



IO Ninja

Introduction

Motivation

Why did we create IO Ninja?

Debugging Tools for Serial-over-IP Devices

▶ Terminals

- ▶ Serial terminal
- ▶ TCP terminal
 - ▶ TCP client
 - ▶ TCP server
- ▶ UDP terminal
 - ▶ UDP broadcasts required!
- ▶ Binary data handling

▶ Sniffers

- ▶ Serial
- ▶ TCP
- ▶ UDP



What a Mess!

Docklight Pro Monitor v0.5

File Channels Help

Start Stop Clear Options Help

Representation: ASCII Hex Decimal Binary

Channels: Off On

RealTerm: Serial Capture Program 2.0.0.57

6173640D

Advanced Serial Port Monitor 4.1.2 build 1019

File View Edit Options Data source Mode Plugins Help

COM port COM11 Baud rate 9600 Data bits 8

Parity type None Stop bits 1 Auto delay 500

0x4A0 0x4B0 0x4C0 0x4D0

```
w: ControlHandShake=(DTR_CONTROL), FlowReplace=(TRANSMIT_TOGGLE, RTS_CONTROL), XonLimit=1638, XoffLimit=1639 DTRon RTS on DTR on RTS on :01030033 30 000002FA.:0103030 31 4C74347DDCA.:013A 30 0300000002FA.:041 0D 10304C74347DDCA.:46 41 .:010300000002FA37 44 .:010304C74347DDCA[].
```

Advanced Serial Port Terminal 6 by Eltima Software - [COM1]

Baudrate: 9600 Data bits: 8 Parity: None Stop bits: 1 Flow control: None

COM1

echo test_COM1

Terminal v1.36 - 20030716 - sp 810by++

ATD 43 TIME? (00)

43 000001 04 54 0110100 08 44 01000100 12 20 00100000 16 34 00101000 20 20 00100000 24 54 01101000 28 49 01001001 32 20 00100000 36 44 01101000 40 45 01000101 44 39 00111111 48 00 00001101 52 00 00000000

Expression...

519346 TSecr=551811827
im=Flash_lite_2.16v1.58v
51811858 TSecr=491519547
+91519446 TSecr=551811852
ANE Images.netflix.com.edge
8Rw1 TSecr=491519482 TSecr=2408
54C1_PCR=1 TSecr=3205
519582 TSecr=3205534138
95534151 TSecr=491519583

Hercules SETUP utility by HW-group.com

UDP Setup | Serial | TCP Client | TCP Server | UDP | Test Mode | About

Received/Sent data

Connecting to 147.32.123.151 ...
Connected to 147.32.123.151

[[FF]](FF)Hello from Client
Hello from Client
Hello from Client

Terminal v1.36 - 20030716 - sp 810by++

ATD 43 TIME? (00)

43 000001 04 54 0110100 08 44 01000100 12 20 00100000 16 34 00101000 20 20 00100000 24 54 01101000 28 49 01001001 32 20 00100000 36 44 01101000 40 45 01000101 44 39 00111111 48 00 00001101 52 00 00000000

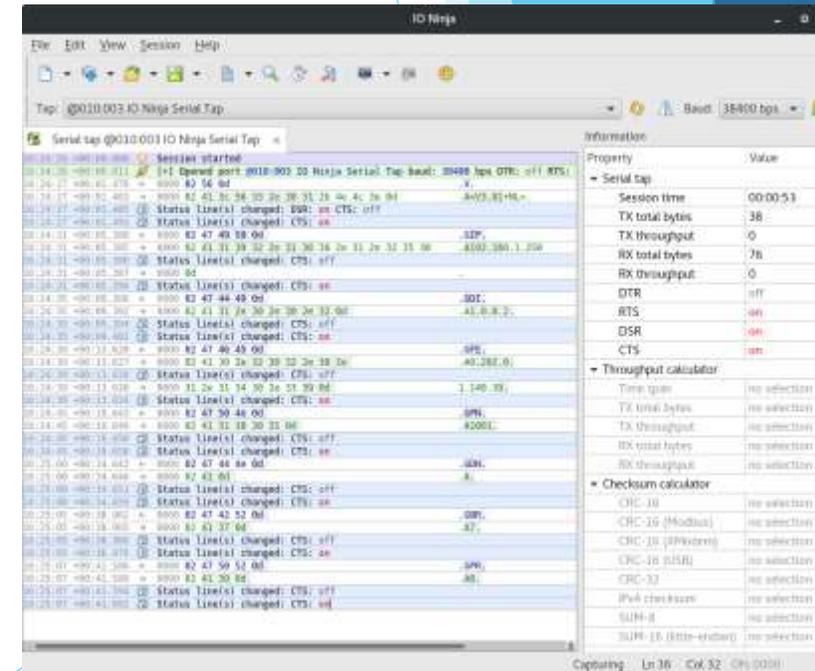
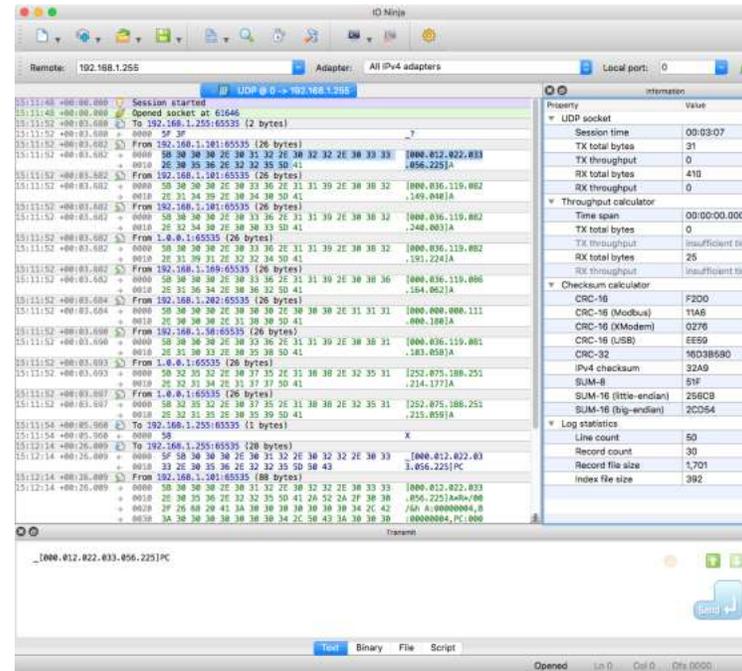
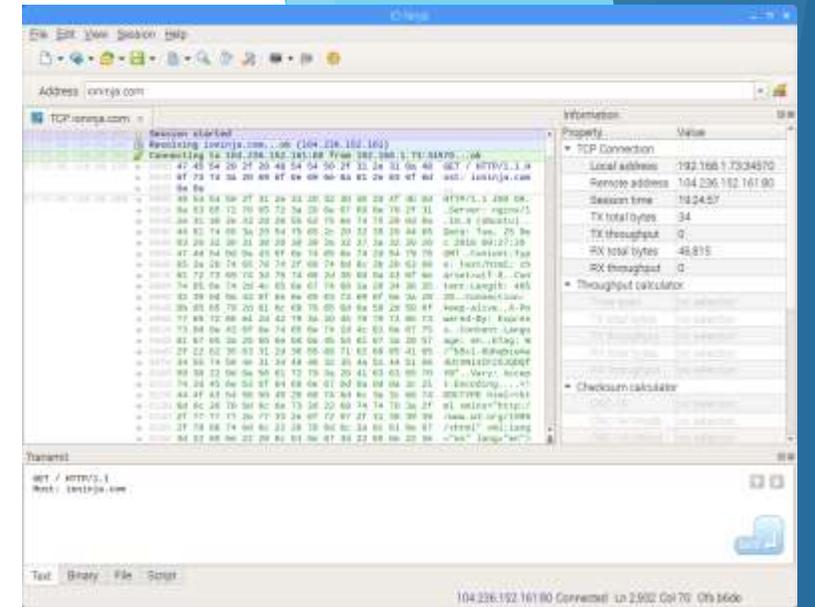
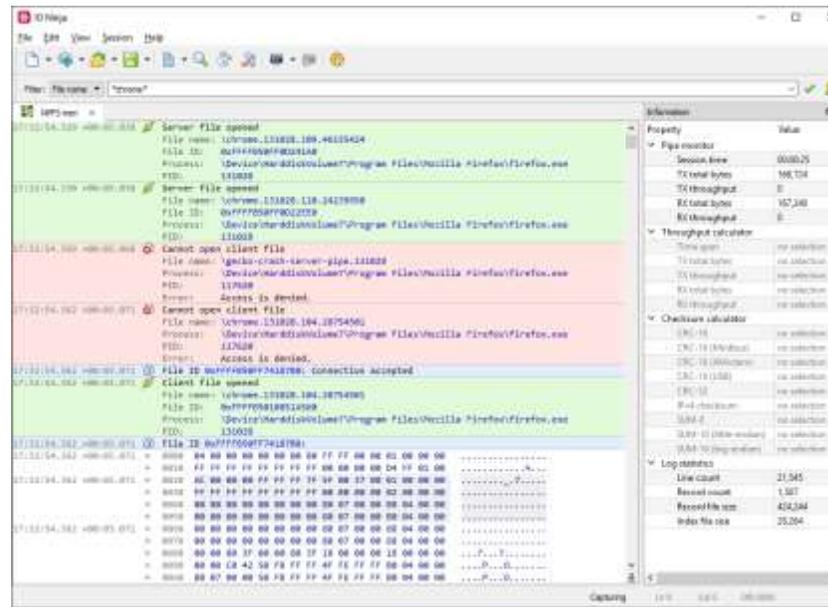
MOOBUS View

Device	Start	Length	State
Standard Modem over Bluetooth link #2	01.07.2013 17:12:25	00:00:10:09	Running

Processing: Request View, Console View, Data View, Request View, Packet View, Line View, Structure View, Packet View

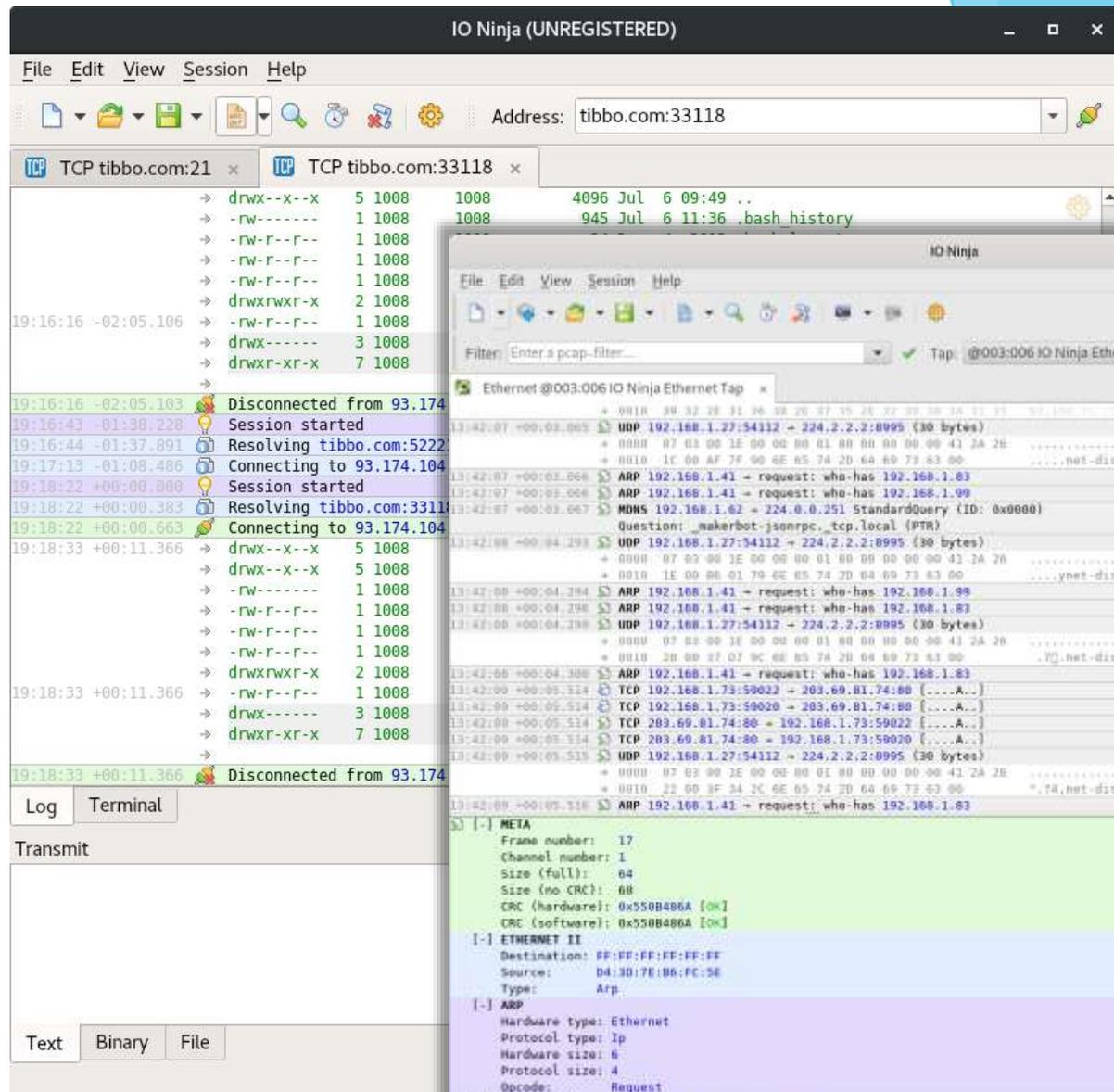
Design Goals

- ▶ All-in-one IO debugger
 - ▶ Consistent interface
 - ▶ Cross-platform
- ▶ Advanced logging engine
- ▶ Advanced transmitting engine
- ▶ Highly modularized
- ▶ Scriptable



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IO Ninja (UNREGISTERED)

File Edit View Session Help

Address: tibbo.com:33118

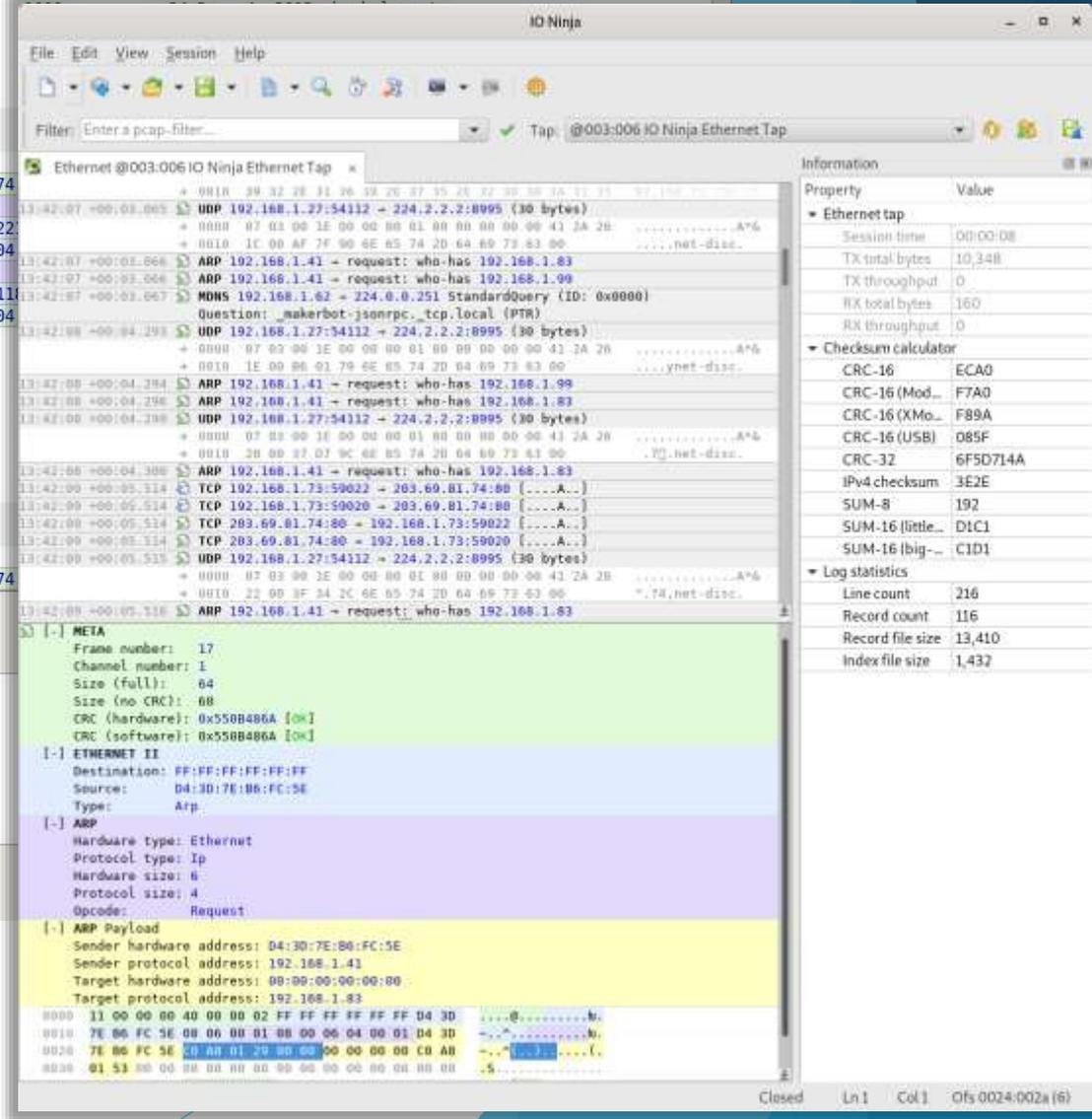
TCP tibbo.com:21 x TCP tibbo.com:33118 x

```
→ drwx--x--x 5 1008 1008 4096 Jul 6 09:49 ..
→ -rw----- 1 1008 1008 945 Jul 6 11:36 .bash_history
→ -rw-r--r-- 1 1008
→ -rw-r--r-- 1 1008
→ -rw-r--r-- 1 1008
→ drwxrwxr-x 2 1008
→ -rw-r--r-- 1 1008
→ drwx----- 3 1008
→ drwxr-xr-x 7 1008
→
19:16:16 -02:05.106
→
19:16:16 -02:05.103 Disconnected from 93.174.104
19:16:43 -01:38.228 Session started
19:16:44 -01:37.891 Resolving tibbo.com:5222
19:17:13 -01:08.486 Connecting to 93.174.104
19:18:22 +00:00.000 Session started
19:18:22 +00:00.383 Resolving tibbo.com:33118
19:18:22 +00:00.663 Connecting to 93.174.104
19:18:33 +00:11.366
→ drwx--x--x 5 1008
→ drwx--x--x 5 1008
→ -rw----- 1 1008
→ -rw-r--r-- 1 1008
→ -rw-r--r-- 1 1008
→ -rw-r--r-- 1 1008
→ -rw-r--r-- 1 1008
→ drwxrwxr-x 2 1008
→ -rw-r--r-- 1 1008
→ drwx----- 3 1008
→ drwxr-xr-x 7 1008
→
19:18:33 +00:11.366 Disconnected from 93.174.104
```

Log Terminal

Transmit

Text Binary File



IO Ninja (UNREGISTERED)

File Edit View Session Help

Address: tibbo.com:33118

TCP tibbo.com:21 x TCP tibbo.com:33118 x

```
→ drwx--x--x 5 1008 1008 4096 Jul 6 09:49 ..
→ -rw----- 1 1008 1008 945 Jul 6 11:36 .bash_history
→ -rw-r--r-- 1 1008
→ -rw-r--r-- 1 1008
→ -rw-r--r-- 1 1008
→ drwxrwxr-x 2 1008
→ -rw-r--r-- 1 1008
→ drwx----- 3 1008
→ drwxr-xr-x 7 1008
→
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→
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19:18:33 +00:11.366
→ drwx--x--x 5 1008
→ drwx--x--x 5 1008
→ -rw----- 1 1008
→ -rw-r--r-- 1 1008
→ -rw-r--r-- 1 1008
→ -rw-r--r-- 1 1008
→ -rw-r--r-- 1 1008
→ drwxrwxr-x 2 1008
→ -rw-r--r-- 1 1008
→ drwx----- 3 1008
→ drwxr-xr-x 7 1008
→
19:18:33 +00:11.366 Disconnected from 93.174.104
```

Log Terminal

Transmit

Text Binary File

```
[-] META
Frame number: 17
Channel number: 1
Size (full): 64
Size (no CRC): 68
CRC (hardware): 0x550B486A [OK]
CRC (software): 0x550B486A [OK]

[-] ETHERNET II
Destination: FF:FF:FF:FF:FF:FF
Source: D4:3D:7E:B8:FC:5E
Type: Arp

[-] ARP
Hardware type: Ethernet
Protocol type: Ip
Hardware size: 6
Protocol size: 4
Opcode: Request

[-] ARP Payload
Sender hardware address: D4:3D:7E:B8:FC:5E
Sender protocol address: 192.168.1.41
Target hardware address: 00:00:00:00:00:00
Target protocol address: 192.168.1.83
0000 11 00 00 00 40 00 00 02 FF FF FF FF FF 04 3D
0010 7E B8 FC 5E 00 00 00 01 00 00 06 04 00 01 D4 3D
0020 7E B8 FC 5E 00 00 01 20 00 00 00 00 00 C0 A8
0030 01 53 00 00 00 00 00 00 00 00 00 00 00 00 00
```

Closed Ln 1 Col 1 Of 0024:002a (6)

Design Goals

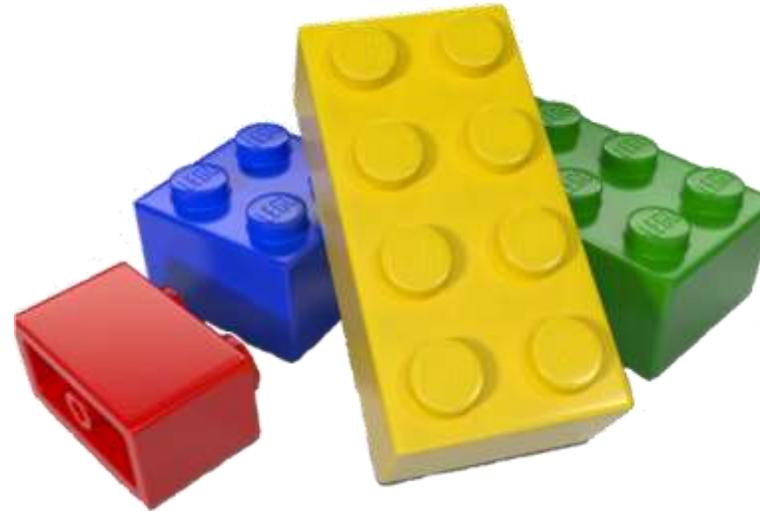
- ▶ All-in-one IO debugger
 - ▶ Consistent interface
 - ▶ Cross-platform
- ▶ Advanced logging engine
- ▶ **Advanced transmitting engine**
- ▶ Highly modularized
- ▶ Scriptable

The image displays three overlapping windows of the Transmit application:

- Top Window:** A file editor showing the source code of `D:/Prj/Ninja/ioninja/src/nj_app/main.cpp`. The code includes headers like `"pch.h"`, `"main window.h"`, `"cmdline.h"`, and `"moc_a`. It also shows a declaration for `xl` as a `QtWidget`.
- Middle Window:** A packet analysis window showing a `TcpFrame` structure. The `m_type` field is set to `Ip`. The packet data is displayed in hexadecimal and ASCII format, with the first few bytes being `00 00 00 00 00 00 00 00`.
- Bottom Window:** A script editor window showing a C++ script for sending packets. The script includes comments and a `main()` function with a `for` loop that repeatedly sends a packet and sleeps for 1000ms.

