

SINIQUE® v.1.0

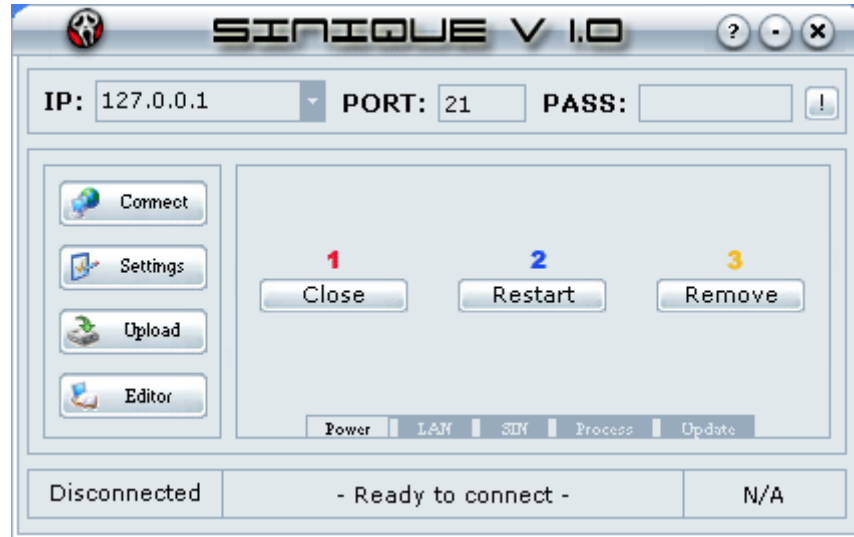
VISUAL TUTORIAL

[MAIN CLIENT]

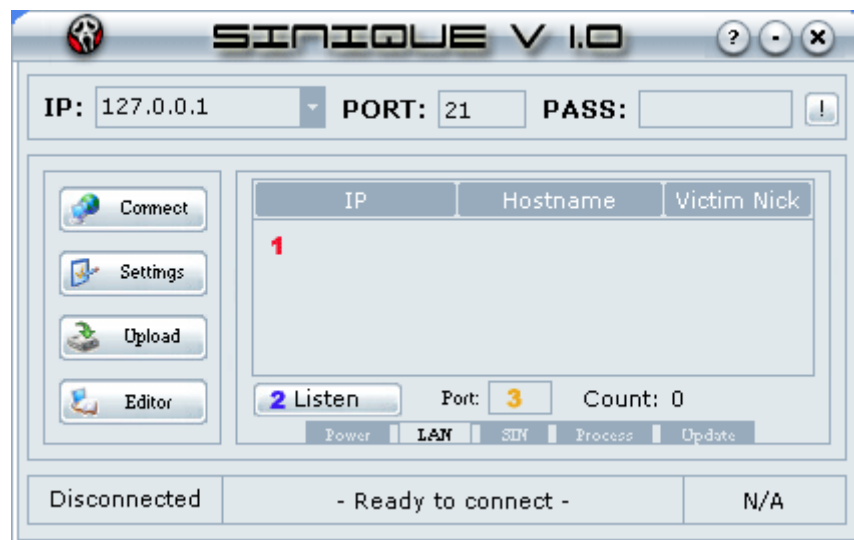


- 1 – IP Address
- 2 – Port
- 3 – Server Password (*Login password*)
- 4 – Connect / Disconnect (*Attempt to make a connection / Close connection*)
- 5 – Settings (*Extra options*)
- 6 – Upload (*Options for sending a file*)
- 7 – Editor (*Access editor for server creation*)

[SETTINGS]



- 1 – Close (Terminate)
- 2 – Restart (Start over)
- 3 – Remove (Terminate and delete)



- 1 – Entry List (Lists all reverse connection servers currently available)
- 2 – Listen (Opens a port for listening)
- 3 – Port (Port to listen on)



1 – Entry List (Lists all SIN notifications)

2 – Listen (Opens a port for listening)

3 – Port (Port to listen on)

