



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



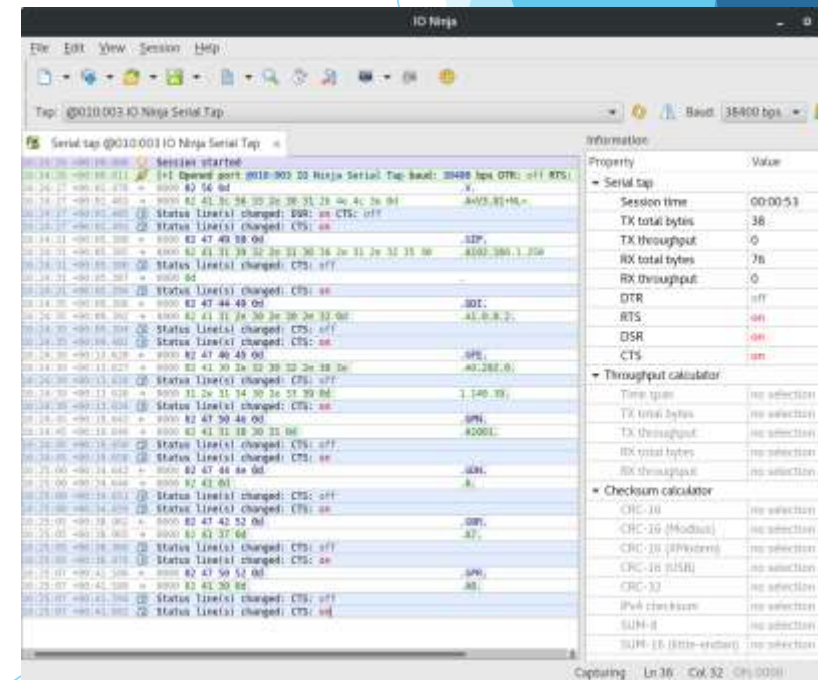
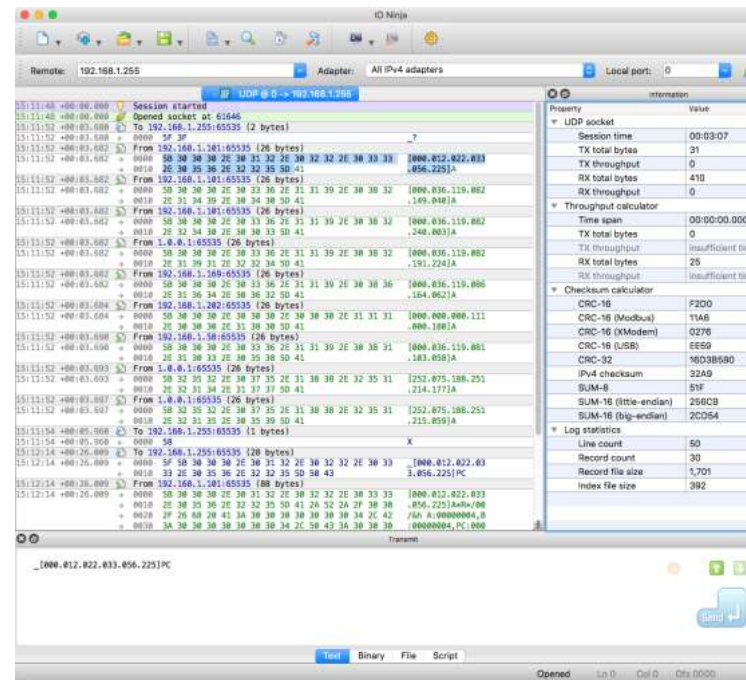
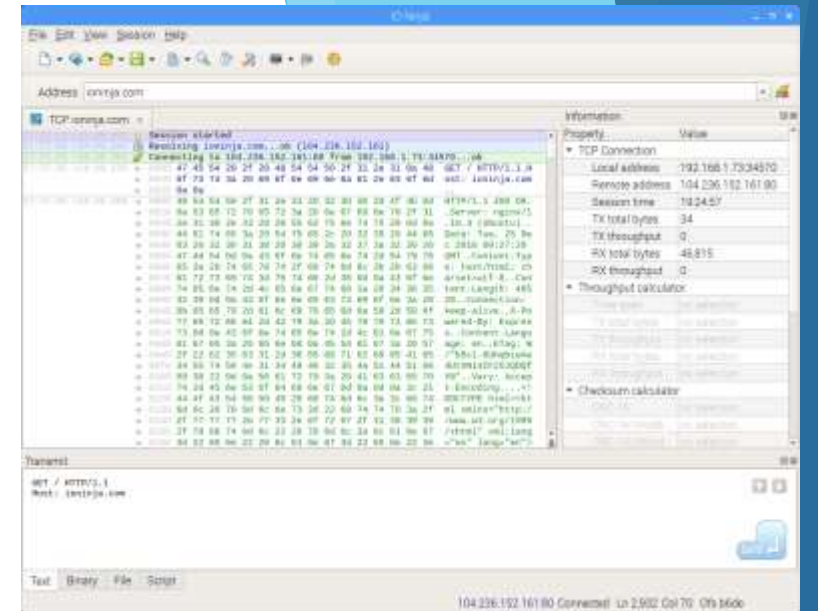
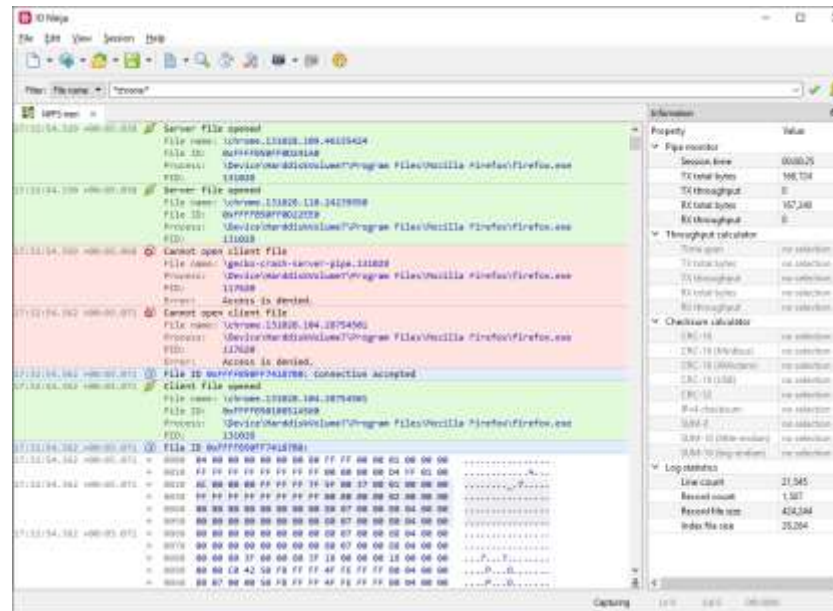
What a Mess!