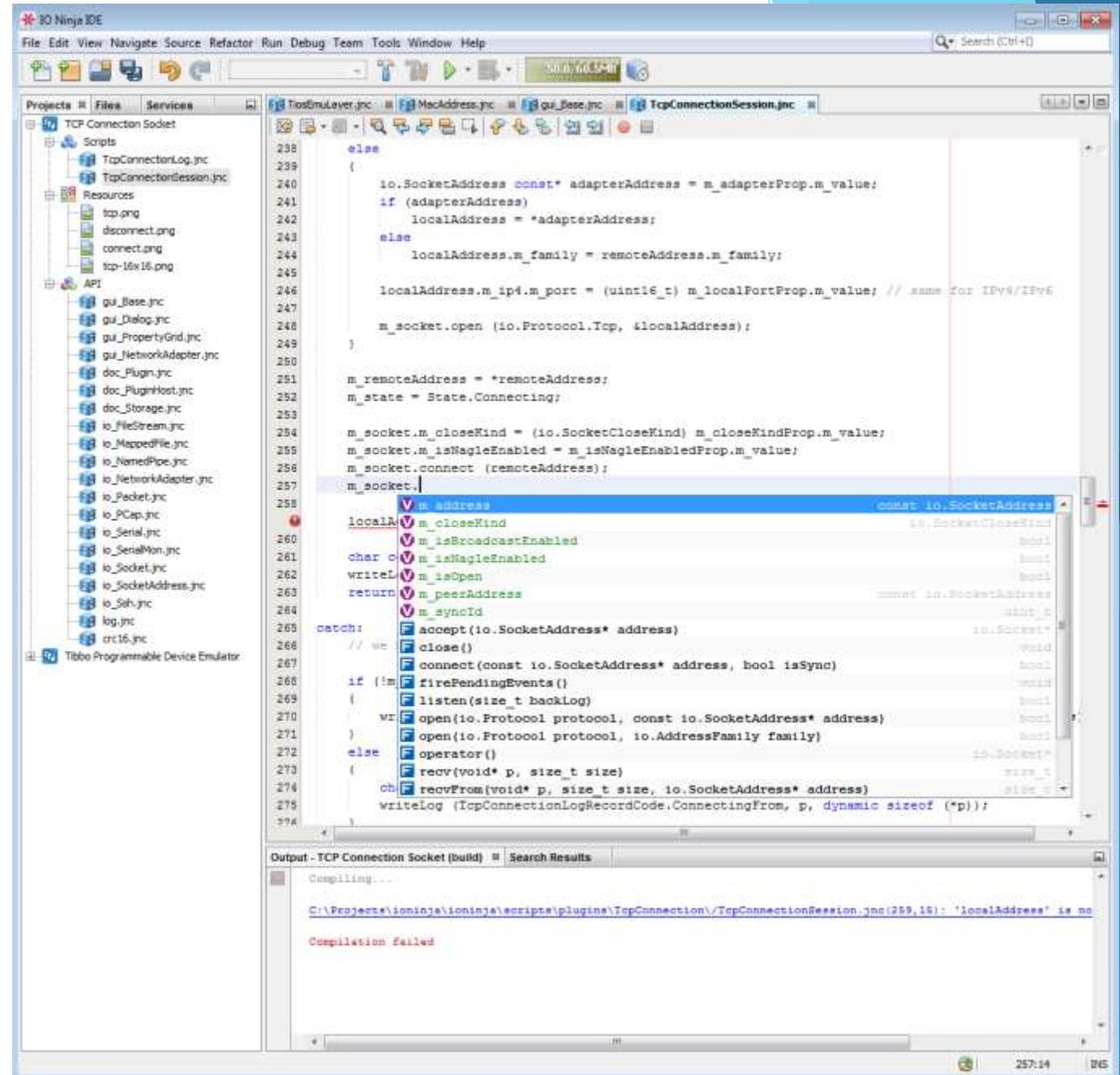
Design Goals

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All-in-One

Access all kinds of IO - through a consistent user interface!

Serial Communications

- ▶ **Serial Terminal**
- ▶ Serial Software Sniffers
 - ▶ Local
 - ▶ Remote over SSH
- ▶ Serial Hardware Sniffers
 - ▶ IO Ninja Serial Tap
 - ▶ Generic Dual COM Tap
 - ▶ EZ-Tap Pro
- ▶ I2C/SPI Hardware Tap
- ▶ Modbus RTU/ASCII/TCP Analyzer

The screenshot displays the IO Ninja application interface. The main window shows a serial terminal session on COM1 at 115200 bps. The terminal output includes the following messages:

```
16:39:09.793 +00:00.000 Session started
16:39:09.794 +00:00.000 [-] Opened port COM1
Baud rate: 115200 bps
Data bits: 8 bits
Stop bits: 1 bit
Parity: None
Flow control: None
Read mode: Wait for the 1st char
Read interval: Irrelevant
DTR: off
RTS: off
DSR: off
CTS: off
16:39:27.238 +00:17.444 Status line(s) changed: CTS: on
16:39:27.239 +00:17.445 0000 00
16:39:27.239 +00:17.445 Line error detected: BREAK
16:39:27.239 +00:17.445 Status line(s) changed: CTS: off
```

The terminal also shows a hex dump of data received from the device, including the text "U-Boot SF" and "7.09 (Oct: 8 - 19:36:!)".

On the right side, the "Information" panel displays the following properties and values:

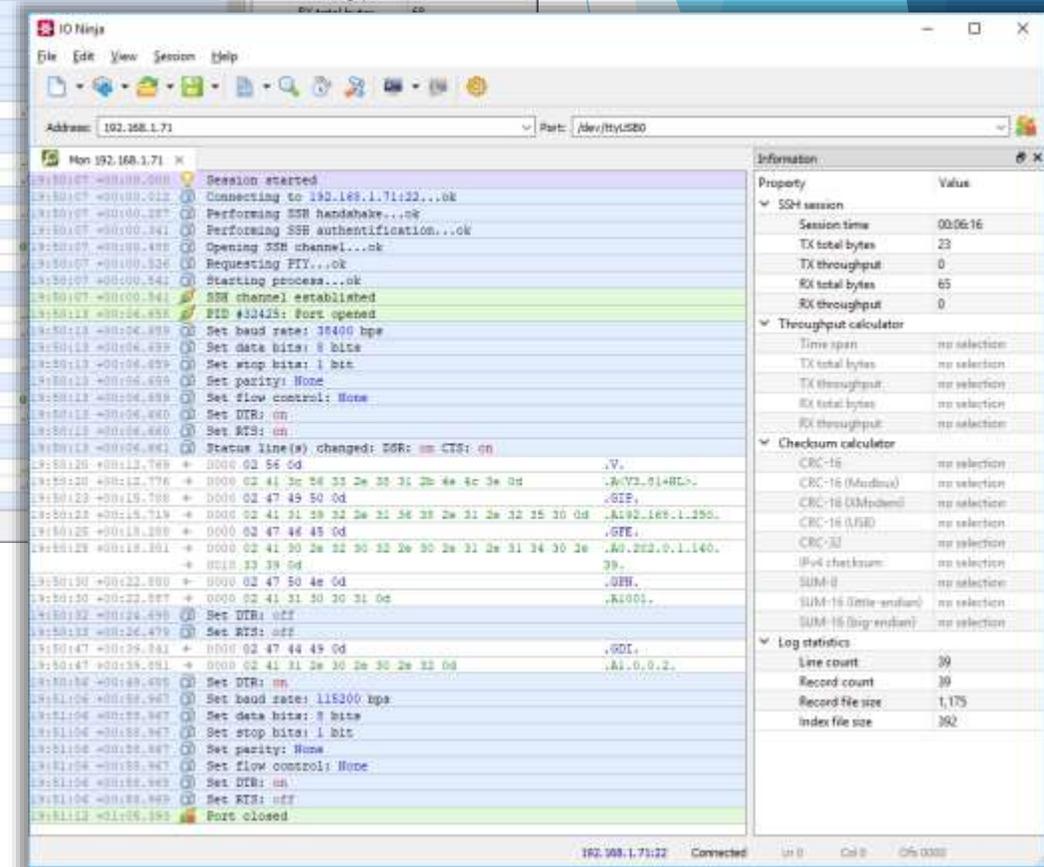
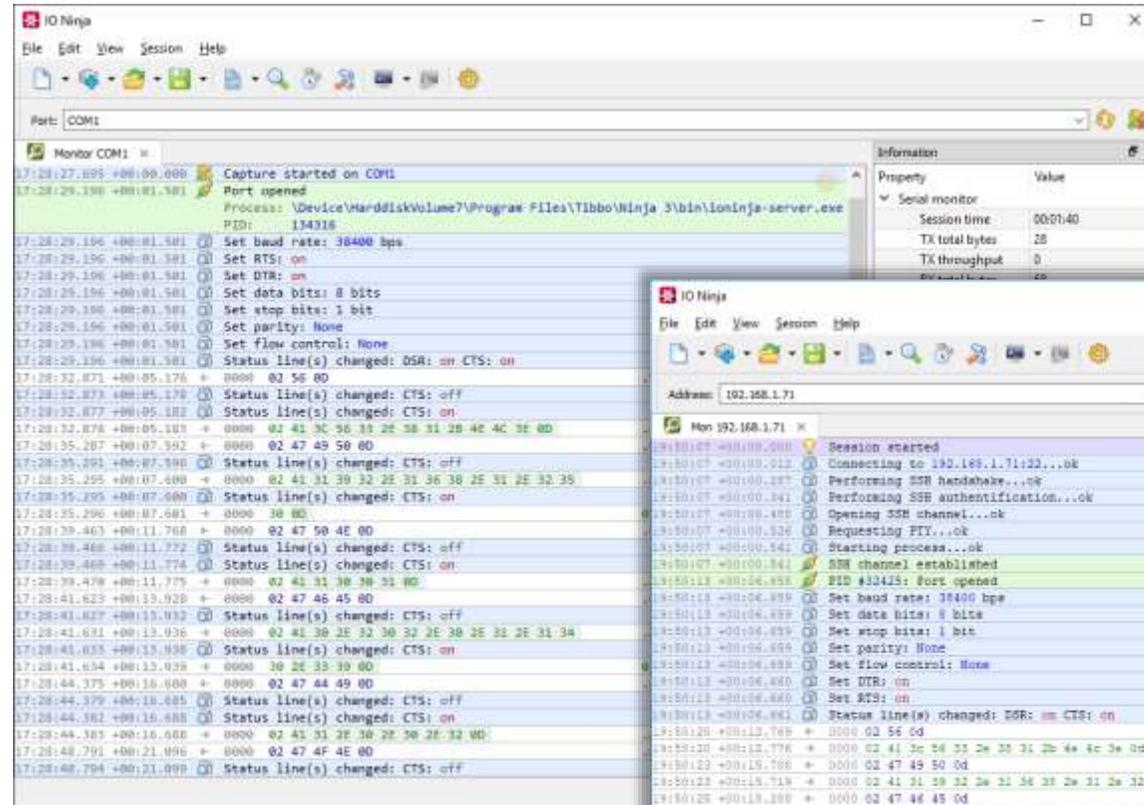
Property	Value
Session time	00:00:28
TX total bytes	0
TX throughput	0
RX total bytes	7,271
RX throughput	10,953
DSR	off
CTS	on
DTR	off
RTS	off
BREAK	

The "Settings" dialog box is open, showing the "Serial" configuration. The "Connection" section is set to COM1. The "Log filter" section is configured as follows:

Property	Value
Serial setting changes	<input checked="" type="checkbox"/> True
Serial control line changes	<input checked="" type="checkbox"/> True
Serial status line changes	<input checked="" type="checkbox"/> True
Serial line errors	<input checked="" type="checkbox"/> True

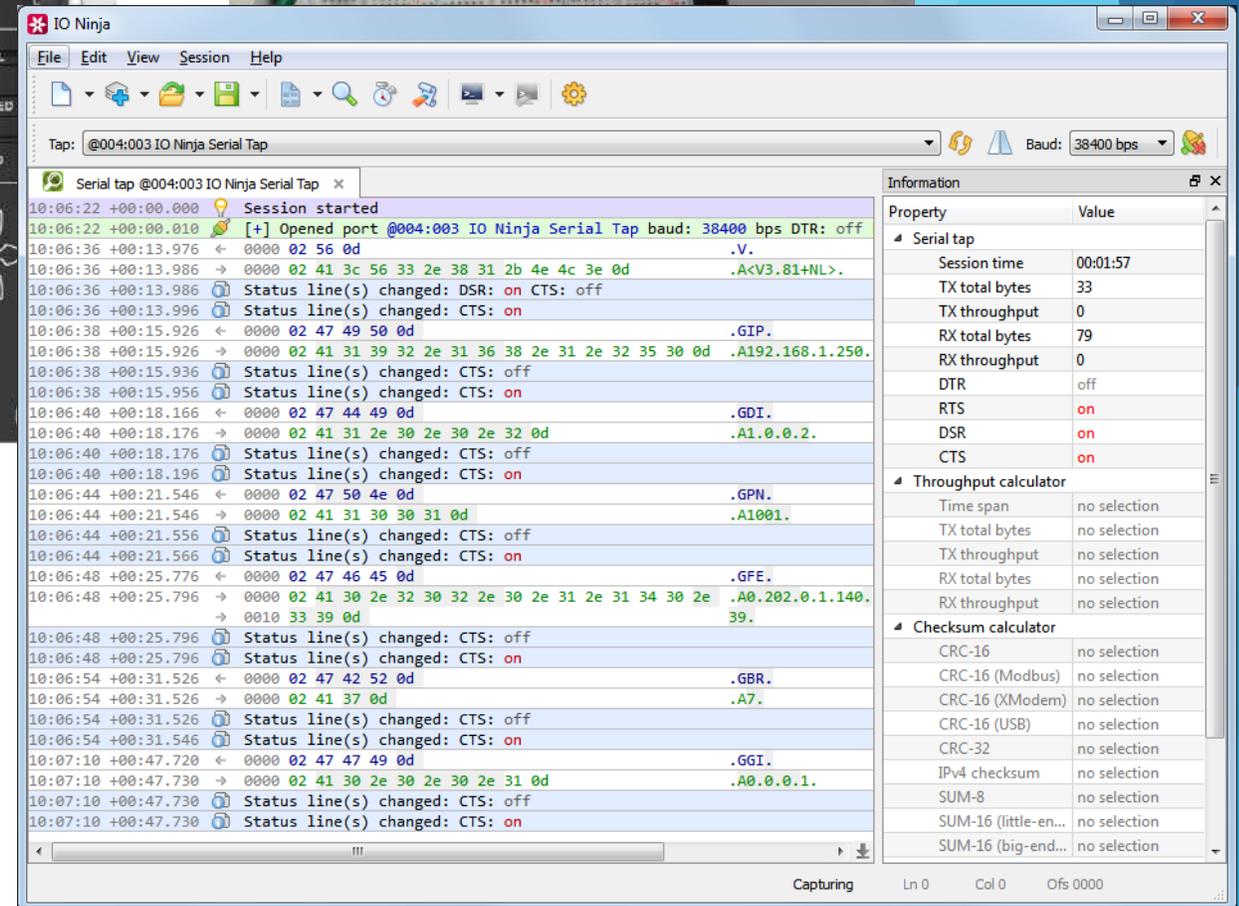
Serial Communications

- ▶ Serial Terminal
- ▶ Serial Software Sniffers
 - ▶ Local
 - ▶ Remote over SSH
- ▶ Serial Hardware Sniffers
 - ▶ IO Ninja Serial Tap
 - ▶ Generic Dual COM Tap
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- ▶ Modbus RTU/ASCII/TCP Analyzer



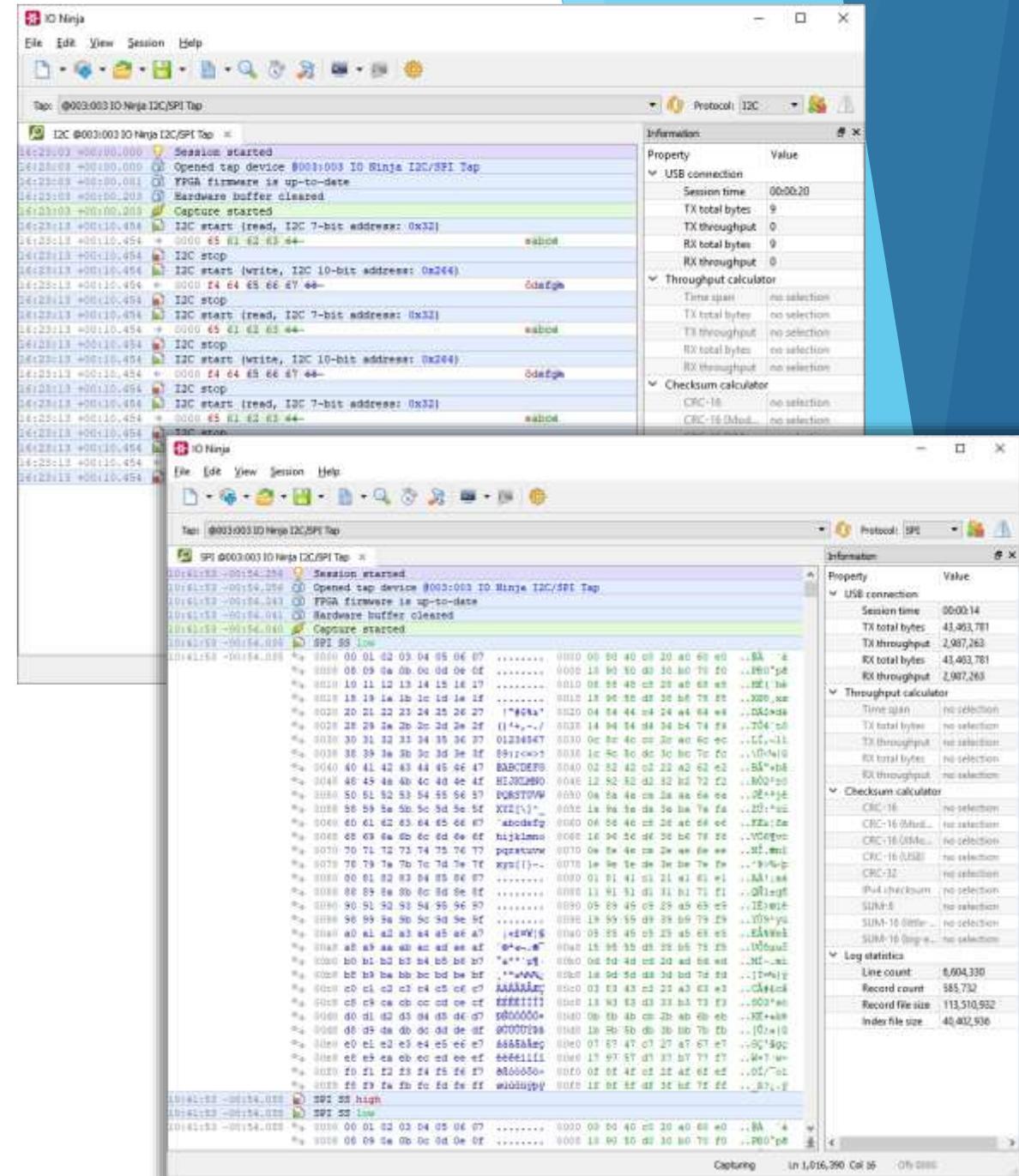
Serial Communications

- ▶ Serial Terminal
- ▶ Serial Software Sniffers
 - ▶ Local
 - ▶ Remote over SSH
- ▶ Serial Hardware Sniffers
 - ▶ IO Ninja Serial Tap
 - ▶ Generic Dual COM Tap
 - ▶ EZ-Tap Pro
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- ▶ Modbus RTU/ASCII/TCP Analyzer



Serial Communications

- ▶ Serial Terminal
- ▶ Serial Software Sniffers
 - ▶ Local
 - ▶ Remote over SSH
- ▶ Serial Hardware Sniffers
 - ▶ IO Ninja Serial Tap
 - ▶ Generic Dual COM Tap
 - ▶ EZ-Tap Pro
- ▶ I2C/SPI Hardware Tap
- ▶ Modbus RTU/ASCII/TCP Analyzer



Serial Communications

- ▶ Serial Terminal
- ▶ Serial Software Sniffers
 - ▶ Local
 - ▶ Remote over SSH
- ▶ Serial Hardware Taps
 - ▶ IO Ninja Serial Tap
 - ▶ Generic Dual COM Tap
 - ▶ EZ-Tap Pro
- ▶ I2C/SPI Hardware Tap
- ▶ **Modbus RTU/ASCII/TCP Analyzer**

The screenshot displays the IO Ninja software interface. On the left, a 'Settings' dialog box is open, showing the 'Modbus Analyzer' section. The 'Half-duplex mode' dropdown menu is expanded, showing options: 'Alternate Master/Slave', 'Alternate Master/Slave', 'RTS ON - Master, else Slave', and 'RTS ON - Slave, else Master'. The 'Log filter' section is also visible, with 'Serial setting changes', 'Serial control line changes', 'Serial status line changes', and 'Serial line errors' all checked.