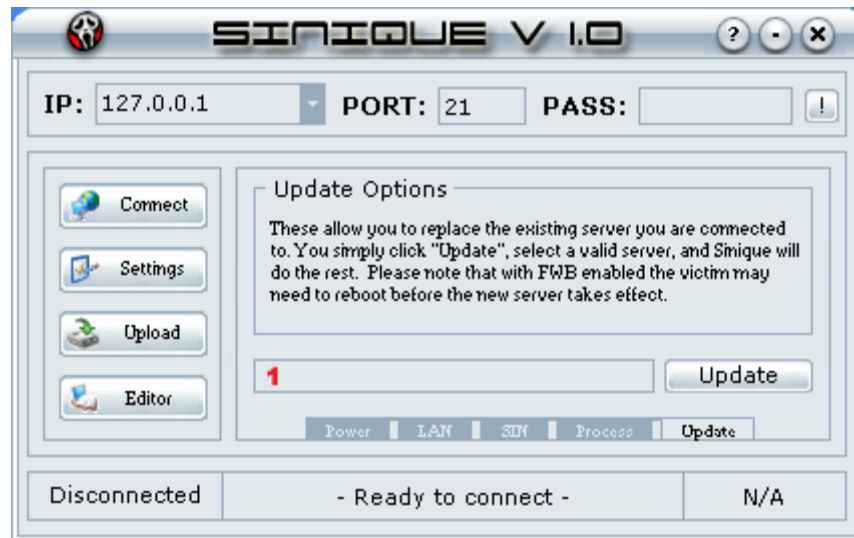


1 – Entry List (Lists all processes running)

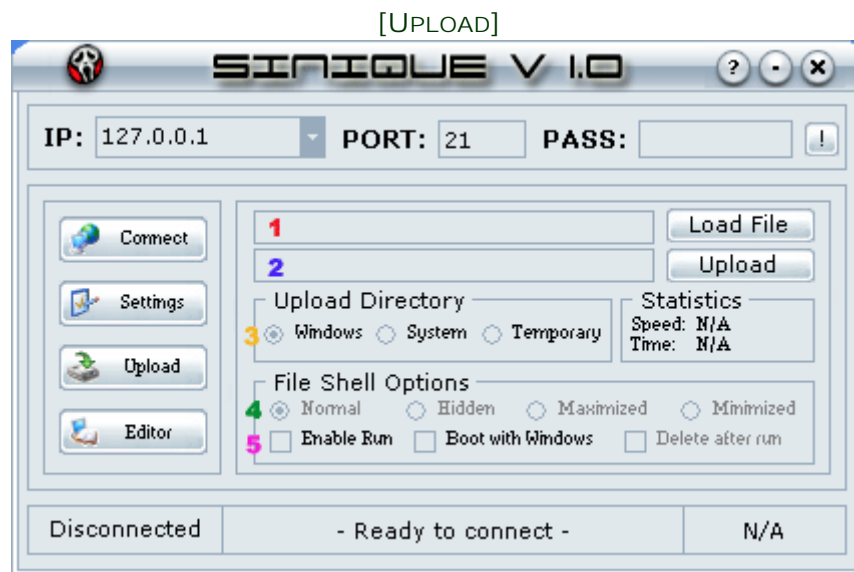
2 – Refresh (Refreshes the list of processes)

3 – Kill (Terminates the selected process)

4 – Kill + Del (Terminates the selected process, then deletes it afterwards)



1 – Update File Path (Path to server file you want to exchange with the running version you are connected to)



- 1 – Upload File Path** (Path to the file you want to upload)
- 2 – Progress Bar** (Gives a visual representation of the percentage transferred)
- 3 – Upload Directory** (Directory to which the file is uploaded to)
- 4 – File Shell Options – Run Styles** (Normal, Hidden, Maximized, Minimized)
- 5 – File Shell Options – Other**
 - (Boot with Windows – Start file every Windows startup)
 - Delete after run – Name says it all)

