
Subject: Re: Sniff the spammers, then post their WOL names.

Posted by [Griever92](#) on Thu, 06 Mar 2003 01:01:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

BlazerWhile the Renegade game/client itself does not reveal who sent the page, if you run a sniffer it will. Heres the way it works. when you type "/invite Blazer", it just sends me a normal page with the text "<WWINVITE>". And the Renegade game/client will say "Javaxcx invited you to join him blah blah blah". If you reject his invitation and click "Decline" instead of "join", it sends them a normal page, with "<WWDECLINE>". This makes renegade say "Yo!" and "Your invitation was declined".

Now...the spammers log into relay and just cut and paste or using an mirc script to just flood you with <WWDECLINE> pages.

Here's the good part. As I said, while the renegade game/client itself does not show who these pages are from, a sniffer will. Remember, you are getting a NORMAL page, just as if you typed /page blazer0x <WWDECLINE>. So if you run a sniffer, you WILL see a page from the spammer, including their WOL username.

I suggest you install Ethereal <http://www.ethereal.com/distribution/win32/ethereal-setup-0.9.9.exe>

Play with it a bit, learn how to start up a capture quickly. Then the next time you are hit with one of these spam attacks, just alt-tab out of renegade, fire up ethereal and now you will have a log of their username.

I'm not going to give a sniffing-101 in how to use Ethereal, but I can tell you the most useful way to view the packet log is to find one definite packet, and click on it and select "view tcp stream". Ethereal will then open up a window and show you all the packets in easy to read plaintext format.

Hmm, i would love to figure out who these a\$\$holes are that keep doing this to me. now i can