The main window shows a capture log for 'Mon COM1' on 'Port: COM1'. The log includes session start, port opening, and configuration of serial parameters (baud rate: 9600 bps, 8 data bits, 1 stop bit, none parity, none flow control). It shows two Modbus RTU read requests and their responses. The first request is for address 0x01/1, and the second is for address 0x2000/8192. Both responses include checksums and counts.

```
2017/08/04 16:14:14 +00:00.000 Session started
2017/08/04 16:14:14 +00:00.000 Capture started on port COM1
2017/08/04 16:14:14 +00:00.000 Port opened
2017/08/04 16:14:14 +00:00.000 Set baud rate: 9600 bps
2017/08/04 16:14:14 +00:00.000 Set RTS: off
2017/08/04 16:14:14 +00:00.000 Set DTR: on
2017/08/04 16:14:14 +00:00.000 Set data bits: 8 bits
2017/08/04 16:14:14 +00:00.000 Set stop bits: 1 bit
2017/08/04 16:14:14 +00:00.000 Set parity: None
2017/08/04 16:14:14 +00:00.000 Set flow control: None
2017/08/04 16:14:14 +00:00.000 Set baud rate: 9600 bps
2017/08/04 16:14:14 +00:00.000 Set RTS: off
2017/08/04 16:14:14 +00:00.000 Set DTR: on
2017/08/04 16:14:14 +00:00.000 Set data bits: 8 bits
2017/08/04 16:14:14 +00:00.000 Set stop bits: 1 bit
2017/08/04 16:14:14 +00:00.000 Set parity: None
2017/08/04 16:14:14 +00:00.000 Set flow control: None
2017/08/04 16:14:14 +00:00.000 Set RTS: on
2017/08/04 16:14:14 +00:00.000 < 0000 01 03 10 00 00 40 40 fa .....@.
2017/08/04 16:14:14 +00:00.000 Address: 0x01/1
2017/08/04 16:14:14 +00:00.000 Checksum: 0xFA40/64064 [OK]
2017/08/04 16:14:14 +00:00.000 Function: 0x03/3 - Read Holding Registers
2017/08/04 16:14:14 +00:00.000 Address: 0x1000/4096
2017/08/04 16:14:14 +00:00.000 Count: 64
2017/08/04 16:14:14 +00:00.000 -> 0000 01 03 80 00 00 00 00 85 48 00 00 80 80 00 00 85 .....H.....
2017/08/04 16:14:14 +00:00.000 -> 0010 4c 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....L.....
2017/08/04 16:14:14 +00:00.000 -> 0020 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
2017/08/04 16:14:14 +00:00.000 -> 0030 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
2017/08/04 16:14:14 +00:00.000 -> 0040 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
2017/08/04 16:14:14 +00:00.000 -> 0050 00 00 00 8f 26 df 00 8f 2e 6c 00 89 7a 00 8a ...e[]...l...z...
2017/08/04 16:14:14 +00:00.000 -> 0060 15 3f 0a 00 00 00 00 00 00 00 00 00 16 07 07 96 10 ..?...?.....
2017/08/04 16:14:14 +00:00.000 -> 0070 24 00 00 ff 81 $.....
2017/08/04 16:14:14 +00:00.000 -> 0080 01 f5 bd 97 d6 .....
2017/08/04 16:14:20 +00:05.844 Address: 0x01/1
2017/08/04 16:14:20 +00:05.844 Checksum: 0xD697/54935 [OK]
2017/08/04 16:14:20 +00:05.844 Function: 0x03/3 - Read Holding Registers
2017/08/04 16:14:20 +00:05.844 Size: 128
2017/08/04 16:14:20 +00:05.844 [+] Values [64]
2017/08/04 16:14:20 +00:05.854 < 0000 01 03 20 00 00 40 4f fa ... ..@.
2017/08/04 16:14:20 +00:05.854 Address: 0x01/1
2017/08/04 16:14:20 +00:05.854 Checksum: 0xFA4F/64079 [OK]
2017/08/04 16:14:20 +00:05.854 Function: 0x03/3 - Read Holding Registers
2017/08/04 16:14:20 +00:05.854 Address: 0x2000/8192
2017/08/04 16:14:20 +00:05.854 Count: 64
```

Network Communications

▶ TCP

- ▶ TCP Client
- ▶ TCP Server
- ▶ TCP Proxy
- ▶ TCP Flow Monitor

▶ UDP

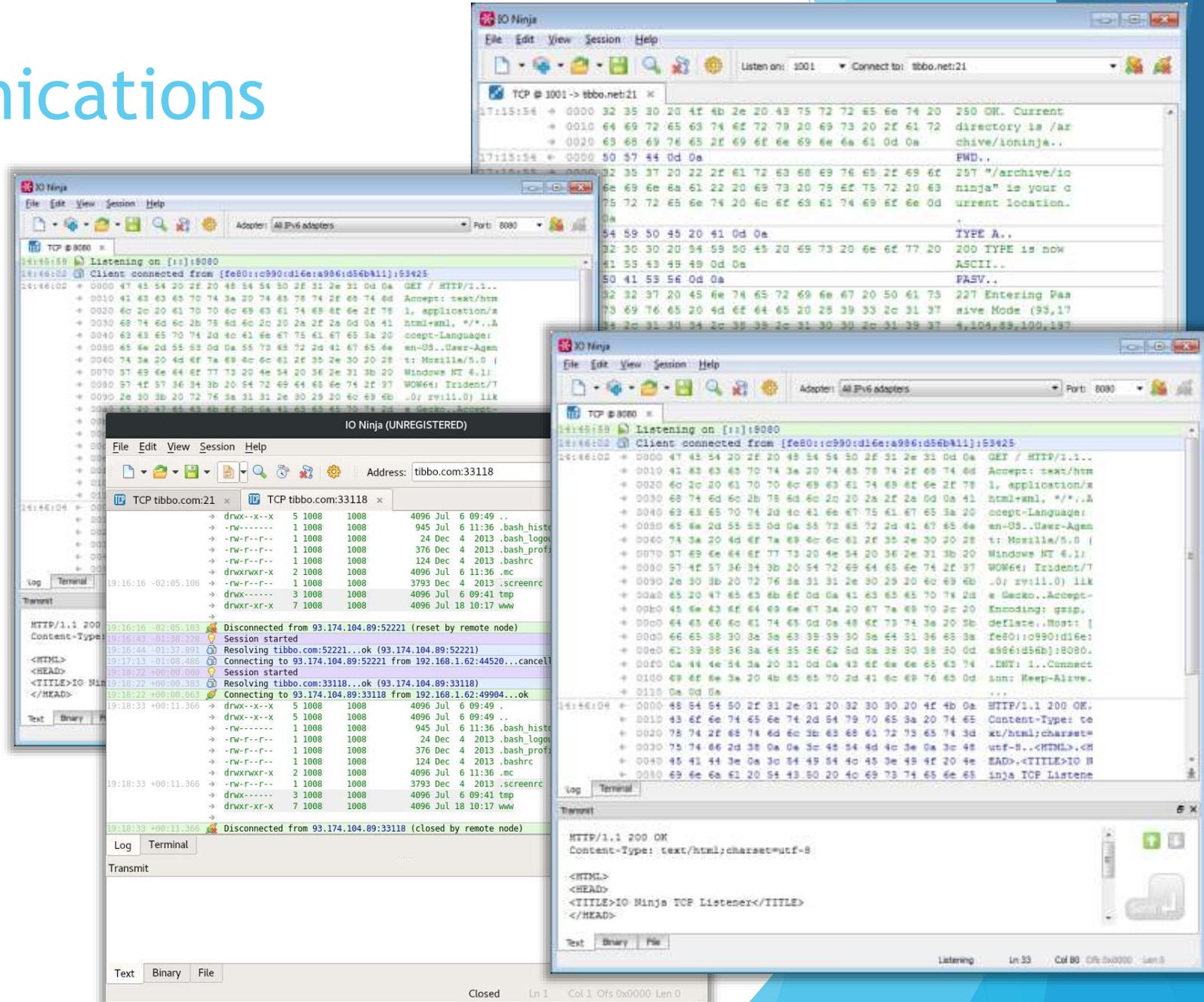
- ▶ UDP Socket (supports broadcast)
- ▶ UDP Flow Monitor

▶ SSL & SSH

- ▶ SSL Client
- ▶ SSL Server
- ▶ SSH Channel

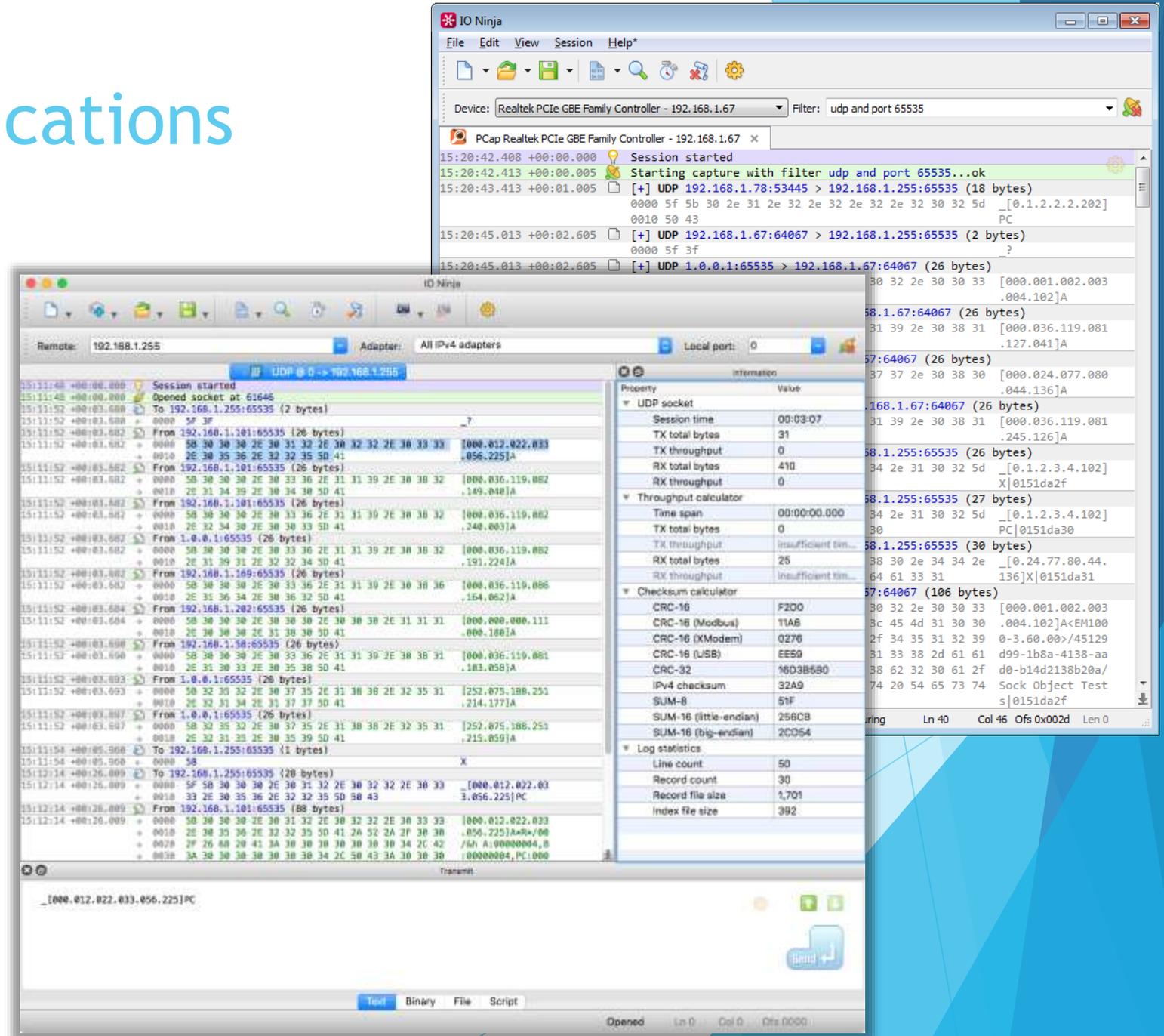
▶ Ethernet Hardware Tap

▶ Pcap Sniffer



Network Communications

- ▶ TCP
 - ▶ TCP Client
 - ▶ TCP Server
 - ▶ TCP Proxy
 - ▶ TCP Flow Monitor
- ▶ UDP
 - ▶ UDP Socket (supports broadcast)
 - ▶ UDP Flow Monitor
- ▶ SSL & SSH
 - ▶ SSL Client
 - ▶ SSL Server
 - ▶ SSH Channel
- ▶ Ethernet Hardware Tap
- ▶ Pcap Sniffer



Network Communications

- ▶ TCP
 - ▶ TCP Client
 - ▶ TCP Server
 - ▶ TCP Proxy
 - ▶ TCP Flow Monitor
- ▶ UDP
 - ▶ UDP Socket (supports broadcast)
 - ▶ UDP Flow Monitor
- ▶ SSL & SSH
 - ▶ SSL Client
 - ▶ SSL Server
 - ▶ SSH Channel
- ▶ Ethernet Hardware Tap
- ▶ Pcap Sniffer

The screenshot displays the IO Ninja application interface. The top window shows a log of an SSH session to 'ioninja.com', including details like IP resolution (104.236.152.161), connection attempts, and the successful establishment of an SSH channel. Below the log is a terminal window showing the prompt 'vladimir@ubuntu-512mb-sfo1-01:~\$' and a list of system files. A 'Checksum calculator' window is also visible, showing various CRC and SUM checksum options.

```
17:14:26.254 -00:17.390 Session started
17:14:26.306 -00:17.338 Resolving ioninja.com...ok (104.236.152.161)
17:14:26.464 -00:17.180 Connecting to 104.236.152.161:22...ok
17:14:28.231 -00:15.413 Performing SSH handshake...ok
17:14:28.554 -00:15.090 Performing SSH authentication...ok
17:14:29.108 -00:14.536 Opening SSH channel...ok
17:14:29.263 -00:14.381 Requesting PTY...ok
17:14:29.417 -00:14.227 Starting process...ok
17:14:29.417 -00:14.227 SSH channel established
17:14:29.429 -00:14.215 → 0000 57 65 6C 63 6F 6D 65 20 74 6F 20 7E 75 2E 05 0F 00 74 75 2E 05 0F 00
→ 0010 75 20 31 36 2E 30 34 2E 32 20 40 20 20 20 20 20 20 20 20 20 20 20 20 20
→ 0020 4E 55 2F 4C 69 6E 75 78 20 34 20 20 20 20 20 20 20 20 20 20 20 20 20
→ 0030 31 36 2D 67 65 6E 65 72 69 63 20 20 20 20 20 20 20 20 20 20 20 20 20
→ 0040 34 29 0D 0A 0D 0A 20 2A 20 44 6D 65 6E 6E
→ 0050 74 61 74 69 6F 6E 3A 20 20 68 74 75 2E 05 0F 00 74 75 2E 05 0F 00
→ 0060 2F 68 65 6C 70 2E 75 62 75 6E 74 75 2E 05 0F 00 74 75 2E 05 0F 00
→ 0070 0D 0A 20 2A 20 4D 61 6E 61 67 65 6D 65 6E 74 3A 20 20 20 20 20 20 20 20
→ 0080 20 20 20 20 20 68 74 74 70 73 3A 2F 2F 6C 61 6E 6E 6E 6E 6E 6E 6E 6E 6E
→ 0090 64 73 63 61 70 65 2E 63 61 6E 6F 6E 69 63 61 6C 6E 6E 6E 6E 6E 6E 6E
→ 00A0 2E 63 6F 6D 0D 0A 20 2A 20 53 75 70 70 6F 72 74 6E 6E 6E 6E 6E 6E 6E
→ 00B0 3A 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20
→ 00C0 2F 75 62 75 6E 74 75 2E 63 6F 6D 2F 61 64 76 61 6E 6E 6E 6E 6E 6E 6E
17:14:29.568 -00:14.076 → 00D0 6E 74 61 67 65 0D 0A 20 2A 20 47 65 74 20 63 6E 6E 6E 6E 6E 6E 6E 6E
→ 00E0 6C 6F 75 64 20 73 75 70 70 6F 72 74 20 77 69 74 6E 6E 6E 6E 6E 6E 6E
→ 00F0 68 20 55 62 75 6E 74 75 20 41 64 76 61 6E 74 61 6E 6E 6E 6E 6E 6E
→ 0100 67 65 20 43 6C 6F 75 64 20 47 75 65 73 74 3A 0D 0A 20 20 20 20 20 20
→ 0110 0A 20 20 20 20 68 74 74 70 3A 2F 2F 77 77 77 2E 6E 6E 6E 6E 6E 6E 6E
→ 0120 75 62 75 6F 74 75 2F 63 6F 6D 2F 62 75 73 69 6F 6E 6E 6E 6E 6E 6E 6E
```

```
SSH ioninja.com - IO Ninja
bunzip2          gunzip          ntfsccluster    systemd-tmpfiles
busybox          gzexe          ntfscmp         systemd-ty-ask-password-agent
bzcat            gzip           ntfssfallocate  tailf
bzcmp           hostname       ntfstfix        tar
bzdiff          ip             ntfstinfo       tempfile
bzegrep         journalctl    ntfstsls        touch
bzexe           kbd_mode      ntfstmove       true
bzfgrep         kill          ntfstruncate    udevadm
bzgrep          kmod          ntfswipe        ulockmgr_server
bzip2           less          open            umount
bzip2recover    lessecho      openvt         uname
bzless          lessfile      pidof          uncompress
bzmore          lesskey       ping           unicode_start
cat             lesspipe      ping@          vdir
cgroups-mount  ln            plymouth       wdctl
cgroups-umount loadkeys      ps             which
chacl           login         pwd            whiptail
chgrp           loginctl      rbash          yppdomainname
chmod           lowntfs-3g   readlink       zcat
chown           ls            red            zcmp
chvt            lsblk        rm             zdiff
cp             lsmod        rmdir          zegrep
cpio            mkdir         rnano          zfgrep
dash           mkfs.btrfs   run-parts      zforce
date           mknod        sed            zgrep
dd             mktemp       setfacl       zless
df             more         setfont       zmore
dir            mount        setupcon      znew
dmesg          mountpoint   sh
dnsdomainname mt            sh.distrib
domainname     mt-gnu       sleep
vladimir@ubuntu-512mb-sfo1-01:~$ [2~
```

Checksum calculator	
CRC-16	no selection
CRC-16 (Modbus)	no selection
CRC-16 (XModem)	no selection
CRC-16 (USB)	no selection
CRC-32	no selection
IPv4 checksum	no selection
SUM-8	no selection
SUM-16 (little-endian)	no selection
SUM-16 (big-endian)	no selection

Network Communications

- ▶ TCP
 - ▶ TCP Client
 - ▶ TCP Server
 - ▶ TCP Proxy
 - ▶ TCP Flow Monitor
- ▶ UDP
 - ▶ UDP Socket (supports broadcast)
 - ▶ UDP Flow Monitor
- ▶ SSL & SSH
 - ▶ SSL Client
 - ▶ SSL Server
 - ▶ SSH Channel
- ▶ Ethernet Hardware Tap
- ▶ Pcap Sniffer



IO Ninja

Filter: Enter a pcap-filter... Tap: @003:006 IO Ninja Ethernet Tap

Ethernet@003:006 IO Ninja Ethernet Tap

```
13:42:10 +00:00.516 S ARP 192.168.1.41 - request: who-has 192.168.1.99
13:42:10 +00:00.623 S ARP 192.168.1.26 - request: who-has 192.168.1.98
13:42:10 +00:00.624 S UDP 192.168.1.15:12223 -> 192.168.1.255:12223 (325 bytes)
+ 5000 04 00 01 3f 00 00 01 89 01 37 03 BE ED 6f 3a 00 ...f.....7...D...
+ 9018 01 00 03 00 10 00 39 00 00 00 07 00 00 00 00 00
13:42:10 +00:00.624 S UDP 192.168.1.27:54112 -> 224.0.0.251:8995 (30 bytes)
+ 0004 07 03 00 1e 00 00 00 01 00 00 00 00 00 41 2a 2e .....8%
+ 9018 24 00 46 e4 00 BE 85 74 20 64 88 73 03 00 ...FD..et.dasc.
13:42:10 +00:00.626 S ARP 192.168.1.41 - request: who-has 192.168.1.99
13:42:10 +00:00.650 S MDNS 192.168.1.71 -> 192.168.1.255 StandardQuery (ID: 0xF000)
Question: WPAD (Workstation) (NIMLOC)
13:42:10 +00:00.650 S MDNS 192.168.1.71 -> 192.168.1.255 StandardQuery (ID: 0xF00E)
Question: WPAD (Workstation) (NIMLOC)
13:42:10 +00:00.650 S MDNS 192.168.1.71 -> 192.168.1.255 StandardQuery (ID: 0xF00C)
Question: WPAD (Workstation) (NIMLOC)
13:42:10 +00:00.650 S MDNS 192.168.1.71 -> 224.0.0.251 StandardQuery (ID: 0x0000)
Question: wpad.local (A)
13:42:10 +00:00.650 S MDNS [fe80::15ea:5573:a9b2:2de0] - [ff02::1:3] StandardQuery (ID: 0x0000)
Question: wpad.local (A)
13:42:10 +00:00.651 S LLNMR [fe80::15ea:5573:a9b2:2de0] - [ff02::1:3] StandardQuery (ID: 0xEBEB)
Question: wpad (A)
13:42:10 +00:00.651 S LLNMR 192.168.1.71 -> 224.0.0.252 StandardQuery (ID: 0xEBEB)
Question: wpad (A)
13:42:10 +00:00.651 S MDNS 192.168.1.71 -> 224.0.0.251 StandardQuery (ID: 0x0000)
Question: wpad.local (A)
```

Header checks: 0xDA09
Source: 192.168.1.71
Destination: 192.168.1.255
[+] UDP 137 -> 137
[-] MDNS
Identifier: 0xF0BE
Reply flag: false
Opcode: StandardQuery
Flags: CheckingDisabled, RecursionDesired
Response code: NoError
Number of question RRs: 1
Number of answer RRs: 0
Number of authority RRs: 0
Number of additional RRs: 0
[-] DNS RRs
Question RRs:
1: Name: WPAD (Workstation)
Type: NIMLOC
Class: Internet

```
0000 1e 00 00 00 60 00 00 02 ff ff ff ff ff 74 04 .....T
0010 35 af 0e 8f 00 00 45 00 00 4e 08 7e 00 00 00 11 5.....E..M.....
0020 0a 89 cb a8 01 47 c0 a8 01 ff 00 89 00 69 00 3a [](..)01.....
0030 48 54 fd 0e 01 10 00 01 00 00 00 00 00 00 00 00 HT.....F
0040 00 40 41 45 a2 45 45 43 41 49 43 43 43 43 41 47 HFABREELACACACAC
0050 43 43 43 43 43 43 43 43 43 43 43 43 43 43 43 43 ACACACACACACAAA
0060 00 20 00 01 b5 3c b3 58 .....X
```

Information

Property	Value
Ethernet tap	
Session time	00:00:08
TX total bytes	10,348
TX throughput	0
RX total bytes	160
RX throughput	0
Checksum calculator	
CRC-16	9920
CRC-16 (Mod..)	A620
CRC-16 (XMod..)	AD90
CRC-16 (U5B)	59DF
CRC-32	96A3F236
IPv4 checksum	BFC3
SUM-8	874
SUM-16 (little..)	43C3C
SUM-16 (big-..)	44038
Log statistics	
Line count	216
Record count	116
Record file size	13,410
Index file size	1,432

Closed Ln 37 Col 18 Oh 003e:0060 (34)