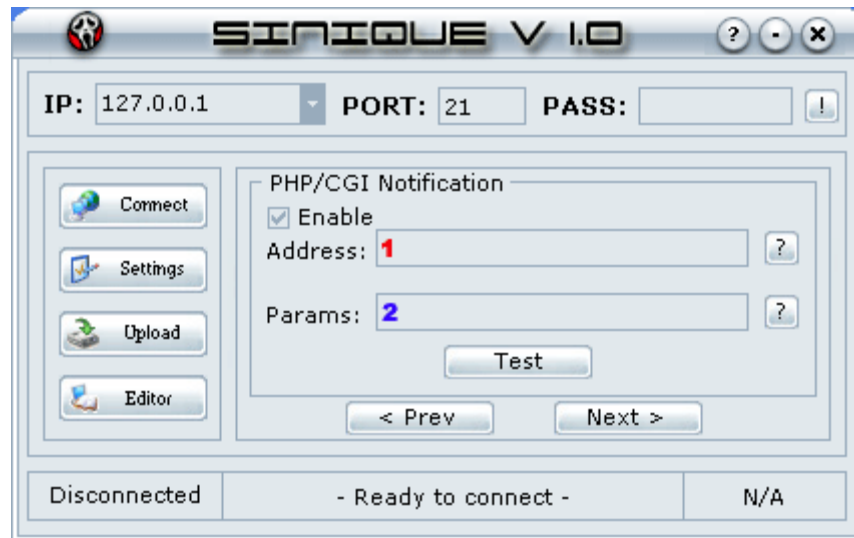
[EDITOR]

The screenshot shows the SINIQUE V 1.0 application window. At the top, there's a title bar with the application name and standard window controls. Below the title bar, there's a section for connection details: IP (127.0.0.1), PORT (21), and PASS (empty). To the left of the main settings area are four buttons: Connect, Settings, Upload, and Editor. The main settings area is titled 'ICQ Notification' and contains a checked 'Enable' checkbox. Below this are three input fields: 'UIN' (labeled with a red '1'), 'Subject' (labeled with a blue '2'), and 'Message' (labeled with a yellow '3'). There are also 'Test', '< Prev', and 'Next >' buttons. At the bottom of the window, there's a status bar with three sections: 'Disconnected', '- Ready to connect -', and 'N/A'.

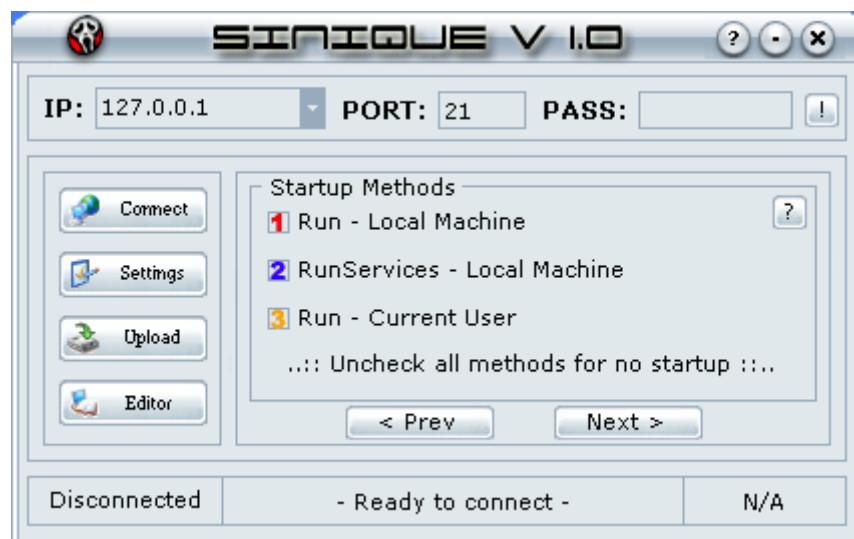
- 1 – UIN (UIN for your ICQ account)
- 2 – Subject (Customized pager subject line)
- 3 – Message (Customized pager message)

The screenshot shows the SINIQUE V 1.0 application window, similar to the one above but with the 'SIN Notification' settings. The connection details (IP, PORT, PASS) and the left sidebar (Connect, Settings, Upload, Editor) are the same. The main settings area is titled 'SIN Notification' and contains a checked 'Enable' checkbox. Below this are three input fields: 'Host' (labeled with a red '1'), 'Port' (labeled with a blue '2'), and 'Message' (labeled with a yellow '3'). There are also 'Test', '< Prev', and 'Next >' buttons. The status bar at the bottom is identical to the previous screenshot, showing 'Disconnected', '- Ready to connect -', and 'N/A'.