The image displays a chaotic arrangement of several software windows, illustrating a complex or messy environment for serial port monitoring and communication. The windows include:

- Docklight Pro Monitor v0.5:** A window with a 'Running' status bar and a list of channels. The 'Representation' is set to 'Hex', and the 'Channels' section shows 'Off' and 'On' options.
- Advanced Serial Port Monitor 4.1.2 build 1019:** A window showing configuration for COM port COM11, Baud rate 9600, Data bits 8, Parity type None, and Stop bits 1. The 'Data' field shows a grid of red squares representing hex data: 0x4A0, 0x4B0, 0x4C0, and 0x4D0. The 'Send' and 'Open' buttons are visible.
- RealTerm: Serial Capture Program 2.0.0.57:** A window with a black display area and a red hex value '6173640D' at the top.
- Advanced Serial Port Terminal by Eltima Software - [COM1]:** A window showing a terminal interface with 'echo test_COM1' and a 'Send' button.
- Terminal v1.36 - 20030716 - sp 810by+:** A window showing a terminal interface with a list of hex values and a 'Send' button.
- Hexedit SETUP utility by HW-group.com:** A window showing a network connection setup for UDP, with fields for IP address and port.
- MOBUS View:** A window showing a table of device connections, including 'Standard Modem over Bluetooth link #2'.