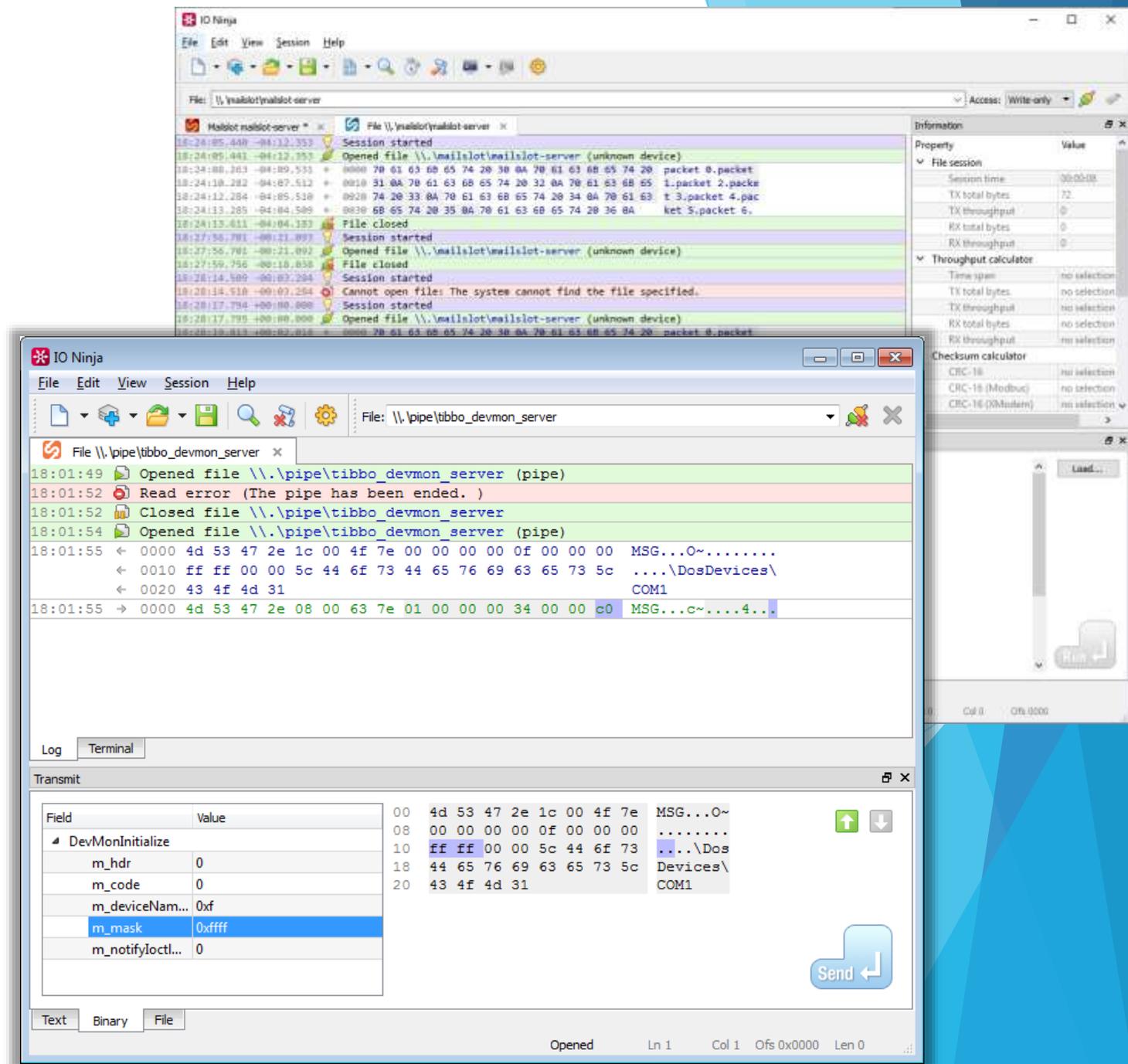
Network Communications

- ▶ TCP
 - ▶ TCP Client
 - ▶ TCP Server
 - ▶ TCP Proxy
 - ▶ TCP Flow Monitor
- ▶ UDP
 - ▶ UDP Socket (supports broadcast)
 - ▶ UDP Flow Monitor
- ▶ SSL & SSH
 - ▶ SSL Client
 - ▶ SSL Server
 - ▶ SSH Channel
- ▶ Ethernet Hardware Tap
- ▶ Pcap Sniffer

The screenshot displays the Wireshark network protocol analyzer interface. The main pane shows a list of captured packets, with the selected packet (No. 10) expanded to show its details. The packet is an Ethernet II frame containing an IP packet from 192.168.1.73 to 192.168.1.255, which is a UDP packet from source port 138 to destination port 138. The UDP payload is highlighted in yellow. Below the details pane, the raw packet bytes are shown in hexadecimal and ASCII. A 'Transmit' window is open at the bottom, showing the raw bytes of the selected packet. On the right side, the 'Settings' dialog box is open, showing the configuration for the 'Pcap Sniffer' component. The 'Connection' section is expanded, showing the device as 'Realtek PCI GBE Family Controller...'. The 'Capture filter' is set to 'udp and port 137'. The 'Buffering' section shows a snapshot size of 8192 and an RX buffer size of 16384. The 'Log statistics' section shows a line count of 40, a record count of 21, and a record file size of 7,328 bytes.

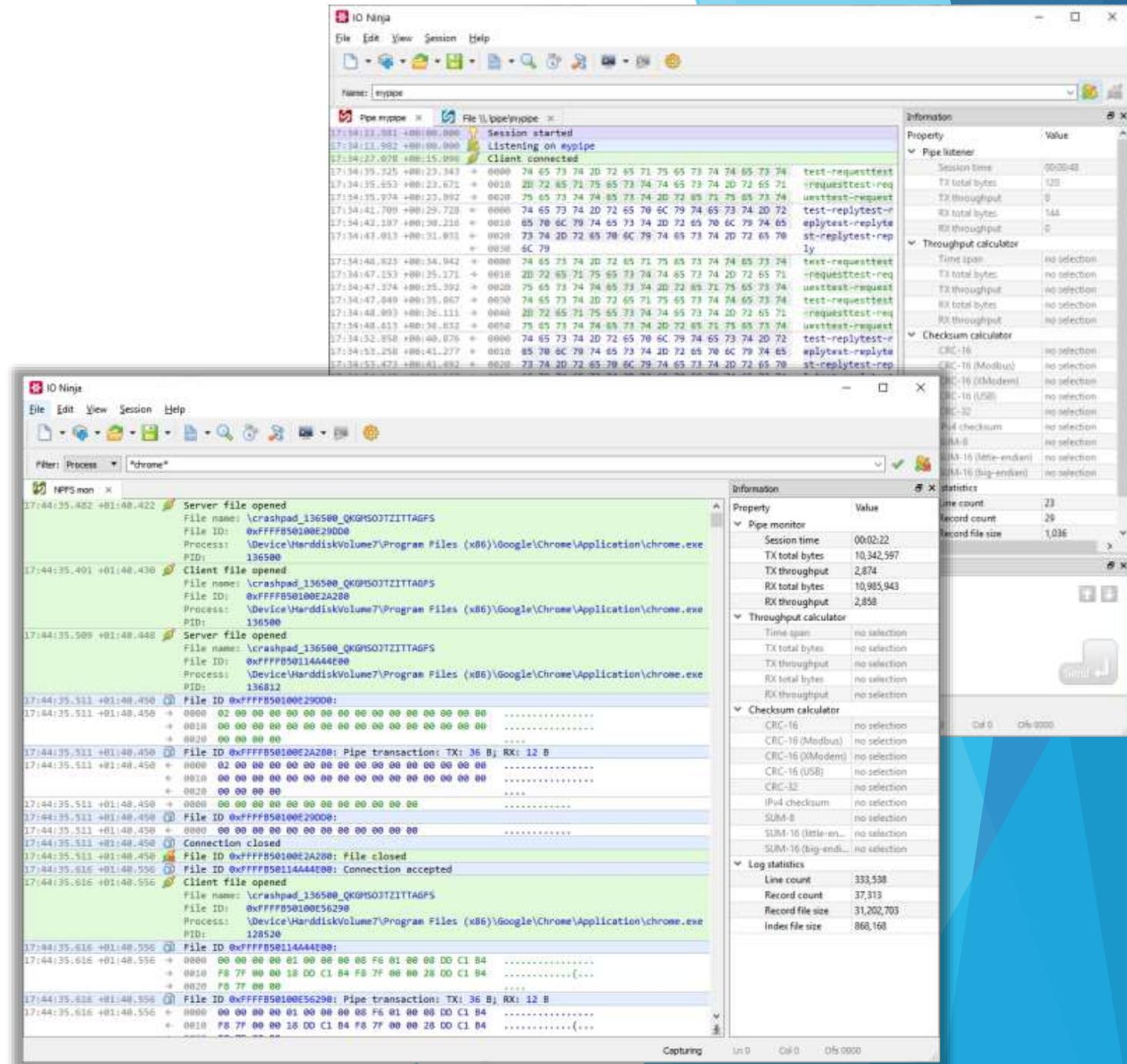
File Systems

- ▶ **Generic File Stream**
- ▶ Windows Named/Anonymous Pipes
 - ▶ Named Pipe Terminal
 - ▶ Pipe Sniffer
- ▶ Windows Mailslots
 - ▶ Mailslot Terminal
 - ▶ Mailslot Sniffer



File Systems

- ▶ Generic File Stream
- ▶ Windows Named/Anonymous Pipes
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File Systems

- ▶ Generic File Stream
- ▶ Windows Named/Anonymous Pipes
 - ▶ Named Pipe Terminal
 - ▶ Pipe Sniffer
- ▶ Windows Mailslots
 - ▶ Mailslot Terminal
 - ▶ Mailslot Sniffer

The top screenshot shows a network capture of a mailslot server session. The main window displays a list of captured packets with their timestamps, sizes, and hex/ASCII data. The right-hand 'Information' panel shows session statistics for the selected packet:

Property	Value
Mailslot	
Session time	00:00:16
RX total bytes	196
Throughput calculator	
Time span	no selection
TX total bytes	no selection
TX throughput	no selection
RX total bytes	no selection
RX throughput	no selection
Checksum calculator	
CRC-16	no selection
CRC-16 (Modbus)	no selection
CRC-16 (Modem)	no selection
CRC-16 (USB)	no selection
CRC-32	no selection
IPv4 checksum	no selection
SUM-8	no selection
SUM-16 (little-endian)	no selection
SUM-16 (big-endian)	no selection
Log statistics	
Line count	199
Record count	80
Record file size	5,952
Index file size	1,224

The bottom screenshot shows a capture of a local mailslot connection. The main window displays a list of captured packets with their timestamps, sizes, and hex/ASCII data. The right-hand 'Information' panel shows session statistics for the selected packet:

Property	Value
Mailslot monitor	
Session time	00:01:40
RX total bytes	0
Throughput calculator	
Time span	no selection
TX total bytes	no selection
TX throughput	no selection
RX total bytes	no selection
RX throughput	no selection
Checksum calculator	
CRC-16	no selection
CRC-16 (Modbus)	no selection
CRC-16 (Modem)	no selection
CRC-16 (USB)	no selection
CRC-32	no selection
IPv4 checksum	no selection
SUM-8	no selection
SUM-16 (little-endian)	no selection
SUM-16 (big-endian)	no selection
Log statistics	
Line count	199
Record count	80
Record file size	5,952
Index file size	1,224

USB Communications

- ▶ USB Data Endpoint Terminal
- ▶ USB Control Endpoint Terminal

The screenshot displays the IO Ninja application interface. The main window shows a log of USB communication events for a device identified as '@003:001 Microsoft Corp. LifeChat LX-3000 Headset'. The log includes timestamps, hex data, and ASCII representations. Key events include 'Session started', 'Device opened', 'Interface claimed: ID 3:0', and 'Reading started from endpoint ID 87'. The log shows a series of data packets being received, with hex values and their corresponding ASCII characters (mostly spaces and control characters).

On the right side, there is an 'Information' panel with a table of properties and values:

Property	Value
Session time	00:00:34
TX total bytes	0
TX throughput	0
RX total bytes	524
RX throughput	0
Time span	no selection
TX total bytes	no selection
TX throughput	no selection
RX total bytes	no selection
RX throughput	no selection
CRC-16	no selection
CRC-16 (Mod...	no selection
CRC-16 (XMc...	no selection
CRC-16 (USB)	no selection
CRC-32	no selection
IPv4 checksum	no selection
SUM-8	no selection
SUM-16 (litle...	no selection
SUM-16 (big-t...	no selection
Line count	38
Record count	136
Record file size	3,885
Index file size	392

Below the log, there is a 'Settings' dialog box. The 'USB Data Endpoint' section is expanded, showing the following configuration:

Property	Value
Device	@003:001 Microsoft Corp. LifeChat...
Auto-detach	<input checked="" type="checkbox"/> True
Interface	0
OUT endpoint	
IN endpoint	87
Use read timeout	<input type="checkbox"/> False
Read timeout	1000
Read parallelism	4
Read block size (B)	32768
RX buffer size (B)	524288
TX buffer size (B)	16384
Keep read block size	<input type="checkbox"/> False
Keep write block size	<input type="checkbox"/> False
RX buffer full notificatio...	<input type="checkbox"/> False

The 'Settings' dialog also includes a 'Log Engine' section with options for 'Timestamp & Icon', 'Binary Data', 'Terminal', 'Transmit', 'Text Transmit', 'Binary Transmit', 'File Transmit', 'Add-on Plugins', 'Privacy', 'Jancy Scripting', and 'Appearance' (Fonts, Colors). Buttons for 'Restore Defaults', 'Apply', 'Apply & Rebuild Log', 'OK', 'Cancel', and 'Apply All' are visible at the bottom.

Miscellaneous

J-Link RTT Terminal

```
J-Link RTT - IO Ninja
Test: Hello Jlink 727
Test: Hello Jlink 728
Test: Hello Jlink 729
Test: Hello Jlink 730
Test: Hello Jlink 731
Test: Hello Jlink 732
Test: Hello Jlink 733
Test: Hello Jlink 734
Test: Hello Jlink 735
Test: Hello Jlink 736
Test: Hello Jlink 737
Test: Hello Jlink 738
Test: Hello Jlink 739
Test: Hello Jlink 740
Test: Hello Jlink 741
Test: Hello Jlink 742
Test: Hello Jlink 743
Test: Hello Jlink 744
Test: Hello Jlink 745
Test: Hello Jlink 746
Test: Hello Jlink 747
Test: Hello Jlink 748
Test: Hello Jlink 749
Test: Hello Jlink 750
Test: Hello Jlink 751
Test: Hello Jlink 752
Test: Hello Jlink 753
Test: Hello Jlink 754
Test: Hello Jlink 755
Test: Hello Jlink 756
Test: Hello Jlink 757
```

IO Ninja (EVALUATION)

File Edit View Session Help

Connection: USB Address: localhost Device: STM32F207VG

J-Link RTT USB x

```
14:35:10 +00:00.000 ⚡ Session started
14:35:10 +00:00.288 Device "STM32F207VG" selected.
14:35:10 +00:00.308 Found SW-DP with ID 0x2BA01477
14:35:10 +00:00.326 Found SW-DP with ID 0x2BA01477
14:35:10 +00:00.331 Scanning AP map to find all available APs
14:35:10 +00:00.335 AP[1]: Stopped AP scan as end of AP map has been reached
14:35:10 +00:00.335 AP[0]: AHB-AP (IDR: 0x24770011)
14:35:10 +00:00.335 Iterating through AP map to find AHB-AP to use
14:35:10 +00:00.341 AP[0]: Core found
14:35:10 +00:00.341 AP[0]: AHB-AP ROM base: 0xE00FF000
14:35:10 +00:00.345 CPUID register: 0x412FC230. Implementer code: 0x41 (ARM)
14:35:10 +00:00.345 Found Cortex-M3 r2p0, Little endian.
14:35:10 +00:00.452 FPUnit: 6 code (BP) slots and 2 literal slots
14:35:10 +00:00.460 CoreSight components:
14:35:10 +00:00.460 ROMTbl[0] @ E00FF000
14:35:10 +00:00.463 ROMTbl[0][0]: E000E000, CID: B105E00D, PID: 002BB000 SCS
14:35:10 +00:00.465 ROMTbl[0][1]: E0001000, CID: B105E00D, PID: 002BB002 DWT
14:35:10 +00:00.467 ROMTbl[0][2]: E0002000, CID: B105E00D, PID: 002BB003 FPB
14:35:10 +00:00.468 ROMTbl[0][3]: E0000000, CID: B105E00D, PID: 002BB001 ITM
14:35:10 +00:00.471 ROMTbl[0][4]: E0040000, CID: B105900D, PID: 002BB923 TPIU-Lite
14:35:10 +00:00.473 ROMTbl[0][5]: E0041000, CID: B105900D, PID: 002BB924 ETM-M3
14:35:10 +00:00.476 🟢 Established J-Link RTT connection to SEGGER J-Link ARM (S/N: 5940
14:35:11 +00:00.881 → 0000 1B 5B 32 3B 33 32 6D 54 49 42 42 4F 5F 4C 4F 47 .[2;32mTIBB
→ 0010 5F 49 4E 49 54 28 29 0D 0A 18 5B 30 6D 18 5B 32 _INIT()...[
→ 0020 3B 33 32 6D 54 65 73 74 3A 20 48 65 6C 6C 6F 20 ;32mTest: H
→ 0030 4A 6C 69 6E 68 20 30 18 5B 30 6D 0D 0A 18 5B 32 Jlink 0.[0m
→ 0040 3B 33 32 6D 54 65 73 74 3A 20 48 65 6C 6C 6F 20 ;32mTest: H
→ 0050 4A 6C 69 6E 68 20 31 18 5B 30 6D 0D 0A 18 5B 32 Jlink 1.[0m
→ 0060 3B 33 32 6D 54 65 73 74 3A 20 48 65 6C 6C 6F 20 ;32mTest: H
→ 0070 4A 6C 69 6E 68 20 32 18 5B 30 6D 0D 0A 18 5B 32 Jlink 2.[0m
→ 0080 3B 33 32 6D 54 65 73 74 3A 20 48 65 6C 6C 6F 20 ;32mTest: H
→ 0090 4A 6C 69 6E 68 20 33 18 5B 30 6D 0D 0A 18 5B 32 Jlink 3.[0m
→ 00A0 3B 33 32 6D 54 65 73 74 3A 20 48 65 6C 6C 6F 20 ;32mTest: H
→ 00B0 4A 6C 69 6E 68 20 34 18 5B 30 6D 0D 0A 18 5B 32 Jlink 4.[0m
→ 00C0 3B 33 32 6D 54 65 73 74 3A 20 48 65 6C 6C 6F 20 ;32mTest: H
```

Information

Property	Value
JLinkRtt	
Session time	00:00:06
RX total bytes	1,438
Throughput calculator	
Time span	no selection
TX total bytes	no selection
TX throughput	no selection
RX total bytes	no selection
RX throughput	no selection
Checksum calculator	
CRC-16	no selection
CRC-16 (Modbus)	no selection
CRC-16 (XModem)	no selection
CRC-16 (USB)	no selection

Settings

Session

- Log Engine
 - Timestamp & Icon
 - Binary Data
- Terminal
- Transmit
 - Text Transmit
 - Binary Transmit
 - File Transmit
- Add-on Plugins
- Privacy
- Jancy Scripting
- Appearance
 - Fonts
 - Colors

Master encoding: UTF-8

Property	Value
J-Link RTT	
J-Link library	segger/jlink-sdl-6.427/JLink_x64.s...
Connection	
Connection type	USB
TCP/IP server	localhost
Device type	STM32F207VG
Interface type	SWD
Interface speed (kHz)	4000
RTT	
Auto-detect RTT address	<input checked="" type="checkbox"/> True
RTT address	0x100
RTT channel	0
Buffering	
Read block size (B)	4096
RX buffer size (B)	16384
Read thread delay (ms)	100
Log filter	
J-Link info traces	<input checked="" type="checkbox"/> True
J-Link error traces	<input checked="" type="checkbox"/> True

Restore Defaults Apply Apply & Rebuild Log

Restore All Defaults OK Cancel Apply All

Ninja Scroll (Logging Engine)

Intuitive, beautiful, and lightning-fast!

Ninja Scroll Features

- ▶ **Efficient with huge logs (limited by disk size only)**
- ▶ Interleaving textual and binary messages in a single continuous log sheet
- ▶ Merging adjacent data blocks (configurable)
- ▶ Foldable records
- ▶ Detail pane (when needed)
- ▶ Relative timestamps
- ▶ View data as plain-text or hex-view
- ▶ Find text/bin (also, across merge boundaries)
- ▶ On-the-fly calculations of offsets, length, checksums of selections
- ▶ Multiple modes of copying binary data (hex, text, C-array, save-to-file, etc.)

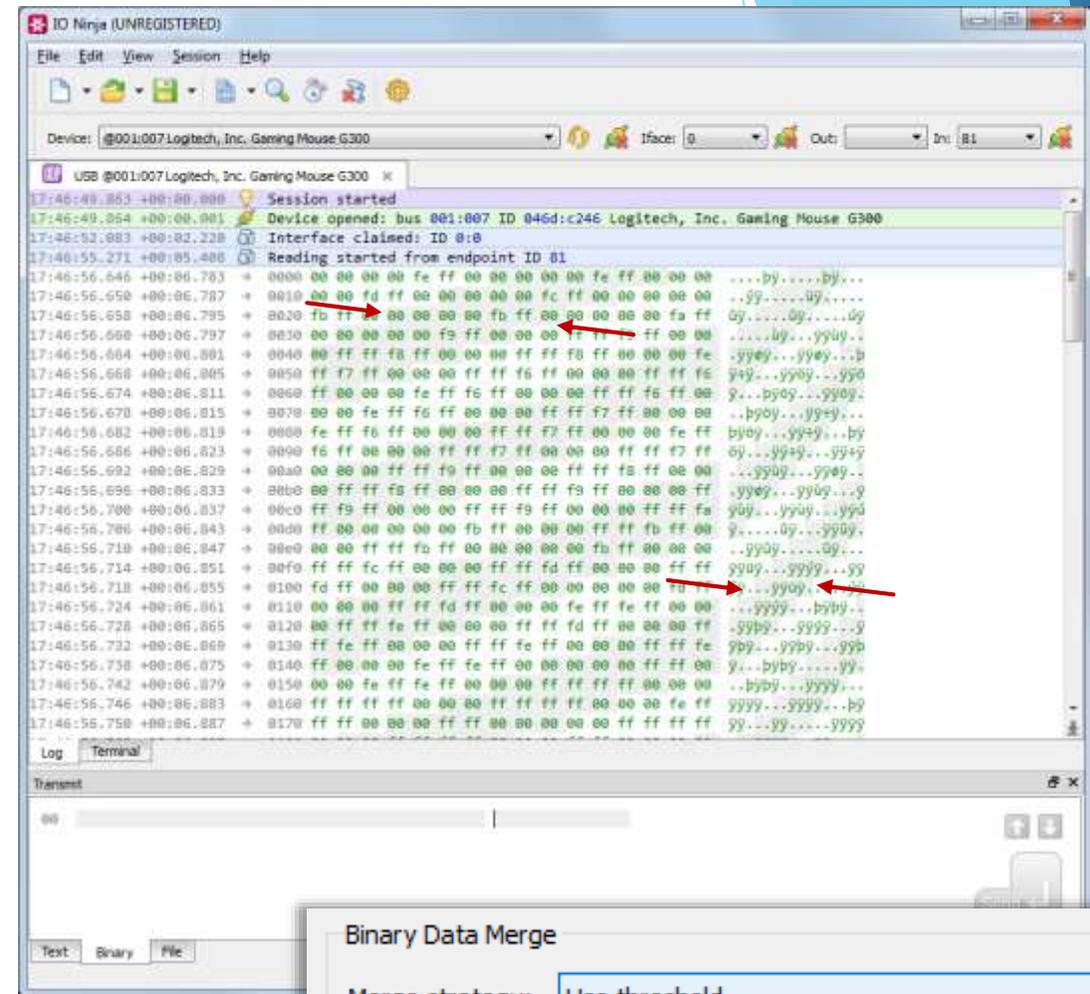
The screenshot shows the IO Ninja application window. The main pane displays a log capture window with a hex view and an ASCII view. The log entries are timestamped and include file IDs. The right-hand pane shows an 'Information' section with a table of properties and values:

Property	Value
Session time	01:07:33
TX total bytes	598,509,848
TX throughput	1,393,597
RX total bytes	603,025,872
RX throughput	1,393,597
Throughput calculator	
Checksum calculator	
Log statistics	
Line count	80,231,546
Record count	7,907,798
Record file size	1,418,098,302
Index file size	333,409,752

Red arrows point to the 'Line count' and 'Record count' values in the log statistics section.