- 1 – Host [IP or hostname (no http:// in front) for your comp]
- 2 – Port (Port to send to)
- 3 – Message (Customized message)



- 1 – **Address** [Location of PHP/CGI document (includes http://)]
- 2 – **Params** [Custom parameters (action=blah,blah , etc)]
- 3 – **Message** (Customized pager message)



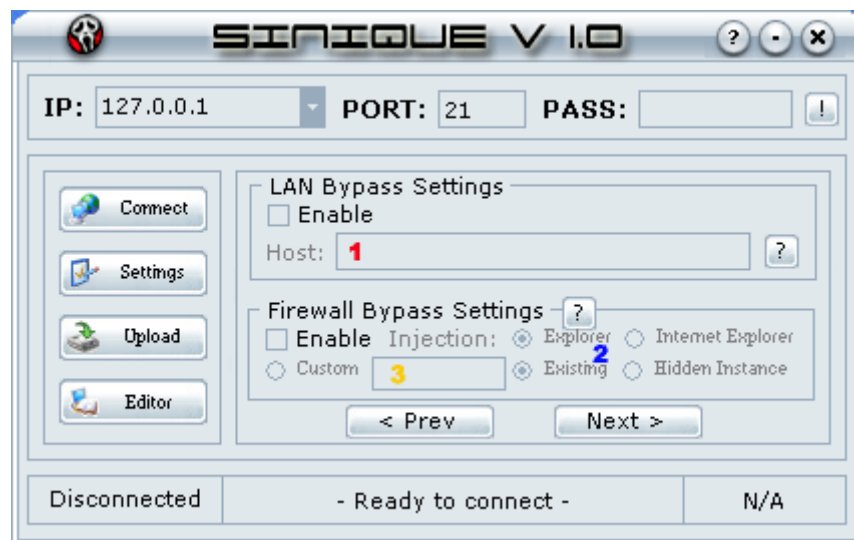
- 1 – **Run - LM** (HKLM\Microsoft\Windows\CurrentVersion\Run)
- 2 – **RunServices - LM** (HKLM\Microsoft\Windows\CurrentVersion\RunServices)
- 3 – **Run - CU** (HKCU\Microsoft\Windows\CurrentVersion\Run)

- 1 – **Windows** (Installs server to the Windows directory)
- 2 – **System** (Installs to the System directory)
- 3 – **Filename** (Filename after installation)
- 4 – **File Extension** [Extension of filename after install (Custom uses Custom Ext)]
- 5 – **Registry Key** (Registry startup string value name)

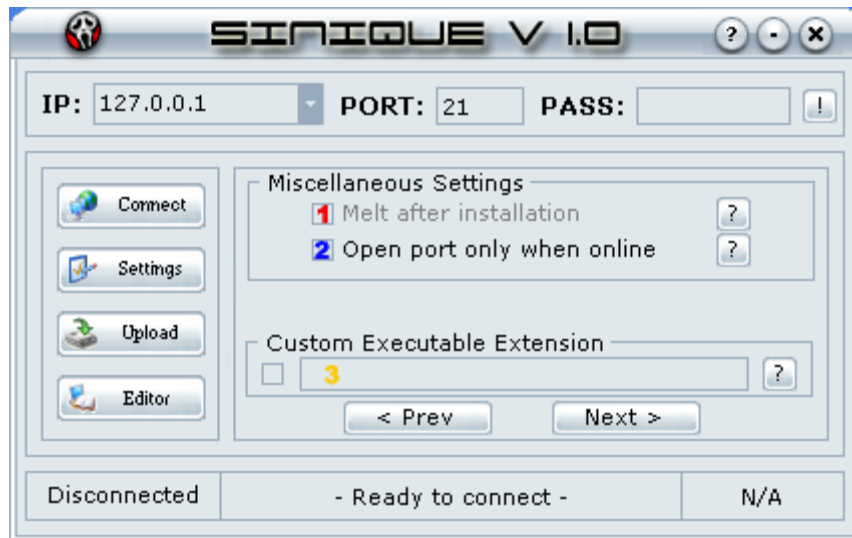
- 1 – **Main Port** (Port to have server listen on)
- 2 – **Victim Nickname** (Use to identify victims from each other)
- 3 – **Server Password** (Password used for login verification with the client)



