility.”

And that responsibility is on you. The developer accepts no liability for misuse of this program, which is provided as Proof of Concept only.

ACKNOWLEDGEMENTS

The following people, programs and resources were instrumental to this project.

- Python3 stdlib and PIP
- Tkinter for the GUI Library
- Pillow for functionality making Tkinter better
- Pynput for an easy to use keyboard controller
- Colorama for convenient CLI Color Styling
- TAAG - <https://patorjk.com/software/taag/>
- ChatGPT for General Troubleshooting Advice.
- Github for the Free Repository Hosting.
- LibreOffice for the Free Word Processing Software.

Thanks to you, this software has come to life.

tREEs