Ninja Scroll Overview

- ▶ Efficient with huge logs (limited by disk size only)
- ▶ Interleaving textual and binary messages in a single continuous log sheet
- ▶ **Merging adjacent data blocks (configurable)**
- ▶ Foldable records
- ▶ Detail pane (when needed)
- ▶ Relative timestamps
- ▶ View data as plain-text or hex-view
- ▶ Find text/bin (also, across merge boundaries!)
- ▶ On-the-fly calculations of offsets, length, checksums of selections
- ▶ Multiple modes of copying binary data (hex, text, C-array, save-to-file, etc.)



Ninja Scroll Features

- ▶ Efficient with huge logs (limited by disk size only)
- ▶ Interleaving textual and binary messages in a single continuous log sheet
- ▶ Merging adjacent data blocks (configurable)
- ▶ **Foldable records**
- ▶ Detail pane (when needed)
- ▶ Relative timestamps
- ▶ View data as plain-text or hex-view
- ▶ Find text/bin (also, across merge boundaries!)
- ▶ On-the-fly calculations of offsets, length, checksums of selections
- ▶ Multiple modes of copying binary data (hex, text, C-array, save-to-file, etc.)

The image displays two screenshots of the IO Ninja application. The top screenshot shows a log window for 'Serial COM1 115200 bps' with a list of events and data. A red arrow points to a record that is expanded in a detail pane on the right. The bottom screenshot shows the same application with a different record expanded, showing configuration details for the serial port. A red arrow points to the 'Opened port COM1' record, which is also expanded in the detail pane.

IO Ninja
File Edit View Session Help*

Port: COM1 Baud: 115200 bps

Serial COM1 115200 bps

```
16:56:23.491 +00:00.000 Session started
16:56:23.492 +00:00.000 [+] Opened port COM1 baud: 115200 bps DTR: off RTS: off DSR: off CTS: of
16:56:25.742 +00:02.250 Line error detected: BREAK
16:56:25.742 +00:02.250 Status line(s) changed: CTS: on
16:56:25.742 +00:02.250 Status line(s) changed: CTS: off
16:56:26.794 +00:03.303 → 0000 00 0D 0A 55 2D 42 6F 6F 74 20 53 50 4C 20 32 30 ...U-Boot SPL 2E
16:56:26.796 +00:03.304 → 0010 31 37 2E 30 39 20 28 4F 63 74 20 33 30 20 32 30 17.09 (Oct 30 28
16:56:26.796 +00:03.305 → 0020 31 38 20 2D 20 31 39 3A 33 36 3A 35 38 29 0D 0A 18 - 19:36:58)..
16:56:26.806 +00:03.314 → 0030 54 72 79 69 6E 67 20 74 6F 20 62 6F 6F 74 20 66 Trying to boot f
16:56:27.037
16:56:27.039
16:56:27.040
16:56:27.041
16:56:27.043
16:56:27.051
16:56:27.101
16:56:27.102
16:56:29.885
16:56:29.886
16:56:29.906
```

Information

Property	Value
Serial	
Session time	00:00:15
TX total bytes	0
TX throughput	0
RX total bytes	12,169
RX throughput	0

IO Ninja
File Edit View Session Help*

Port: COM1 Baud: 115200 bps

Serial COM1 115200 bps

```
16:56:25.491 +00:00.000 Session started
16:56:23.492 +00:00.000 [-] Opened port COM1
Baud rate: 115200 bps
Data bits: 8 bits
Stop bits: 1 bit
Parity: None
Flow control: None
Read mode: Wait for the 1st char
Read interval: irrelevant
DTR: off
RTS: off
DSR: off
CTS: off
16:56:25.742 +00:02.250 Line error detected: BREAK
16:56:25.742 +00:02.250 Status line(s) changed: CTS: on
16:56:25.742 +00:02.250 Status line(s) changed: CTS: off
16:56:26.794 +00:03.303 → 0000 00 0D 0A 55 2D 42 6F 6F 74 20 53 50 4C 20 32 30 ...U-Boot SPL 2E
16:56:26.796 +00:03.304 → 0010 31 37 2E 30 39 20 28 4F 63 74 20 33 30 20 32 30 17.09 (Oct 30 28
16:56:26.796 +00:03.305 → 0020 31 38 20 2D 20 31 39 3A 33 36 3A 35 38 29 0D 0A 18 - 19:36:58)..
16:56:26.806 +00:03.314 → 0030 54 72 79 69 6E 67 20 74 6F 20 62 6F 6F 74 20 66 Trying to boot f
16:56:27.037
16:56:27.039
16:56:27.040
16:56:27.041
16:56:27.043
16:56:27.051
16:56:27.101
16:56:27.102
16:56:29.885
16:56:29.886
16:56:29.906
```

Information

Property	Value
Serial	
Session time	00:00:31
TX total bytes	0
TX throughput	0
RX total bytes	20,739
RX throughput	0
DSR	off
CTS	on
DTR	off
RTS	off
BREAK	off

Throughput calculator

Time span	no selection
TX total bytes	no selection
TX throughput	no selection
RX total bytes	no selection
RX throughput	no selection

Checksum calculator

no selection	no selection
CRC-16	no selection
CRC-16 (Modbus)	no selection
CRC-16 (XModem)	no selection
CRC-16 (USB)	no selection
CRC-32	no selection
IPv4 checksum	no selection
SUM-8	no selection
SUM-16 (little-endian)	no selection
SUM-16 (big-endian)	no selection

Log statistics

Line count	1,583
Record count	1,608

COM1 Ln 1 Col 1 00:00:00

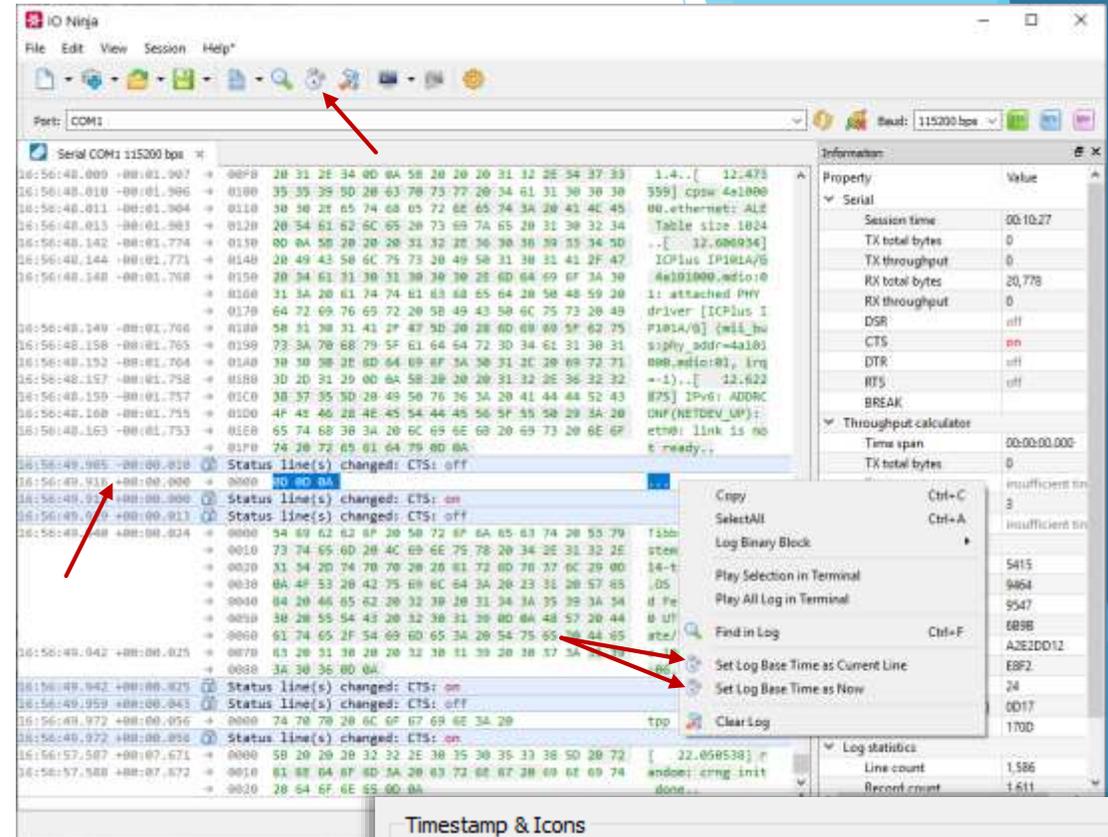
Ninja Scroll Features

- ▶ Efficient with huge logs (limited by disk size only)
- ▶ Interleaving textual and binary messages in a single continuous log sheet
- ▶ Merging adjacent data blocks (configurable)
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- ▶ **Detail pane (when needed)**
- ▶ Relative timestamps
- ▶ View data as plain-text or hex-view
- ▶ Find text/bin (also, across merge boundaries!)
- ▶ On-the-fly calculations of offsets, length, checksums of selections
- ▶ Multiple modes of copying binary data (hex, text, C-array, save-to-file, etc.)

The screenshot displays the IO Ninja application interface. The main pane shows a list of network traffic records, including UDP, ARP, and DNS packets. A red double-headed arrow highlights a specific ARP request packet. Below the main pane, a 'Detail pane' is expanded, showing metadata for the selected packet, including frame number, channel, size, CRC, and Ethernet II, ARP, and ARP Payload details. On the right, an 'Information' pane shows statistics for the Ethernet tap, such as session time, TX/RX total bytes, and throughput. At the bottom right, a 'Checksum calculator' pane shows various CRC and SUM calculations. The status bar at the bottom indicates 'Closed Ln 1 Col 1 ofs 0024:002a (6)'.

Ninja Scroll Features

- ▶ Efficient with huge logs (limited by disk size only)
- ▶ Interleaving textual and binary messages in a single continuous log sheet
- ▶ Merging adjacent data blocks (configurable)
- ▶ Foldable records
- ▶ Detail pane (when needed)
- ▶ **Relative timestamps**
- ▶ View data as plain-text or hex-view
- ▶ Find text/bin (also, across merge boundaries!)
- ▶ On-the-fly calculations of offsets, length, checksums of selections
- ▶ Multiple modes of copying binary data (hex, text, C-array, save-to-file, etc.)



Timestamp & Icons

Show timestamp: Smart (lines with new data only)

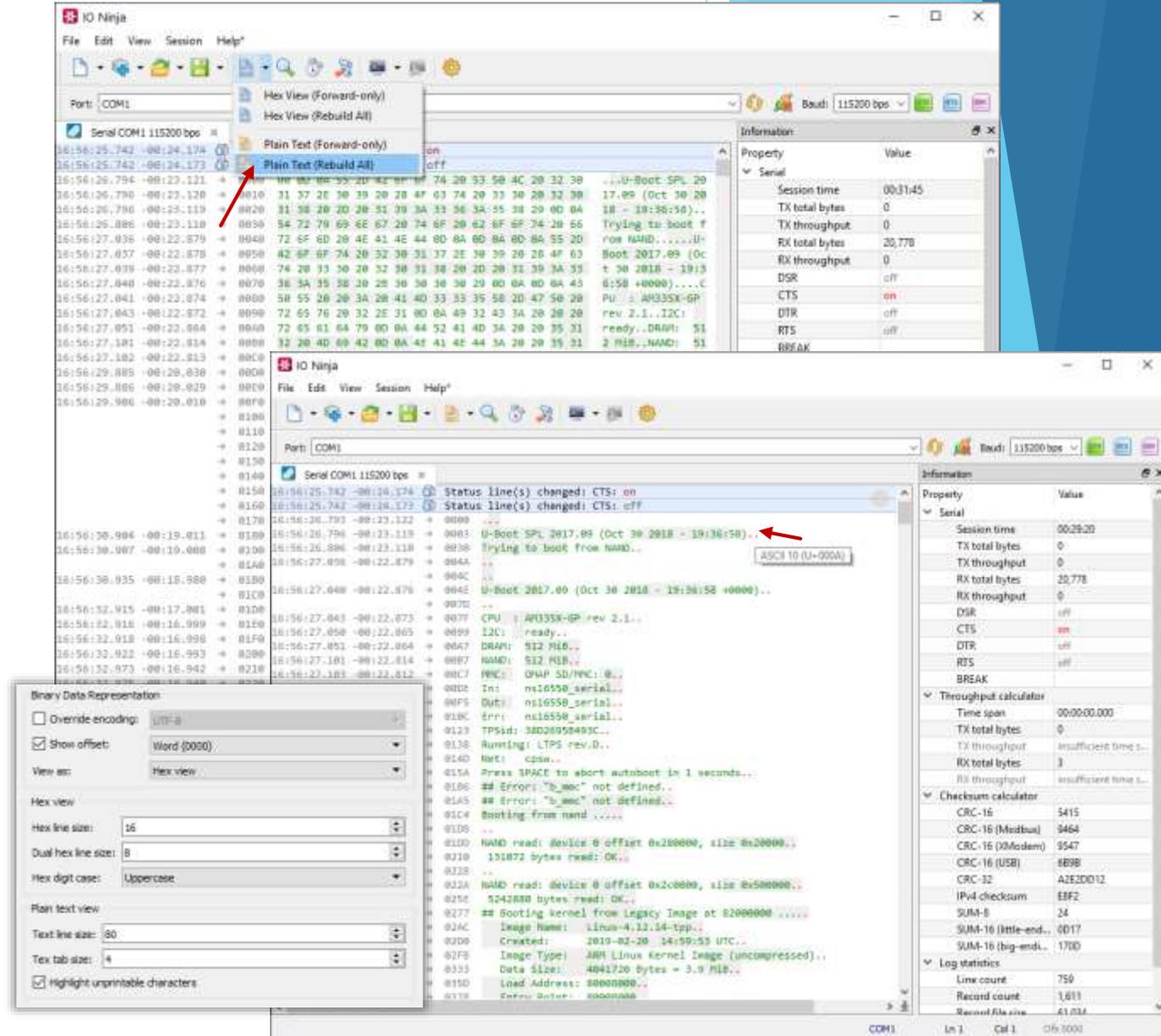
Absolute timestamp format: %h:%m:%s.%l

Show relative timestamps: %m:%s.%l

Show icons

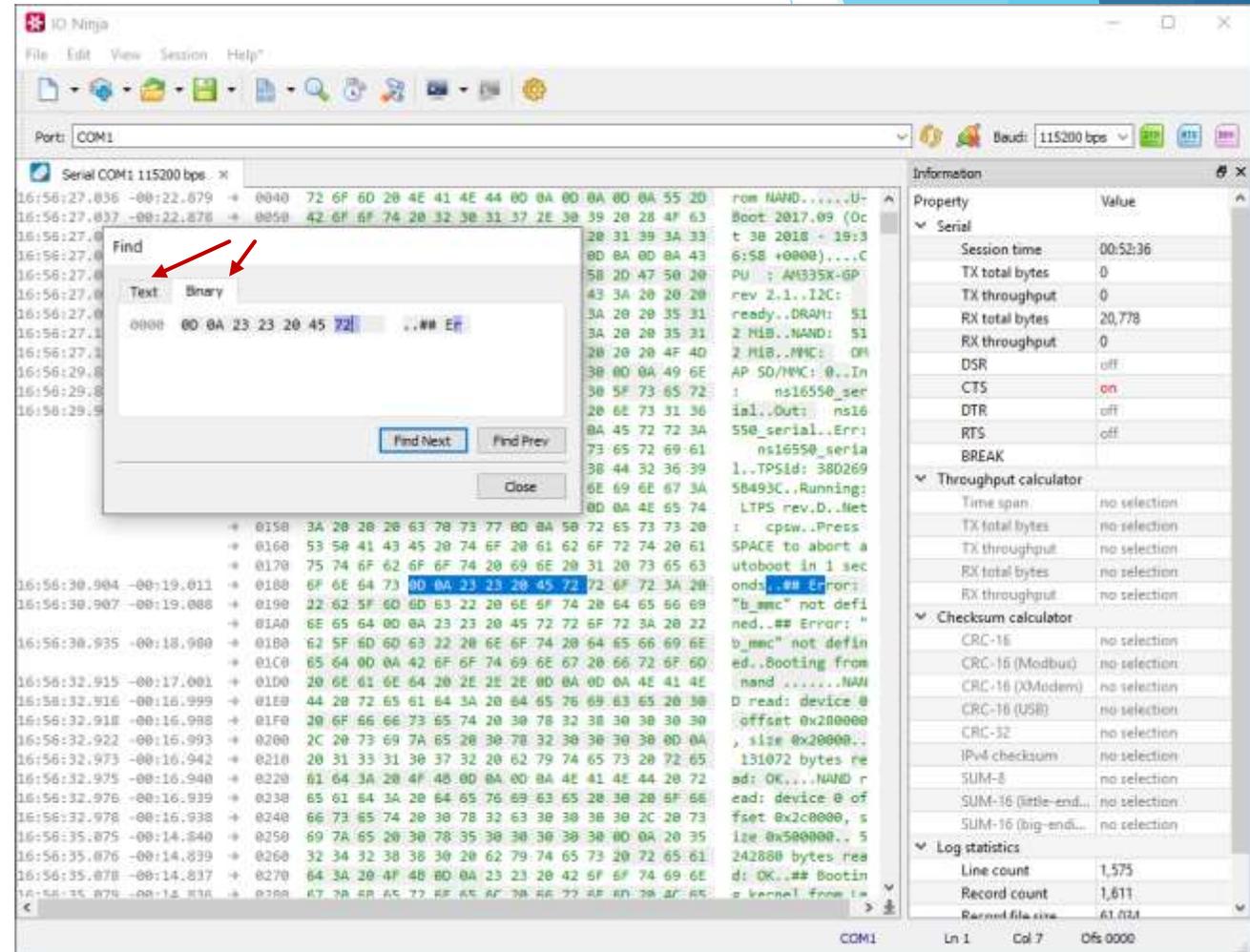
Ninja Scroll Features

- ▶ Efficient with huge logs (limited by disk size only)
- ▶ Interleaving textual and binary messages in a single continuous log sheet
- ▶ Merging adjacent data blocks (configurable)
- ▶ Foldable records
- ▶ Detail pane (when needed)
- ▶ Relative timestamps
- ▶ **View data as plain-text or hex-view**
- ▶ Find text/bin (also, across merge boundaries!)
- ▶ On-the-fly calculations of offsets, length, checksums of selections
- ▶ Multiple modes of copying binary data (hex, text, C-array, save-to-file, etc.)



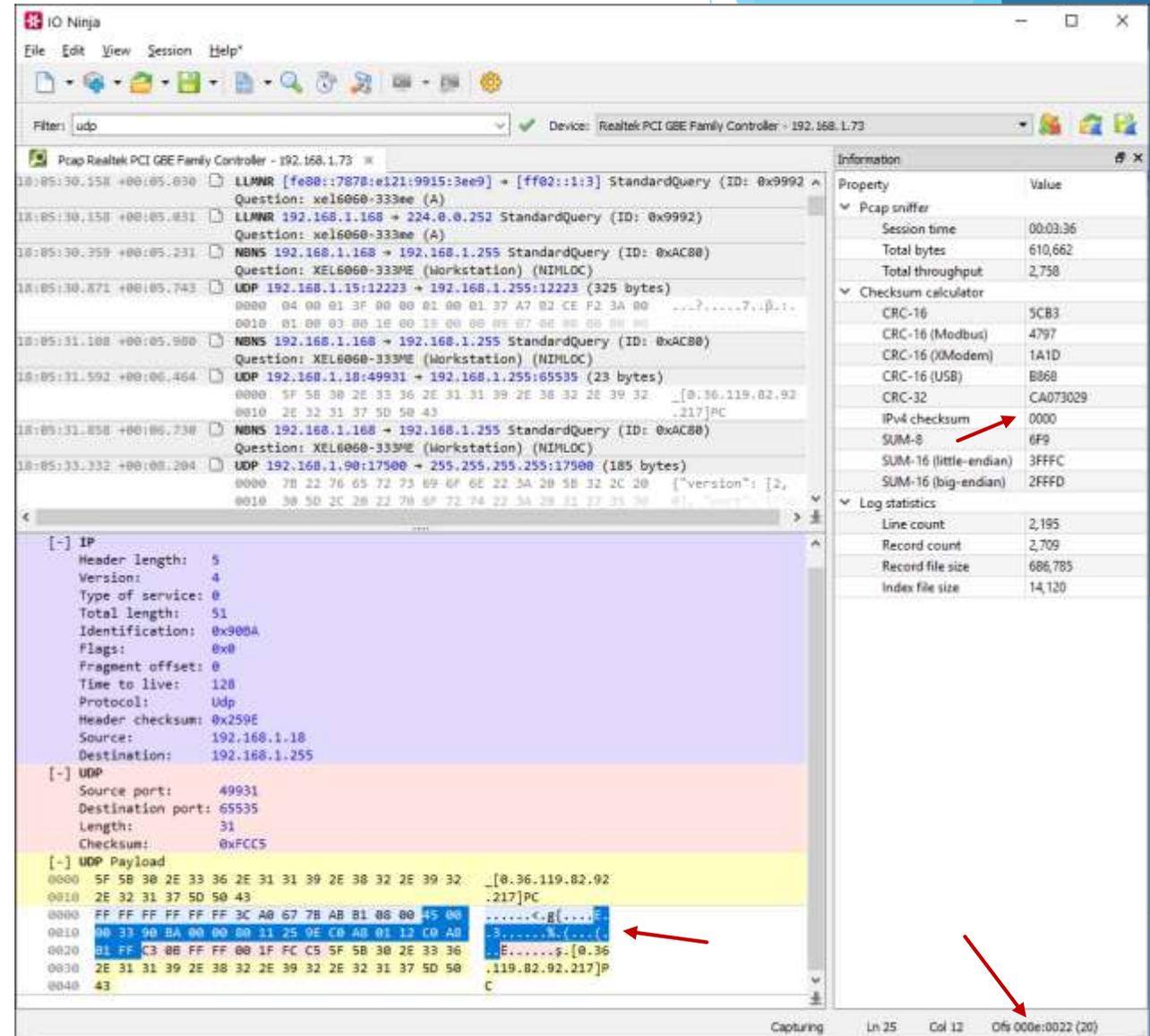
Ninja Scroll Features

- ▶ Efficient with huge logs (limited by disk size only)
- ▶ Interleaving textual and binary messages in a single continuous log sheet
- ▶ Merging adjacent data blocks (configurable)
- ▶ Foldable records
- ▶ Detail pane (when needed)
- ▶ Relative timestamps
- ▶ View data as plain-text or hex-view
- ▶ **Find text/bin (also, across merge boundaries!)**
- ▶ On-the-fly calculations of offsets, length, checksums of selections
- ▶ Multiple modes of copying binary data (hex, text, C-array, save-to-file, etc.)