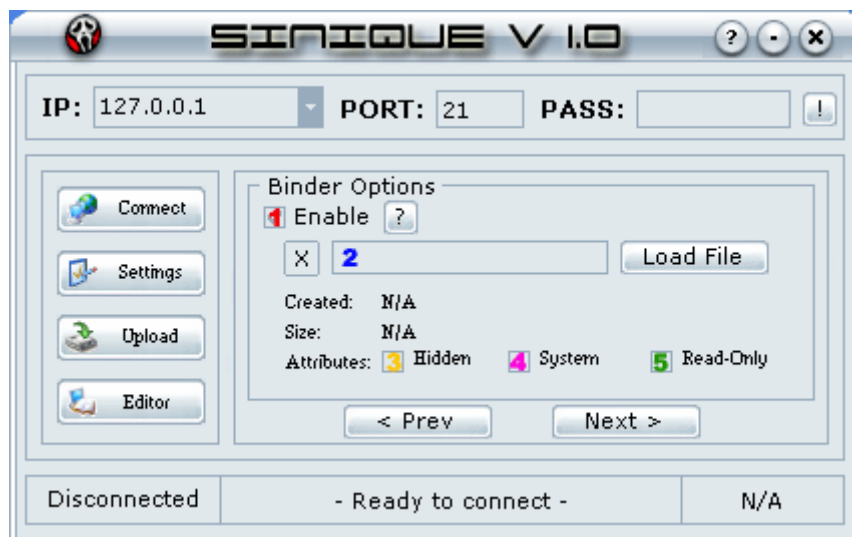
- 1 – Icon Selection (Select an icon style)
- 2 – Button Selection (Select a button style)
- 3 – Title (Titlebar text)
- 4 – Message (Message text)



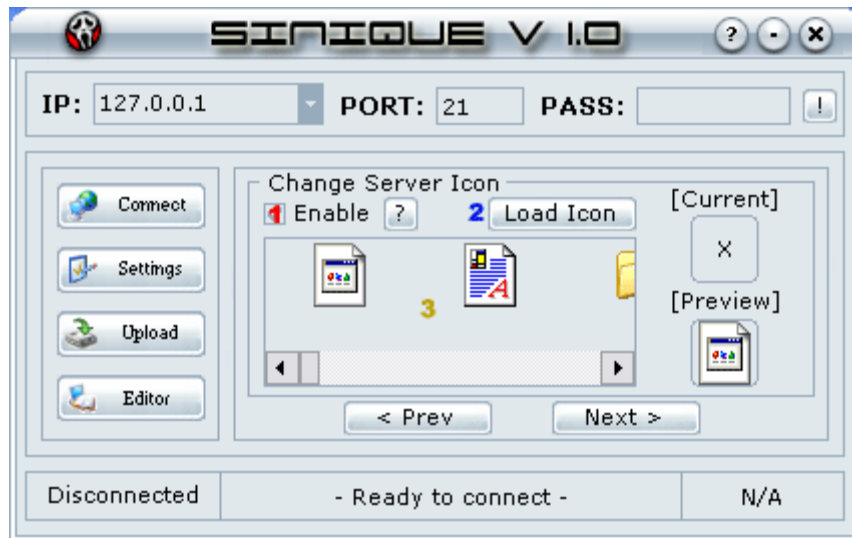
- 1 – LAN Host (IP or hostname of your pc, make sure to have the LAN port opened)
- 2 – Injector Type Selection (Select the method in which you would like to FWB)
- 3 – Custom Inject Path (Use a combination of our variables and real paths)