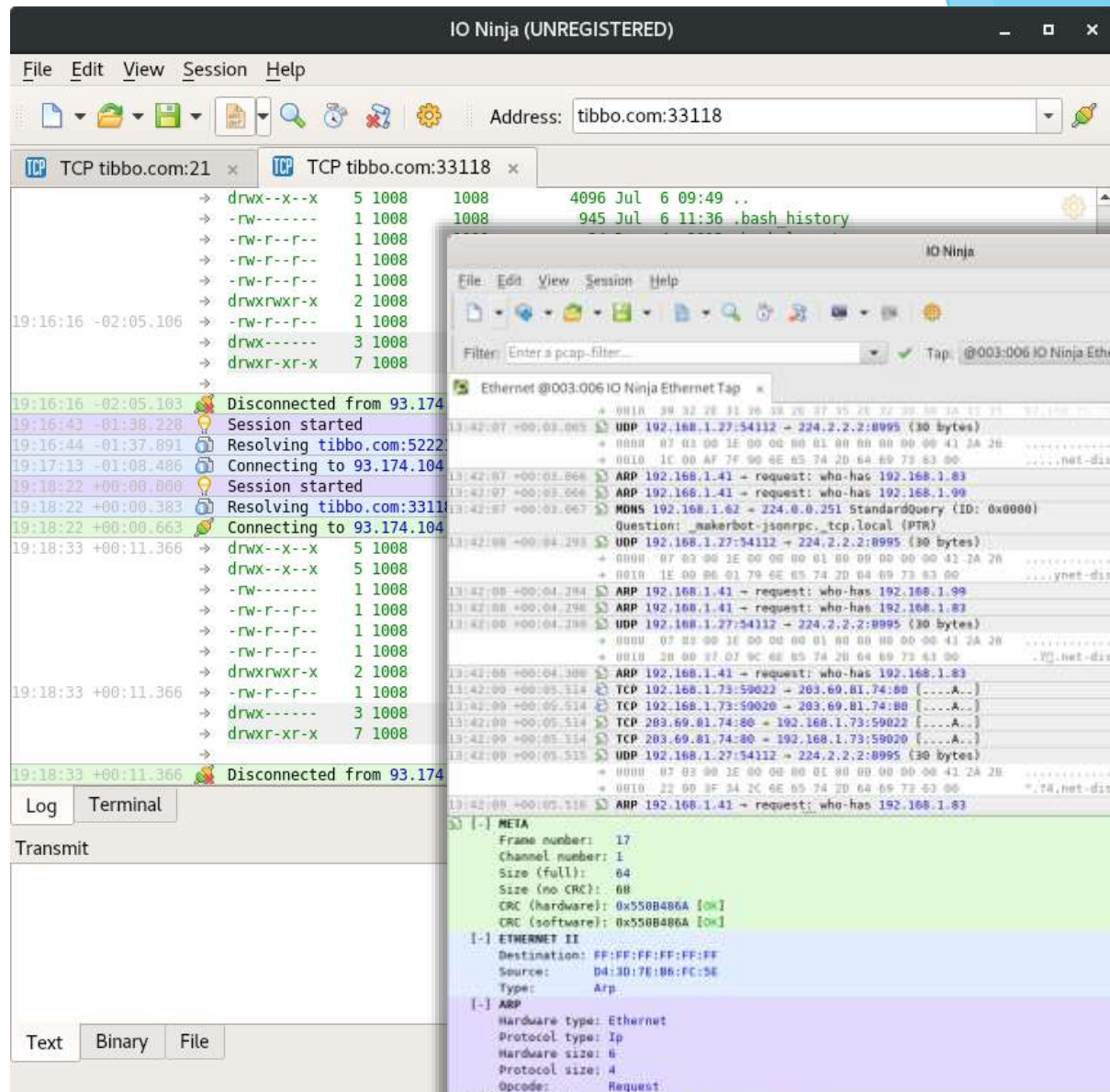
Design Goals

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



Design Goals

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



IO Ninja (UNREGISTERED)