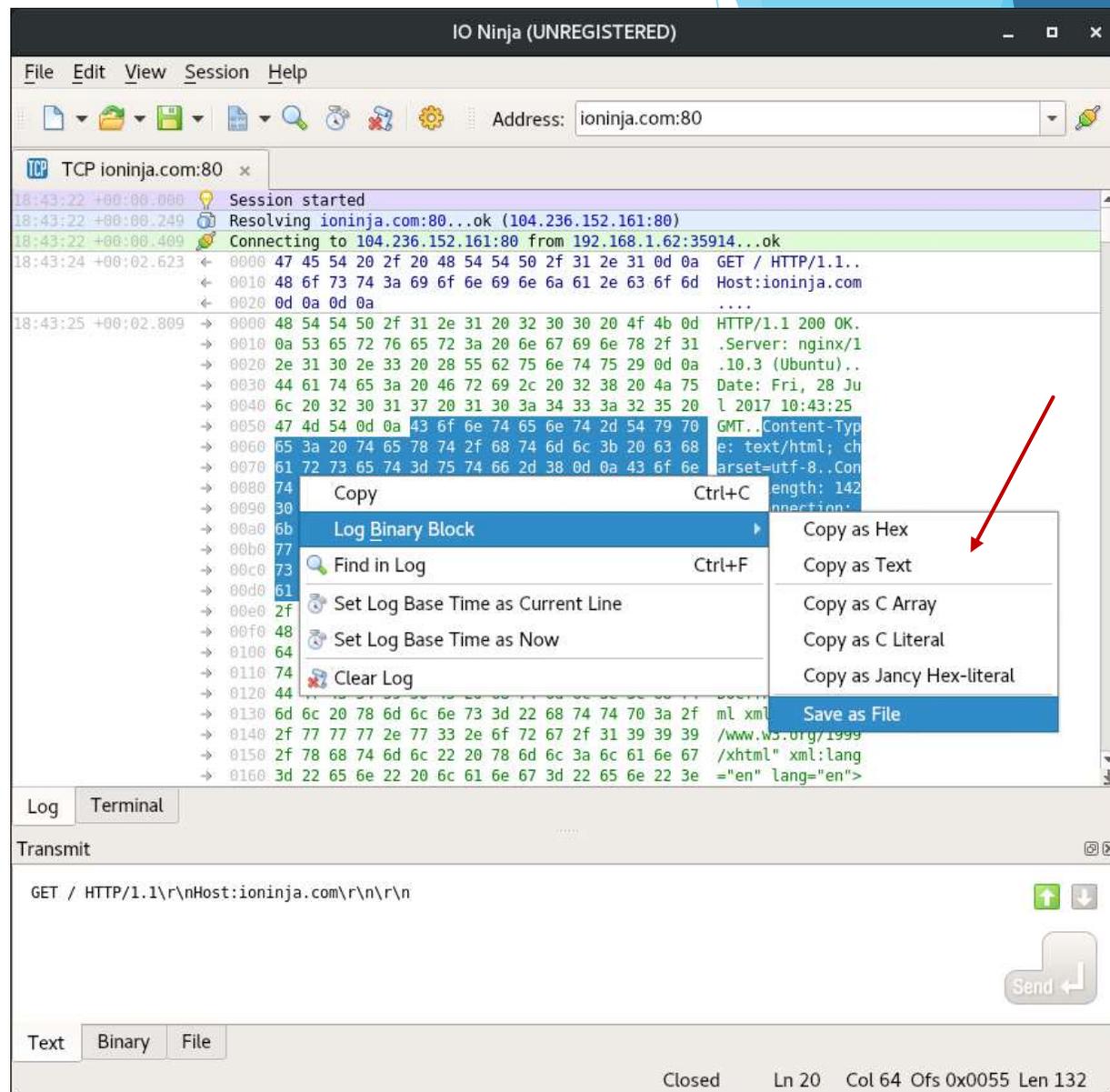
Ninja Scroll Features

- ▶ Efficient with huge logs (limited by disk size only)
- ▶ Interleaving textual and binary messages in a single continuous log sheet
- ▶ Merging adjacent data blocks (configurable)
- ▶ Foldable records
- ▶ Detail pane (when needed)
- ▶ Relative timestamps
- ▶ View data as plain-text or hex-view
- ▶ Find text/bin (also, across merge boundaries!)
- ▶ **On-the-fly calculations of offsets, length, checksums of selections**
- ▶ Multiple modes of copying binary data (hex, text, C-array, save-to-file, etc.)



Ninja Scroll Features

- ▶ Efficient with huge logs (limited by disk size only)
- ▶ Interleaving textual and binary messages in a single continuous log sheet
- ▶ Merging adjacent data blocks (configurable)
- ▶ Foldable records
- ▶ Detail pane (when needed)
- ▶ Relative timestamps
- ▶ View data as plain-text or hex-view
- ▶ Find text/bin (also, across merge boundaries!)
- ▶ On-the-fly calculations of offsets, length, checksums of selections
- ▶ **Multiple modes of copying binary data (hex, text, C-array, save-to-file, etc.)**

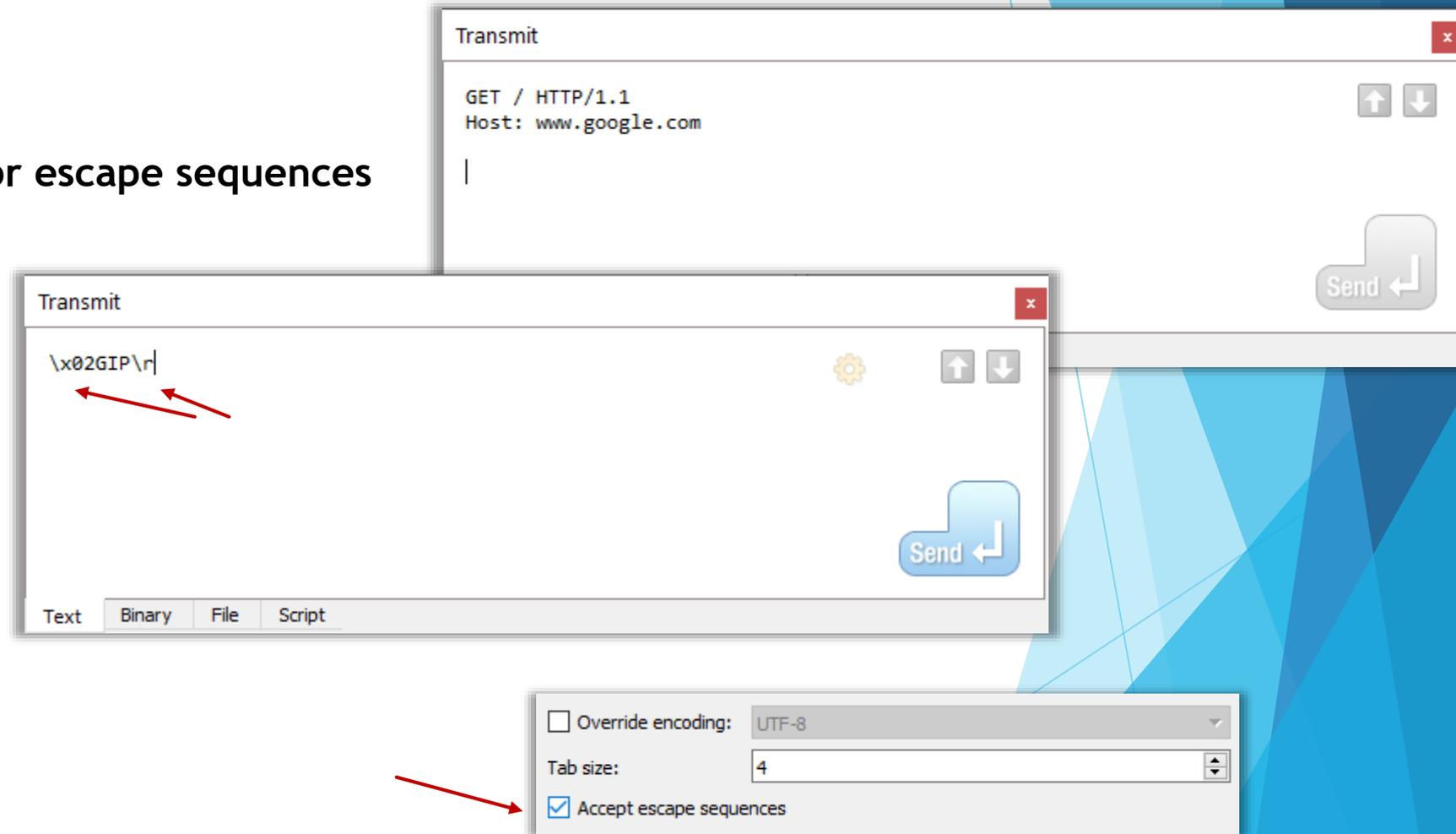


Advanced Transmitting Engine

Shines at binary packet transmission!

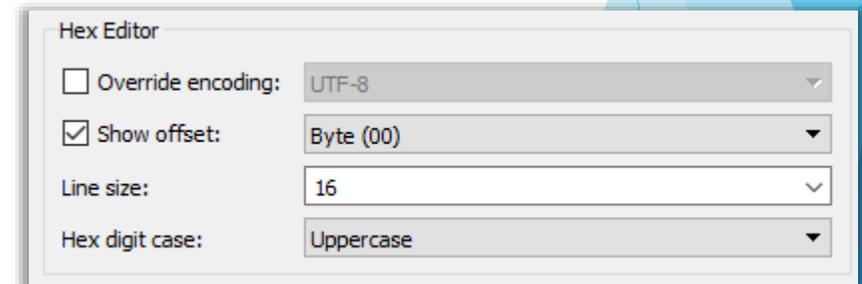
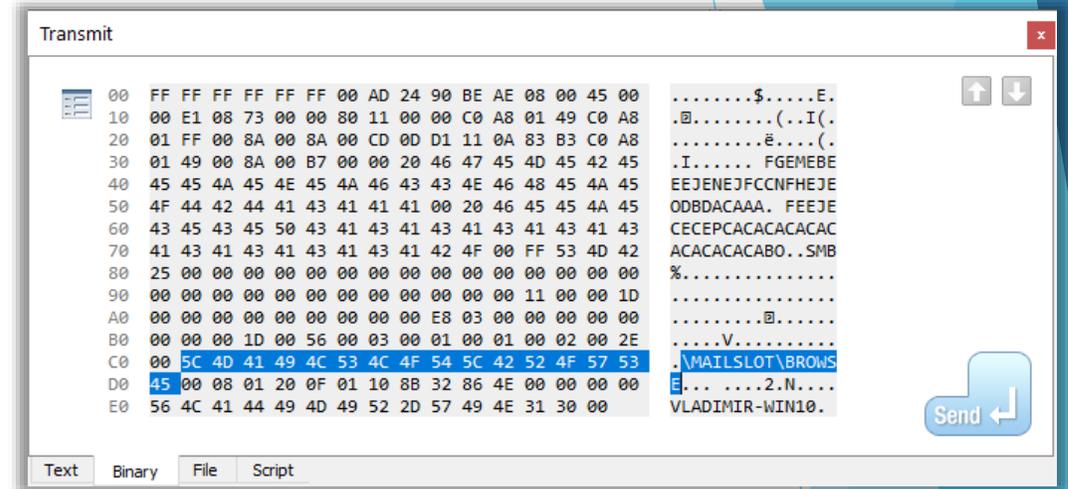
Transmit Features

- ▶ **Text input with support for escape sequences**
- ▶ Hex-editor
- ▶ File transmit
- ▶ Packet templates
- ▶ Script transmit



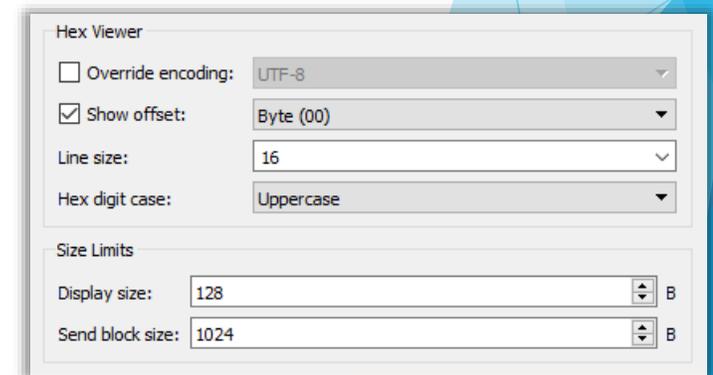
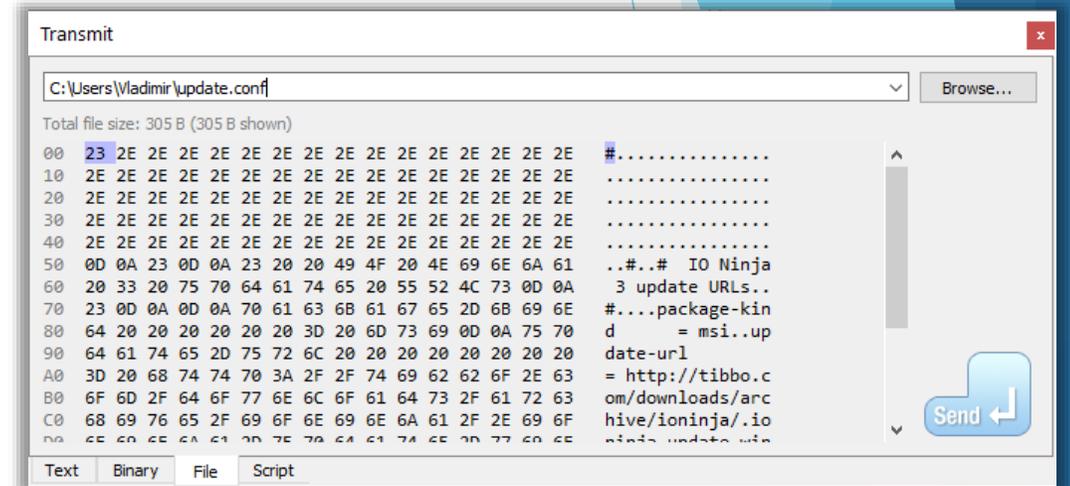
Transmit Features

- ▶ Text input with support for escape sequences
- ▶ **Hex-editor**
- ▶ File transmit
- ▶ Packet templates
- ▶ Script transmit



Transmit Features

- ▶ Text input with support for escape sequences
- ▶ Hex-editor
- ▶ **File transmit**
- ▶ Packet templates
- ▶ Script transmit



Transmit Features

- ▶ Text input with support for escape sequences
- ▶ Hex-editor
- ▶ File transmit
- ▶ **Packet templates**
- ▶ Script transmit

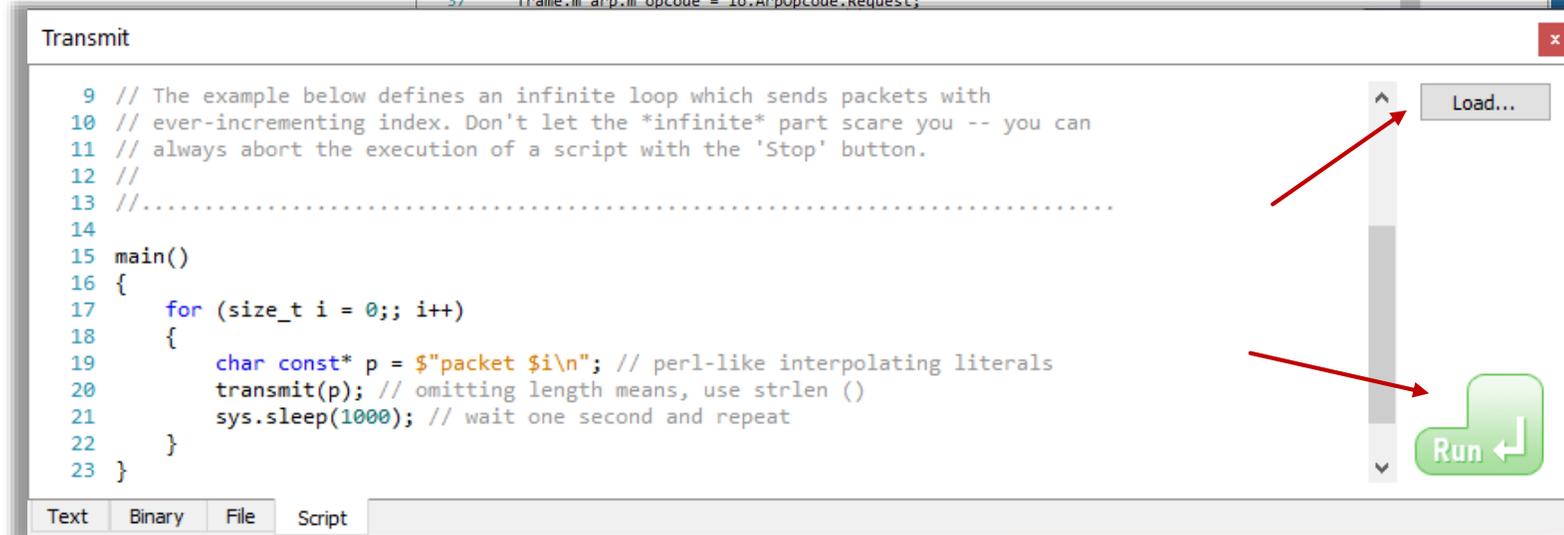
The image displays two windows from the Transmit application. The top window, titled "Packet Template Editor", shows a C++ code snippet for a UDP packet template. The code defines a struct `UdpFrame` with fields for Ethernet and IP headers, and actions for initializing, calculating length, and checksums. A red arrow points from the `initialize()` method in the code to the "initialize" button in the Transmit window below. Another red arrow points from the `calcChecksum()` method to the "calcChecksum" button. A third red arrow points from the `setSrcAddress()` method to the "setSrcAddress" button. The bottom window, titled "Transmit", shows the configuration for a `UdpFrame` packet. The "Field" list includes `m_ethernet`, `m_srcAddress`, `m_type` (set to "ip"), `m_ip`, and `m_udp`. The `m_udp` sub-fields are `m_srcPort` (138), `m_dstPort` (138), `m_length` (205), and `m_checksum` (3537). The "Send" button is visible at the bottom right. To the right of the field list is a hex editor showing the packet's raw bytes in hexadecimal and ASCII.

Transmit Features

- ▶ Text input with support for escape sequences
- ▶ Hex-editor
- ▶ File transmit
- ▶ Packet templates
- ▶ **Script transmit**

```
Transmit
3 // This script iterates through all IPs on a class C network and sends
4 // an ARP 'whois' request to each.
5 //
6 // Must be used with a Network Sniffer session.
7 //
8 //.....
9
10 import "io_TcpIp.jnc"
11
12 struct ArpRequestFrame
13 {
14     io.EthernetHdr m_ethernet;
15     io.ArpHdr m_arp;
16     uchar_t m_srcMac[6];
17     uchar_t m_srcIp[4];
18     uchar_t m_dstMac[6];
19     uchar_t m_dstIp[4];
20 }
21
22 // specify MAC/IP of the NIC opened in the Network Sniffer session:
23
24 static uchar_t const g_srcMac[6] = 0x"00:e0:4c:68:01:12";
25 static uchar_t const g_srcIp[4] = 0d"192.168.1.114";
26
27 main()
28 {
29     ArpRequestFrame frame;
30     frame.m_ethernet.m_type = io.EthernetType.Arp;
31     frame.m_ethernet.m_srcAddress = g_srcMac;
32     frame.m_ethernet.m_dstAddress = 0x"ff:ff:ff:ff:ff:ff";
33     frame.m_arp.m_hardwareType = io.ArpHardwareType.Ethernet;
34     frame.m_arp.m_protocolType = io.ArpProtocolType.Ip;
35     frame.m_arp.m_hardwareLength = 6;
36     frame.m_arp.m_protocolLength = 4;
37     frame.m_arp.m_opcode = io.ArpOpcode.Request;
```

```
Transmit
9 // The example below defines an infinite loop which sends packets with
10 // ever-incrementing index. Don't let the *infinite* part scare you -- you can
11 // always abort the execution of a script with the 'Stop' button.
12 //
13 //.....
14
15 main()
16 {
17     for (size_t i = 0;; i++)
18     {
19         char const* p = $"packet $i\n"; // perl-like interpolating literals
20         transmit(p); // omitting length means, use strlen ()
21         sys.sleep(1000); // wait one second and repeat
22     }
23 }
```



Highly Modularized

Lego-like - everything combines as long as it makes sense!

Application Architecture

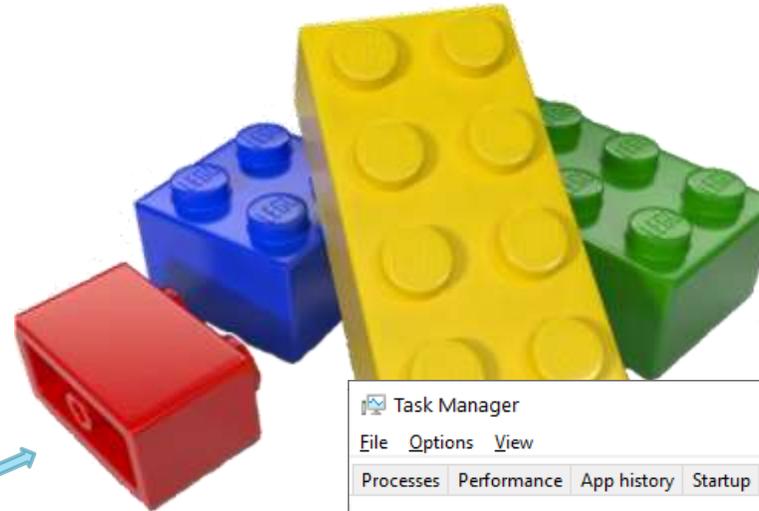
- ▶ **Main process (ioninja)**
 - ▶ UI frontend
- ▶ Server process (ioninja-server)
 - ▶ Ninja scroll server
 - ▶ Jancy runtime environment & stdlib
 - ▶ API for plugin scripts
- ▶ All plugins are written in Jancy scripting language and open-source!