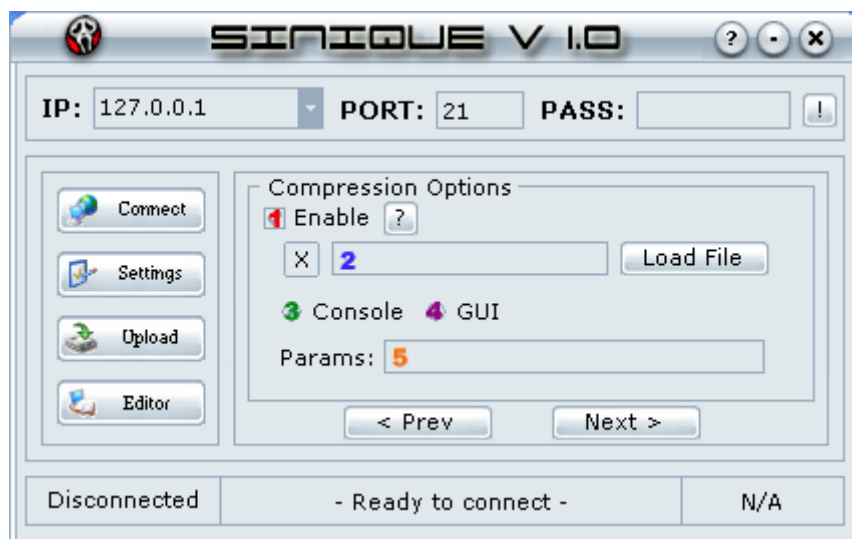
- 1 – **Melt** [Deletes the original executable that was ran (only works if server installs)]
- 2 – **Open Port** (Opens port when victim is online, else closes the port)
- 3 – **Custom Exec Ext** (Registers a new executable extension, ie: .eif which will act just like a program being renamed to .exe)



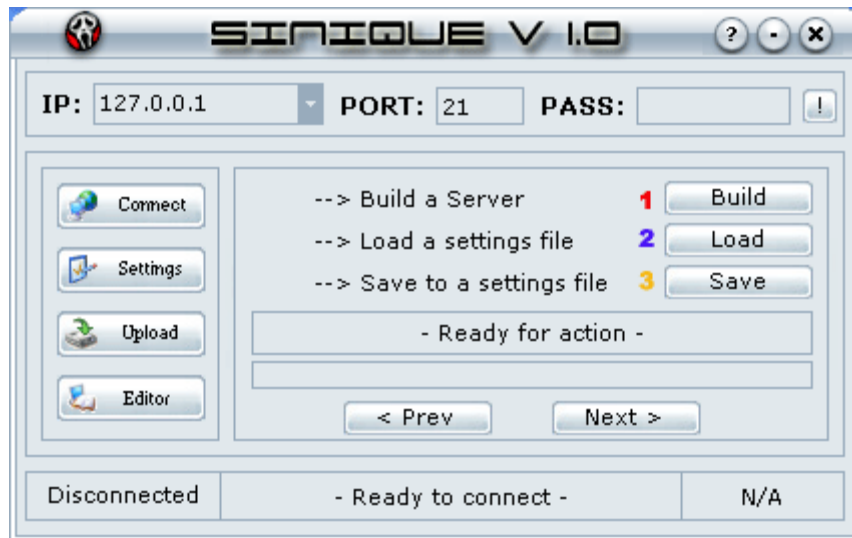
- 1 – **Enable** (Enables options)
- 2 – **Bind File Path** [Path to a file you want bound (attached) to the server, to have run just before the server does]
- 3 – **Hidden** (file attribute, causes icon to be displayed as a grayed out in Explorer)
- 4 – **System** (file attribute, is mostly recognized as a "system" file by most apps)
- 5 – **Read-Only** (file attribute, usually can't be edited in text editors when set)



- 1 – **Enable** (Enables options)
- 2 – **Load Icon** (Loads a custom icon from any file type)
- 3 – **Icon List** (List of icons to choose from for the server's icon)



- 1 – **Enable** (Enables options)
- 2 – **Compressor File Path** (Path to a file you want compressor you wish to use)
- 3 – **Console** (You're using a console - based compressor)
- 4 – **GUI** (You're using a user interface - based compressor)
- 5 – **Params** (Parameters to be used when using the console based option)



- 1 – **Build** (Creates a server file built to your custom tailored options)
- 2 – **Load** (Load a settings file)
- 3 – **Save** (Save your current settings to a settings file)

For further details, please refer to the [\[?\]](#) buttons found in various locations throughout it (as you can see in these screenshots)