The image shows a screenshot of the IO Ninja application interface and a Windows Task Manager window. The IO Ninja window displays a serial monitor for COM1 at 115200 bps, showing a stream of hexadecimal data and status messages. The Task Manager window shows a list of running processes, with 'ioninja.exe' highlighted. A red arrow points from the 'ioninja.exe' process in Task Manager to the IO Ninja application window.

Name	PID	Status	User name	CPU	Memor...	UAC virtua...
init	74868	Running	Vladimir	00	32 K	Not allowed
ioninja-server-admin.exe	79140	Running	Vladimir	00	1,716 K	Not allowed
ioninja-server-admin.exe	79324	Running	Vladimir	00	1,640 K	Not allowed
ioninja-server.exe	21940	Running	Vladimir	00	18,640 K	Not allowed
ioninja-server.exe	75388	Running	Vladimir	00	17,476 K	Not allowed
ioninja-server.exe	76724	Running	Vladimir	00	18,068 K	Not allowed
ioninja-server.exe	77676	Running	Vladimir	00	17,044 K	Not allowed
ioninja.exe	75208	Running	Vladimir	00	23,408 K	Not allowed
IpOverUsbSvc.exe	3976	Running	SYSTEM	00	832 K	Not allowed
jtagserver.exe	4020	Running	SYSTEM	00	644 K	Not allowed
lsass.exe	744	Running	SYSTEM	00	6,036 K	Not allowed
Microsoft.Alm.Shared.Rem...	64728	Running	Vladimir	00	2,180 K	Not allowed
Microsoft.Photos.exe	11480	Suspended	Vladimir	00	0 K	Not allowed
MicrosoftEdge.exe	76060	Suspended	Vladimir	00	0 K	Not allowed
MicrosoftEdgeCP.exe	72712	Suspended	Vladimir	00	0 K	Not allowed
MicrosoftEdgeSH.exe	76440	Suspended	Vladimir	00	0 K	Not allowed
MsMpEng.exe	4012	Running	SYSTEM	00	234,320 K	Not allowed
NisSrv.exe	6704	Running	LOCAL SERVICE	00	3,700 K	Not allowed

Application Architecture

- ▶ Main process (ioninja)
 - ▶ UI frontend
- ▶ **Server process (ioninja-server)**
 - ▶ Ninja scroll server
 - ▶ **Jancy RTL & stdlib**
 - ▶ **IO Ninja API for plugins**
- ▶ All plugins are written in Jancy scripting language and open-source!



Name	PID	Status	User name	CPU	Memor...	UAC virtua...
init	74868	Running	Vladimir	00	32 K	Not allowed
ioninja-server-admin.exe	79140	Running	Vladimir	00	1,420 K	Not allowed
ioninja-server-admin.exe	79324	Running	Vladimir	00	1,204 K	Not allowed
ioninja-server.exe	21940	Running	Vladimir	00	9,656 K	Not allowed
ioninja-server.exe	75388	Running	Vladimir	00	4,732 K	Not allowed
ioninja-server.exe	76724	Running	Vladimir	00	5,808 K	Not allowed
ioninja-server.exe	77676	Running	Vladimir	00	4,224 K	Not allowed
ioninja.exe	75208	Running	Vladimir	00	22,464 K	Not allowed
IpOverUsbSvc.exe	3976	Running	SYSTEM	00	736 K	Not allowed
jtagserver.exe	4020	Running	SYSTEM	00	644 K	Not allowed
lsass.exe	744	Running	SYSTEM	00	4,956 K	Not allowed
Microsoft.Alm.Shared.Rem...	64728	Running	Vladimir	00	2,360 K	Not allowed
Microsoft.Photos.exe	11480	Suspended	Vladimir	00	0 K	Not allowed
MicrosoftEdge.exe	76060	Suspended	Vladimir	00	0 K	Not allowed
MicrosoftEdgeCP.exe	72712	Suspended	Vladimir	00	0 K	Not allowed
MicrosoftEdgeSH.exe	76440	Suspended	Vladimir	00	0 K	Not allowed
MsMpEng.exe	4012	Running	SYSTEM	00	163,136 K	Not allowed
NisSrv.exe	6704	Running	LOCAL SERVICE	00	3,564 K	Not allowed

Application Architecture

- ▶ Main process (ioninja)
 - ▶ UI frontend
- ▶ Server process (ioninja-server)
 - ▶ Ninja scroll server
 - ▶ Jancy runtime environment & stdlib
 - ▶ API for plugin scripts
- ▶ **All plugins are written in Jancy scripting language and open-source!**

The image displays two screenshots from the NetBeans IDE. The top screenshot shows the 'New Session' dialog with the 'Serial Tap' plugin selected under 'Serial Communications'. The bottom screenshot shows the 'Serial Tap - NetBeans IDE 8.2' window with the source code for 'SerialTapSession.jnc' open. The code includes various UI components and actions, such as 'm_pluginHost_m_toolBar', 'm_actionTable', and 'm_pluginHost'. A red arrow points from the 'Serial Tap' plugin in the top screenshot to the corresponding code in the bottom screenshot. The bottom screenshot also shows the 'Output - Serial Tap (build)' window with the message 'Compilation was successful.'

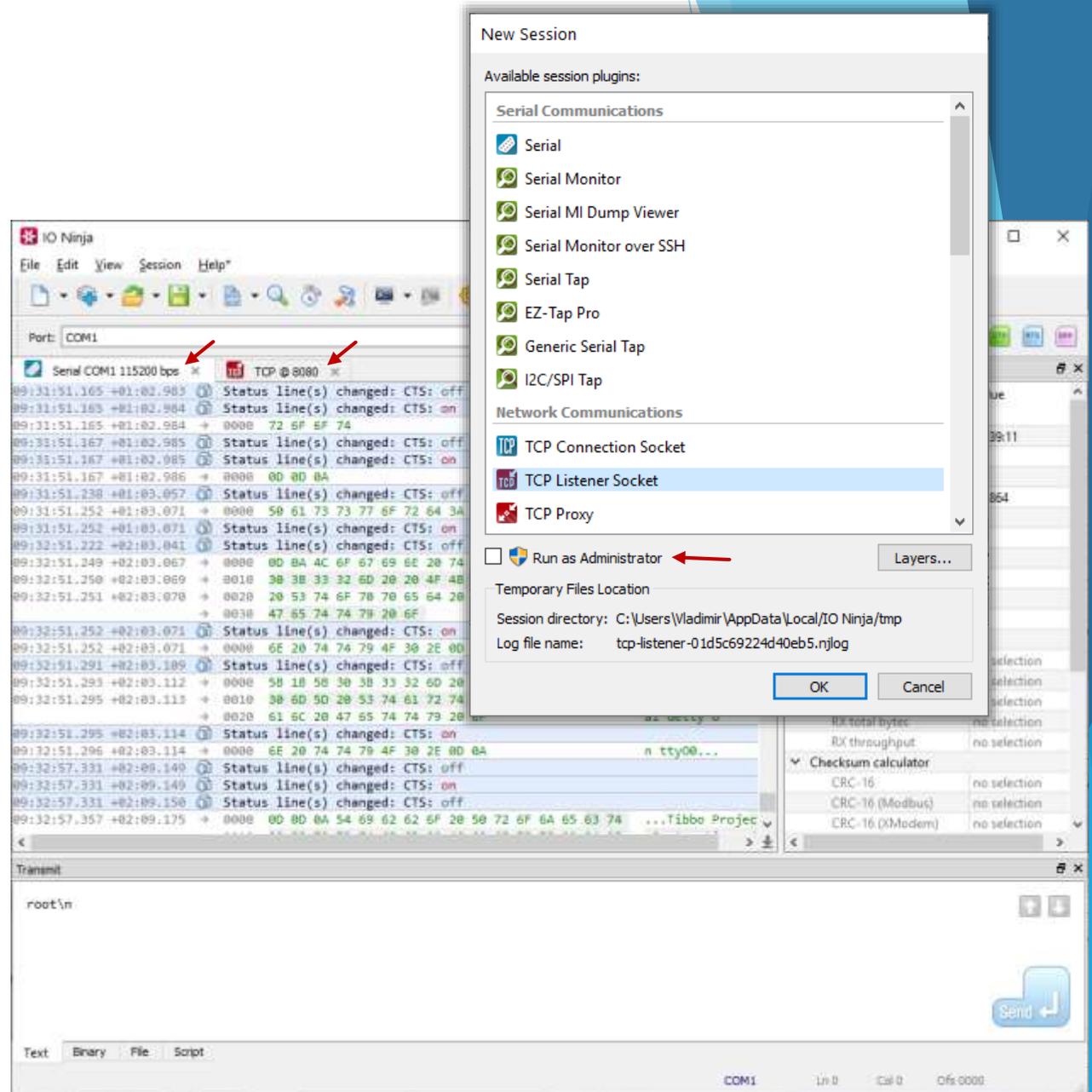
Plugin Architecture

▶ Sessions

- ▶ Sessions are linkable!

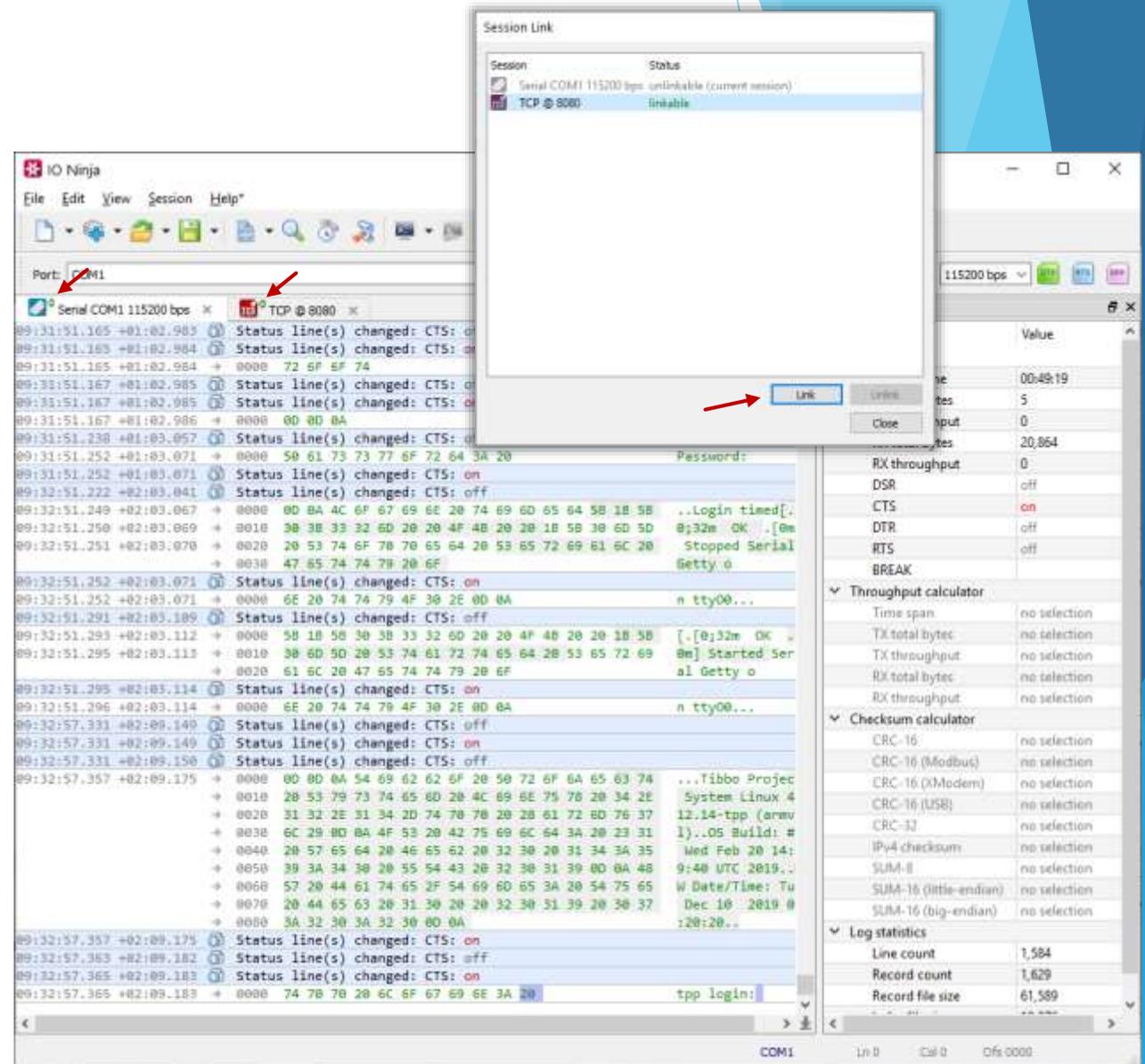
▶ Layers

- ▶ Protocol analyzers
- ▶ Protocol transceivers
- ▶ Data highlighters
- ▶ Log filters
- ▶ Transmission extenders (prefix/suffix/encode/checksum/etc)
- ▶ Testing utilities
- ▶ ...



Plugin Architecture

- ▶ Sessions
 - ▶ Sessions are linkable!
- ▶ Layers
 - ▶ Protocol analyzers
 - ▶ Protocol transceivers
 - ▶ Data highlighters
 - ▶ Log filters
 - ▶ Transmission extenders (prefix/suffix/encode/checksum/etc)
 - ▶ Testing utilities
 - ▶ ...



Plugin Architecture

- ▶ Sessions
 - ▶ Sessions are linkable!
- ▶ Layers
 - ▶ Protocol analyzers
 - ▶ Protocol transceivers
 - ▶ Data highlighters
 - ▶ Log filters
 - ▶ Transmission extenders (prefix/suffix/encode/checksum/etc)
 - ▶ Testing utilities
 - ▶ ...

The screenshot displays the IO Ninja application interface. On the left, the 'Add Layer' dialog shows a list of 'Available layer plugins' including Modbus Analyzer, Regex Colorizer, Replay Log, TX Modifier, TX/RX Filter, XModem, and Echo. The 'IO Ninja' window shows a session log for 'Mon COM1' with various configuration steps like 'Session started', 'Capture started on port COM1', and 'Port opened'. Below the log, a hex dump shows data being received, with annotations for Modbus protocol elements such as 'Address: 0x01/1', 'Checksum: 0xFA40/64064 [OK]', and 'Function: 0x03/3 - Read Holding Registers'. The 'Settings' dialog is also open, showing the 'Modbus Analyzer' configuration with 'Protocol' set to 'Modbus RTU' and 'Stream roles' set to 'Half-duplex (RX)'. The 'Log filter' section is expanded, showing options for 'Serial setting changes', 'Serial control line changes', 'Serial status line changes', and 'Serial line errors', all of which are checked.

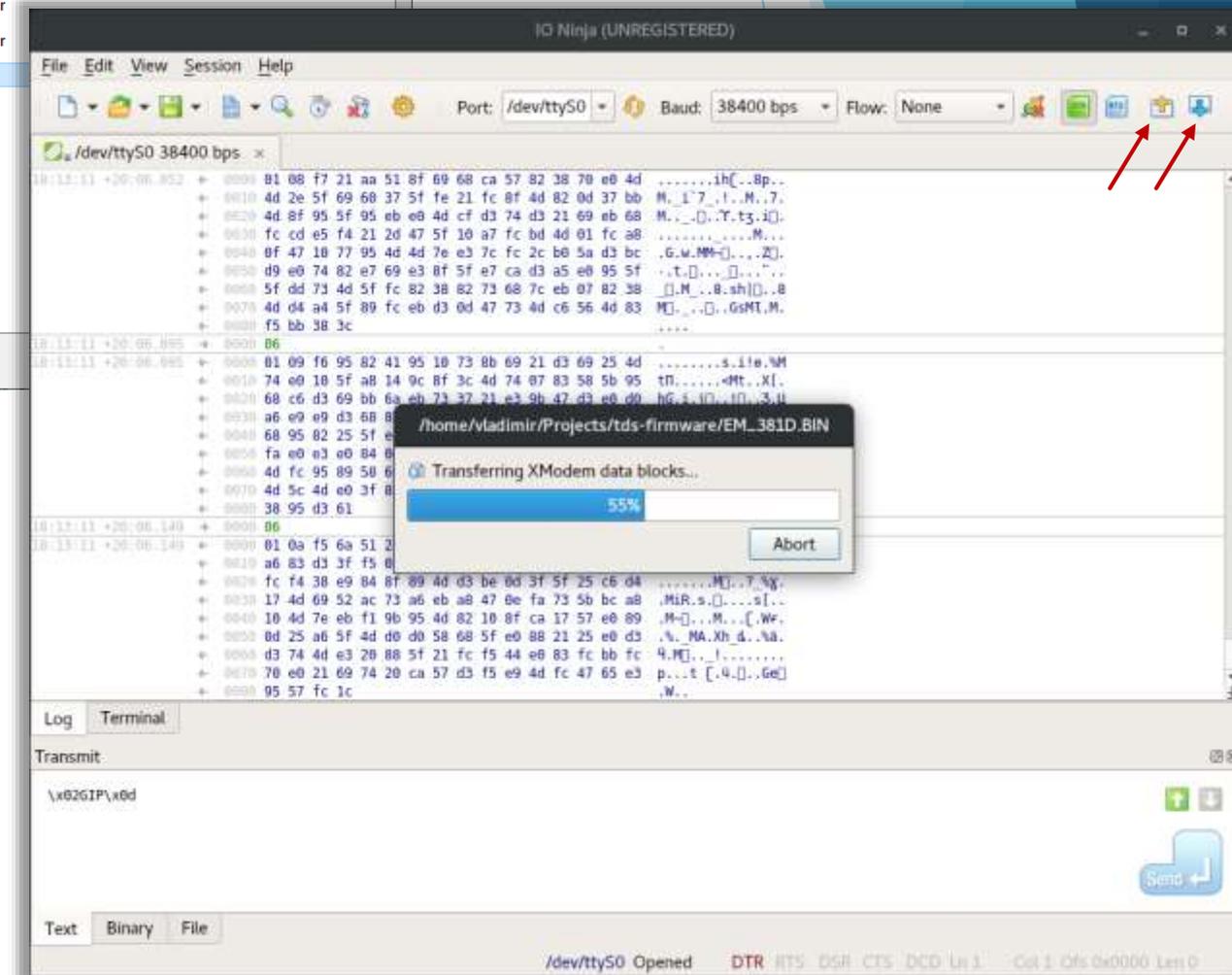
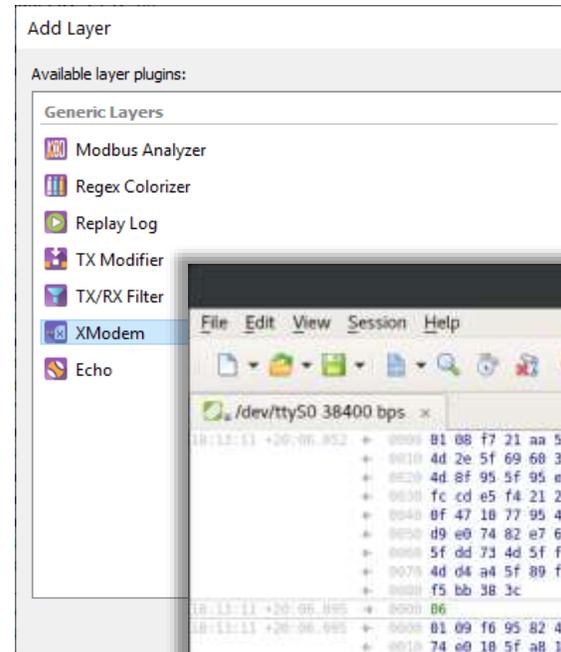
Plugin Architecture

▶ Sessions

- ▶ Sessions are linkable!

▶ Layers

- ▶ Protocol analyzers
- ▶ **Protocol transceivers**
- ▶ Data highlighters
- ▶ Log filters
- ▶ Transmission extenders
(prefix/suffix/encode/checksum/etc)
- ▶ Testing utilities
- ▶ ...



Plugin Architecture

▶ Sessions

- ▶ Sessions are linkable!

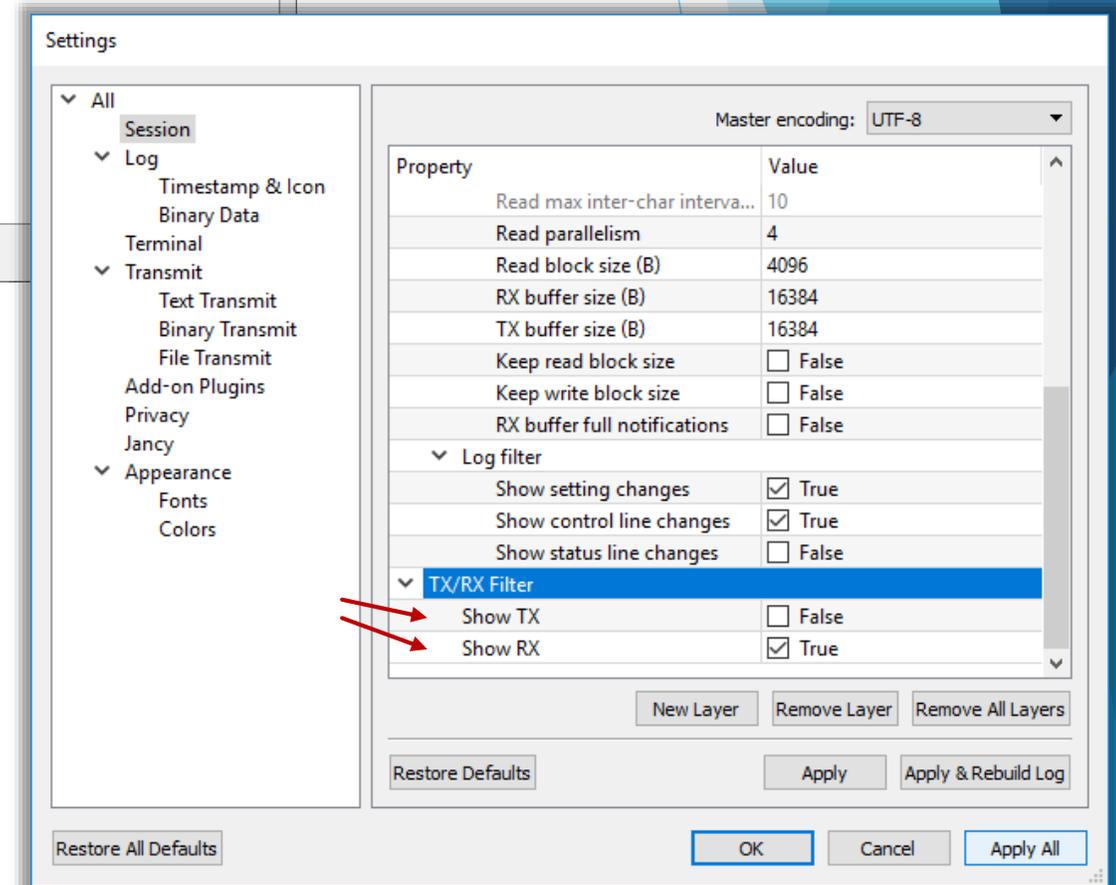
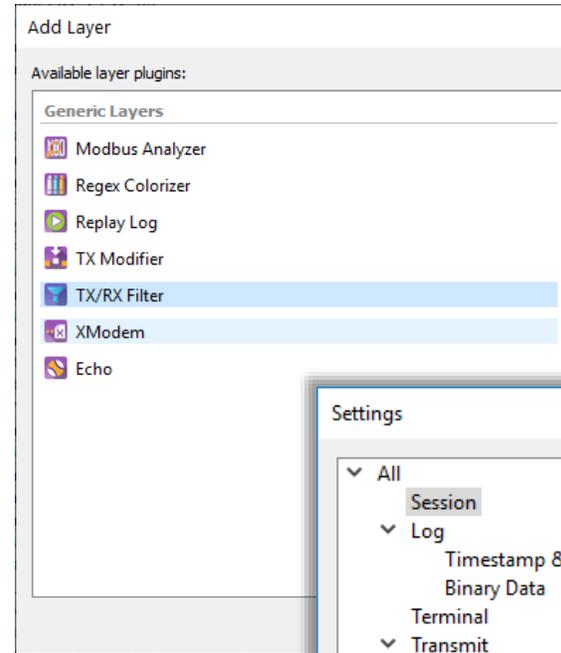
▶ Layers

- ▶ Protocol analyzers
- ▶ Protocol transceivers
- ▶ **Data highlighters**
- ▶ Log filters
- ▶ Transmission extenders
(prefix/suffix/encode/checksum/etc)
- ▶ Testing utilities
- ▶ ...

The screenshot displays the IO Ninja application interface. The main window shows a session titled 'SSH ioninja.com:22' with a list of hex and ASCII data. A settings dialog is open, showing the configuration for a 'Regex Colorizer' plugin. The dialog has a tree view on the left with categories like 'Session', 'Log', 'Terminal', and 'Appearance'. The 'Regex Colorizer' settings are expanded, showing two patterns. The first pattern is 've{[DEFHMQNPVWZcImno?8=>]}--' with a red color. The second pattern is 've{[A-Za-z]*[A-Za-z]}' with a purple color. Red arrows point from the text in the main window to these two patterns in the settings dialog. The main window also shows a 'Send' button at the bottom right and a status bar at the bottom with connection details: '104.236.152.161:22 Connected Ln 1 Col 1 Ofs 0x0000 Len 0'.

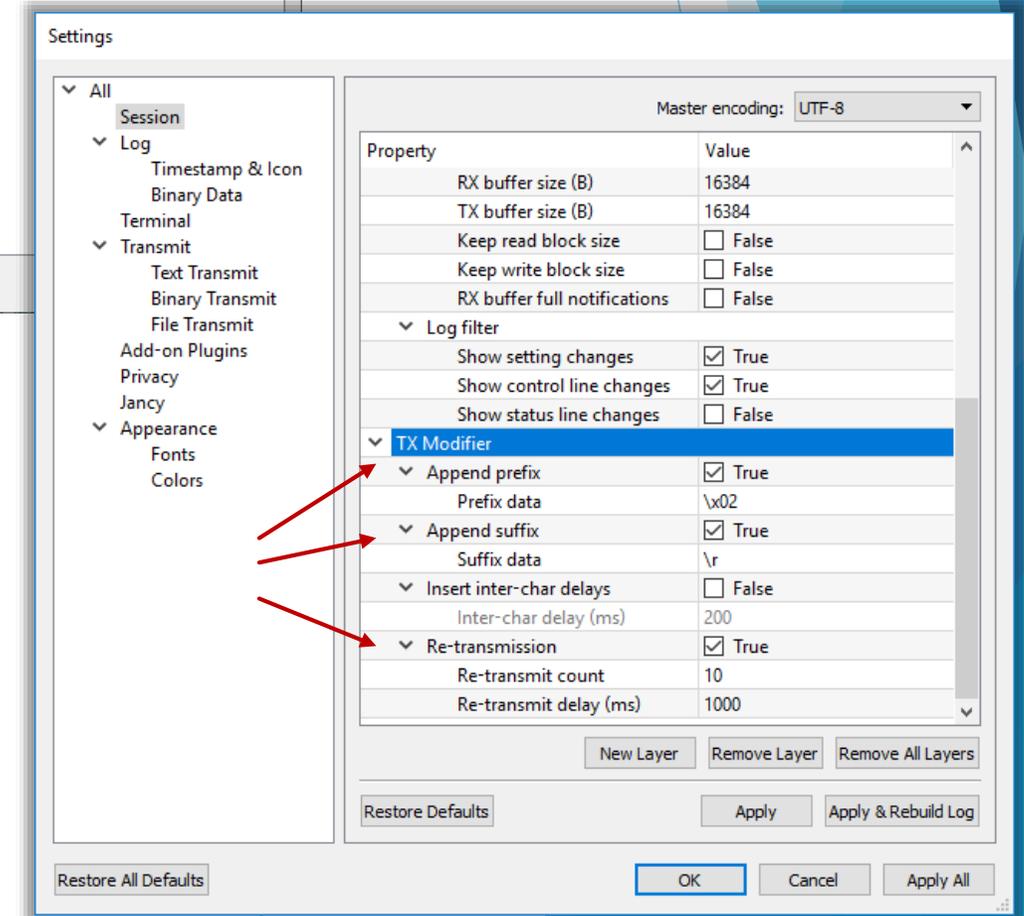
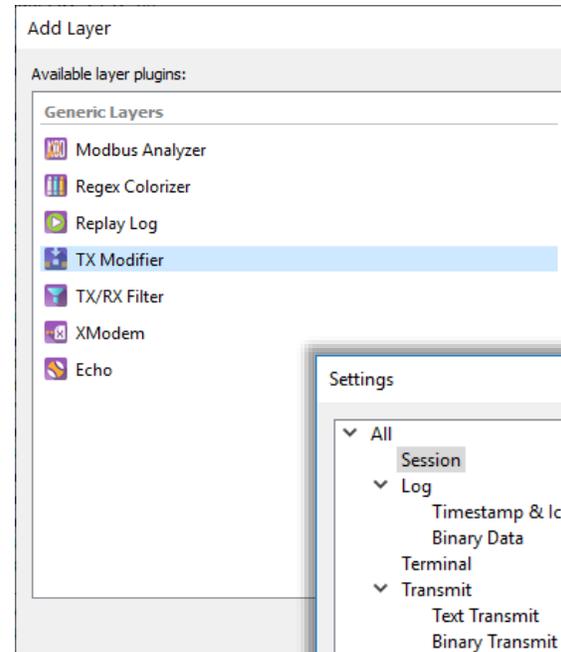
Plugin Architecture

- ▶ Sessions
 - ▶ Sessions are linkable!
- ▶ Layers
 - ▶ Protocol analyzers
 - ▶ Protocol transceivers
 - ▶ Data highlighters
 - ▶ **Log filters**
 - ▶ Transmission extenders (prefix/suffix/encode/checksum/etc)
 - ▶ Testing utilities
 - ▶ ...



Plugin Architecture

- ▶ Sessions
 - ▶ Sessions are linkable!
- ▶ Layers
 - ▶ Protocol analyzers
 - ▶ Protocol transceivers
 - ▶ Data highlighters
 - ▶ Log filters
 - ▶ **Transmission extenders**
(prefix/suffix/encode/checksum/etc)
 - ▶ Testing utilities
 - ▶ ...



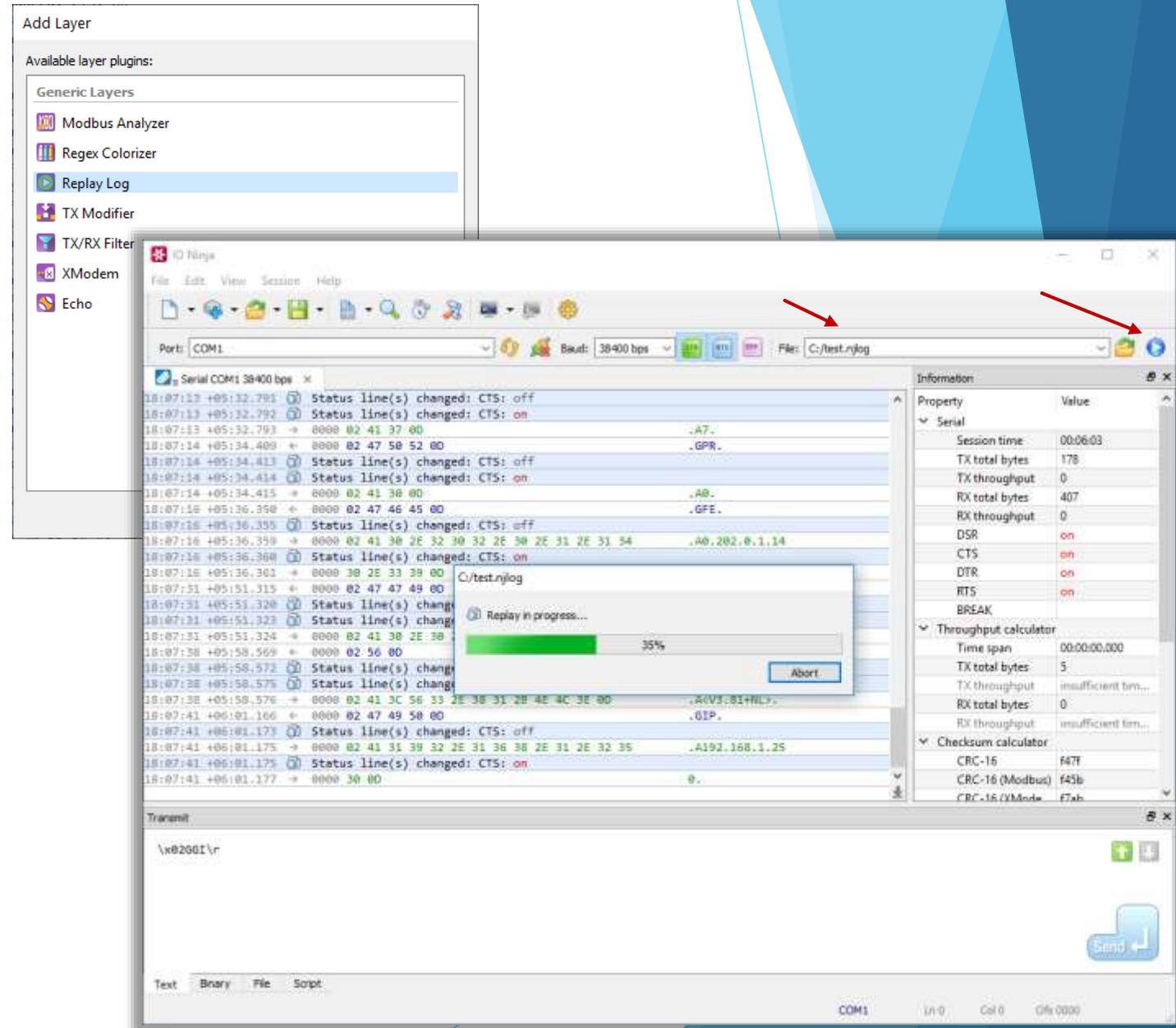
Plugin Architecture

▶ Sessions

- ▶ Sessions are linkable!

▶ Layers

- ▶ Protocol analyzers
- ▶ Protocol transceivers
- ▶ Data highlighters
- ▶ Log filters
- ▶ Transmission extenders (prefix/suffix/encode/checksum/etc)
- ▶ Testing utilities
- ▶ ...



Jancy Scripting

C-like scripting language tailor-suited for IO programming!

Jancy IO-Related Features

- ▶ **High C-compatibility, both source and ABI**
- ▶ Safe pointers & pointer arithmetic
- ▶ Schedulers
- ▶ Async/await
- ▶ Regex switches
- ▶ Dynamic structures
- ▶ Native support for big-endians
- ▶ Bitflag enums
- ▶ Binary & multiline literals
- ▶ Introspection

```
// If you know C, you can read and write Jancy!  
  
int main()  
{  
    printf("hello world!\n");  
    return 0;  
}  
  
// Calling from Jancy to native code and vice versa is as easy and  
// efficient as it gets. So is developing Jancy libraries in C/C++ and  
// Jancy bindings to popular libraries. So is porting publicly available  
// packet header definitions and algorithms from C to Jancy -- copy-paste  
// often suffices.
```

Jancy IO Features Overview

- ▶ High C-compatibility, both source and ABI
- ▶ **Safe pointers & pointer arithmetic**
- ▶ Schedulers
- ▶ Async/await
- ▶ Regex switches
- ▶ Dynamic structures
- ▶ Native support for big-endians
- ▶ Bitflag enums
- ▶ Binary & multiline literals
- ▶ Introspection

```
// Use pointer arithmetic -- the most elegant and the most efficient way of
// parsing and generating binary data -- and do so without worrying
// about buffer overruns and other pointer-related issues!

IpHdr const* ipHdr = (IpHdr const*)p;
p += ipHdr.m_headerLength * 4;

switch (ipHdr.m_protocol)
{
case Proto.Icmp:
    IcmpHdr const* icmpHdr = (IcmpHdr const*)p;

    switch (icmpHdr.m_type)
    {
case IcmpType.EchoReply:
        // ...
    }

case Proto.Tcp:
    // ...
}

// If bounds-checks on a pointer access fail, Jancy runtime will throw
// an exception which you can handle the way you like.
```

Jancy IO-Related Features

- ▶ High C-compatibility, both source and ABI
- ▶ Safe pointers & pointer arithmetic
- ▶ **Schedulers**
- ▶ Async/await
- ▶ Regex switches
- ▶ Dynamic structures
- ▶ Native support for big-endians
- ▶ Bitflag enums
- ▶ Binary & multiline literals
- ▶ Introspection

```
// Schedulers allow you to elegantly place the execution of your callback
// (completion routine, event handler, etc.) in the correct environment -
// for example, into the context of a specific thread:

class WorkerThread: jnc.Scheduler
{
    override schedule(function* f())
    {
        // enqueue f and signal worker thread event
    }
    ...
}

// Apply a binary operator @ (reads "at") to create a scheduled pointer to
// your callback:

WorkerThread workerThread;
startTransaction(onComplete @ workerThread);

void onComplete(bool status)
{
    // we are in the worker thread!
}
```

Jancy IO-Related Features

- ▶ High C-compatibility, both source and ABI
- ▶ Safe pointers & pointer arithmetic
- ▶ Schedulers
- ▶ **Async/await**
- ▶ Regex switches
- ▶ Dynamic structures
- ▶ Native support for big-endians
- ▶ Bitflag enums
- ▶ Binary & multiline literals
- ▶ Introspection

```
// The async-await paradigm is becoming increasingly popular during recent years
// -- and rightfully so. In most cases, it absolutely is the right way of doing
// asynchronous programming. As a language targeting the IO domain, Jancy fully
// supports async-await:

async transact(char const* address)
{
    await connect(address);
    await modify();
    await disconnect();

    catch:
        handleError(std.getLastError());
}

jnc.Promise* promise = transact();
promise.blockingwait();

// A cherry on top is that in Jancy you can easily control the execution
// environment of your async procedure with schedulers -- for example, run
// it in context of a specific thread:

jnc.Promise* promise = (transact @ m_workerThread)("my-service");

// You can even switch contexts during the execution of your async procedure!
```

Jancy IO-Related Features

- ▶ High C-compatibility, both source and ABI
- ▶ Safe pointers & pointer arithmetic
- ▶ Schedulers
- ▶ Async/await
- ▶ **Regex switches**
- ▶ Dynamic structures
- ▶ Native support for big-endians
- ▶ Bitflag enums
- ▶ Binary & multiline literals
- ▶ Introspection

```
// Create efficient regex-based switches for tokenizing string streams:  
  
jnc.RegexState state;  
reswitch (state, p, length)  
{  
  case "foo":  
    // ...  
    break;  
  
  case r"bar(\d+)":  
    print($"bar id: ${state.m_subMatchArray[0].m_text}\n");  
    break;  
  
  case r"\s+":  
    // ignore whitespace  
    break;  
  
  ...  
}  
  
// This statement will compile into a table-driven DFA which can parse the input  
// string in O(length) -- you don't get any faster than that!  
  
// But there's more -- the resulting DFA recognizer is incremental, which means  
// you can feed it the data chunk-by-chunk when it becomes available (e.g. once  
// received over the network).
```

Jancy IO-Related Features

- ▶ High C-compatibility, both source and ABI
- ▶ Safe pointers & pointer arithmetic
- ▶ Schedulers
- ▶ Async/await
- ▶ Regex switches
- ▶ **Dynamic structures**
- ▶ Native support for big-endians
- ▶ Bitflag enums
- ▶ Binary & multiline literals
- ▶ Introspection

```
// Define dynamically laid-out structures with non-constant sizes of array
// fields -- this is used in many file formats and network protocol headers
// (i.e. the length of one field depends on the value of another):

dynamic struct FileHdr
{
    ...
    char m_authorName[strlen(m_authorName) + 1];
    char m_authorEmail[strlen(m_authorEmail) + 1];
    uint8_t m_sectionCount;
    SectionDesc m_sectionTable[m_sectionCount];
    ...
}

// In Jancy you can describe a dynamic struct, overlap your buffer with a
// pointer to this struct and then access the fields at dynamic offsets
// normally, just like you do with regular C-structs:

FileHdr const* hdr = buffer;
displayAuthorInfo(hdr.m_authorName, hdr.m_authorEmail);

for (size_t i = 0; i < hdr.m_sectionCount; i++)
{
    processSection(hdr.m_sectionTable[i].m_offset, hdr.m_sectionTable[i].m_size);
}
```

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```
// Most network protocols use big-endian data format. In Jancy, bigendians  
// are first-class citizens -- no need to manually swap byte order back and  
// forth anymore!
```

```
struct IpHdr  
{  
    uint8_t m_headerLength : 4;  
    uint8_t m_version      : 4;  
    uint8_t m_typeOfService;  
    bigendian uint16_t m_totalLength;  
    bigendian uint16_t m_identification;  
    bigendian uint16_t m_flags          : 3;  
    bigendian uint16_t m_fragmentOffset : 13;  
    uint8_t m_timeToLive;  
    IpProtocol m_protocol;  
    bigendian uint16_t m_headerChecksum;  
    bigendian uint32_t m_srcAddress;  
    bigendian uint32_t m_dstAddress;  
}
```

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```
// bitflag enums allow for automatic assignment of bit position constants.  
// Very handy when writing protocol definitions!
```

```
bitflag enum TcpFlags: uint8_t  
{  
    Fin, // 0x01  
    Syn, // 0x02  
    Rst, // 0x04  
    Psh, // 0x08  
    Ack, // 0x10  
    Urg, // 0x20  
    Bog, // 0x40  
}
```

```
// also, they behave naturally when used with bitwise logical operators:
```

```
TcpFlags flags = 0;  
flags |= TcpFlags.Fin;  
flags &= ~TcpFlags.Rst;
```

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- ▶ Introspection

```
// Use the most natural way possible to define binary blocks, MAC-addresses
// IP-addresses, etc.

// hexadecimal binary literal
char cr[] = 0x"0d 0a";

// hexadecimal multiline binary literal
char packet[] =
    0x""
    0d 0d 0a 54 69 62 62 6f 20 50 72 6f 6a 65 63 74
    20 53 79 73 74 65 6d 20 4c 69 6e 75 78 20 34 2e
    31 32 2e 31 34 2d 74 70 70 20 28 61 72 6d 76 37
    6c 29 0d 0a 4f 53 20 42 75 69 6c 64 3a 20 23 31
    20 57 65 64 20 46 65 62 20 32 30 20 31 34 3a 35
    39 3a 34 30 20 55 54 43 20 32 30 31 39 0d 0a 48
    57 20 44 61 74 65 2f 54 69 6d 65 3a 20 54 75 65
    20 44 65 63 20 31 30 20 20 32 30 31 39 20 30 37
    3a 32 30 3a 32 30 0d 0a
    "";

// hexadecimal binary literal with colon-delimiters
uint8_t mac[6] = 0x"B0:6E:BF:34:23:13";

// decimal binary literal with dot-delimiters
uint8_t ip[4] = 0d"192.168.1.1";
```

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- ▶ **Introspection**

```
// Access the internal structure of the program at runtime; for example,  
// use a struct-type information to dynamically create a representation  
// for a packet:  
  
void printStructFields(  
    jnc.StructType* type,  
    void const* p  
)  
{  
    size_t count = type.m_fieldCount;  
    for (size_t i = 0; i < count; i++)  
    {  
        jnc.Field* field = type.m_fieldArray[i];  
  
        char const* valueString = field.m_type.getValueString(  
            p + field.m_offset,  
            field.findAttributeValue("formatSpec")  
        );  
  
        print($"%1: %2\n", field.m_name, valueString);  
    }  
}  
  
// ...  
printStructFields(sizeof(IpHdr), packet);
```

Jancy UI-Related Features

▶ Properties

- ▶ Bindable
- ▶ Indexed
- ▶ Auto-getters
- ▶ Even property pointers!

▶ Events

- ▶ Multicasts
- ▶ Weak

▶ Reactive programming

- ▶ Spreadsheet-like formulas

```
// Jancy provides extensive set of facilities for properties and events,  
// which allows for creation of natural and beautiful UI API-s:
```

```
opaque class Action  
{  
    construct(  
        char const* text,  
        Icon* icon = null  
    );  
  
    bool autoget property m_isVisible;  
    bool autoget property m_isEnabled;  
    bool autoget property m_isCheckable;  
    bool bindable autoget property m_isChecked;  
  
    char const* autoget property m_text;  
    Icon* autoget property m_icon;  
  
    event m_onTriggered();  
}
```

Jancy UI-Related Features

- ▶ Properties
 - ▶ Bindable
 - ▶ Indexed
 - ▶ Auto-getters
 - ▶ Even property pointers!
- ▶ Events
 - ▶ Multicasts
 - ▶ Weak
- ▶ **Reactive programming**
 - ▶ **Spreadsheet-like formulas**

```
// But most importantly, Jancy features spreadsheet-like reactive programming.  
  
// write auto-evaluating formulas just like you do in Excel -- and stay in full  
// control of where and when to use this spreadsheet-likeness:  
  
reactor m_uiReactor  
{  
    m_title = $"Target address: $(m_addressCombo.m_editText)";  
    m_localAddressProp.m_isEnabled = m_useLocalAddressProp.m_isChecked;  
    m_isTransmitEnabled = m_state == State.Connected;  
    ...  
}  
  
m_uiReactor.start(); // now UI events are handled inside the reactor...  
  
// ...  
  
m_uiReactor.stop(); // ...and not anymore
```