File Edit View Session Help

Address: tibbo.com:33118

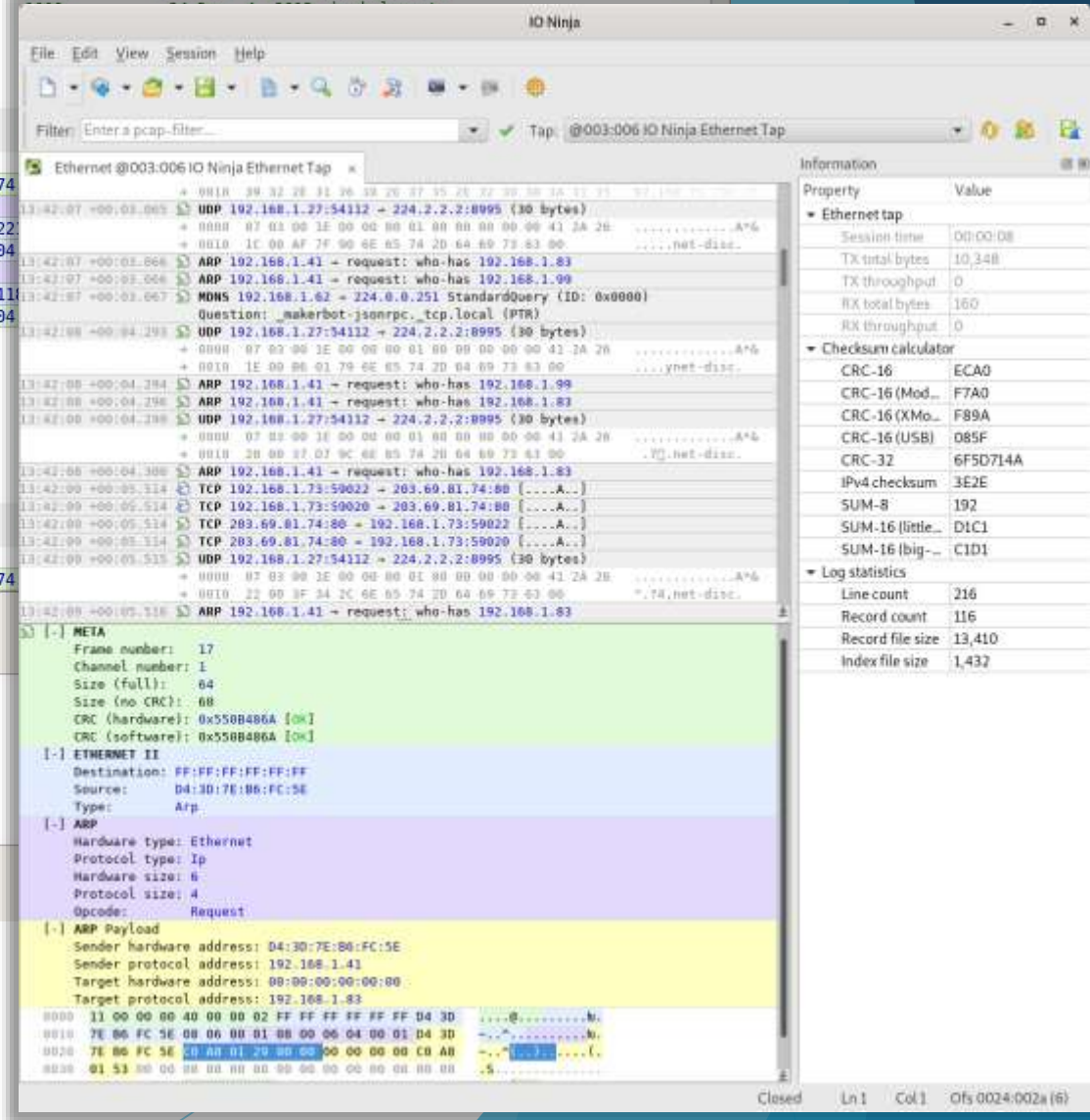
TCP tibbo.com:21 x TCP tibbo.com:33118 x

```
→ 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
→
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

```
[-] 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

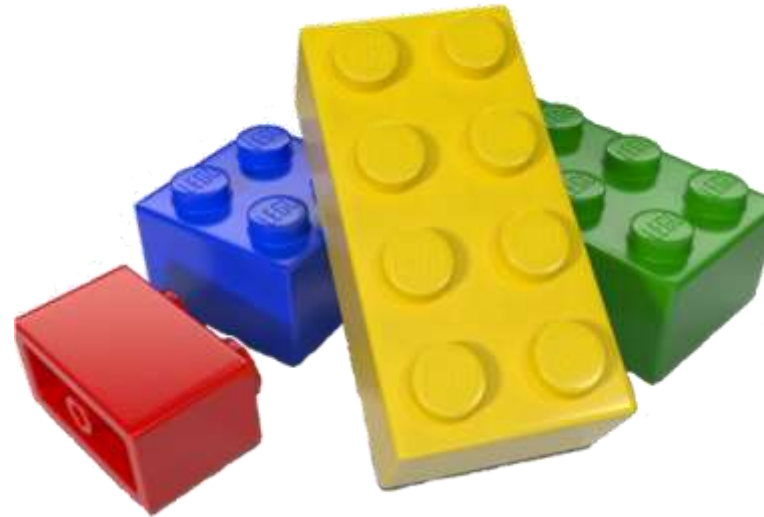
The image displays three overlapping windows from the Transmit application:

- Top Window (File Editor):** Shows a C++ source file at `D:/Prj/Ninja/ioninja/src/nj_app/main.cpp`. The file size is 1825 bytes. The visible code includes headers like `#include "pch.h"`, `..#include "main window.h" ..#incl`, `ude "cmdline.h".`, and `..#include "moc_a`.
- Middle Window (Packet Analysis):** Displays a network packet structure. The `m_type` field is set to `Ip`. The packet data is shown in hexadecimal and ASCII format. The ASCII column shows a sequence of dots, indicating non-printable characters.
- Bottom Window (Script Editor):** Shows a C++ script for sending packets. The script includes a `main()` function with a `for` loop that repeatedly sends a packet and sleeps for 1000ms.

```
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 }
24
```

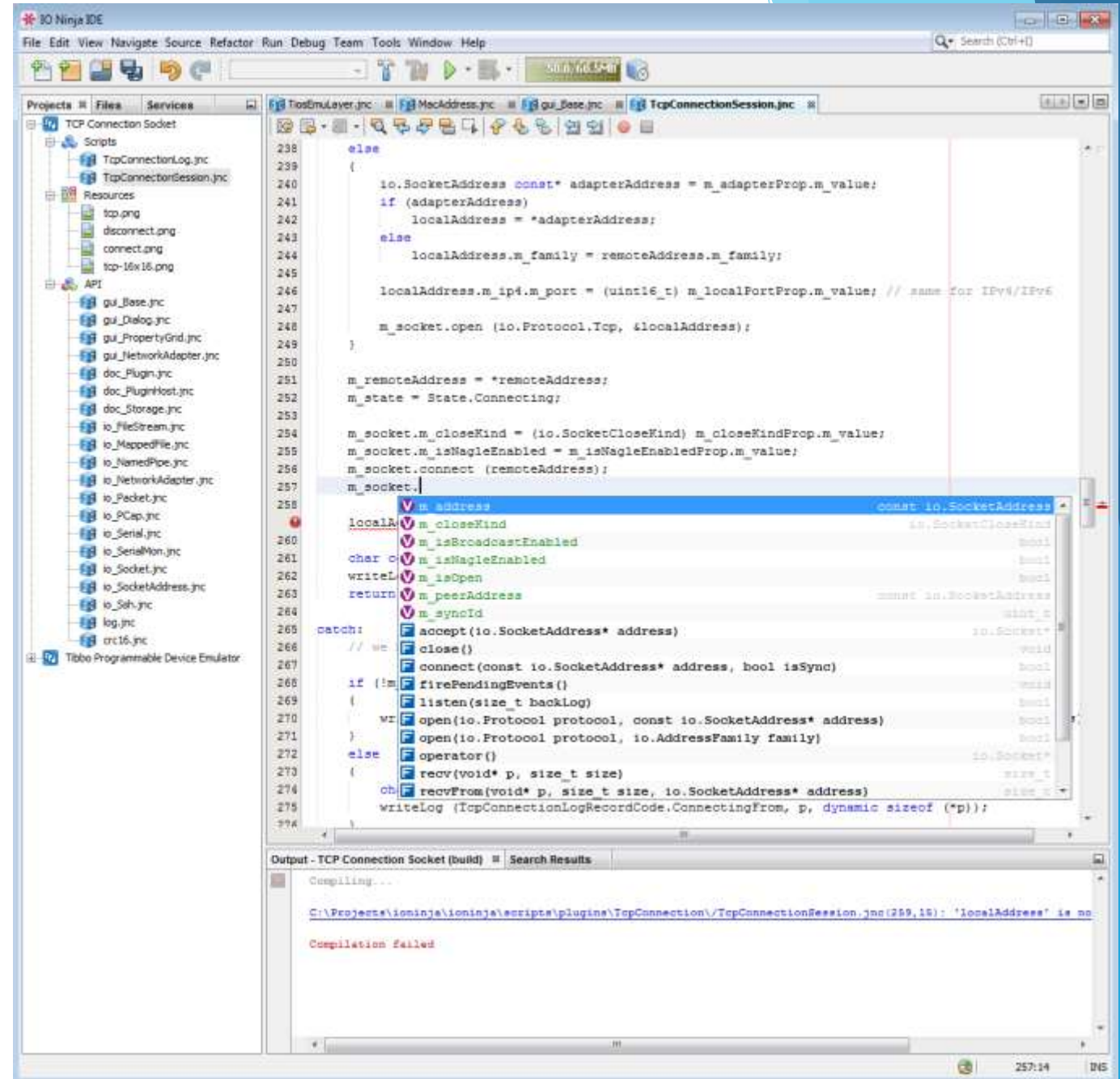
Design Goals

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



Design Goals

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



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 of the main window, there is an "Information" panel with the following data:

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	

Below the main window, a "Settings" dialog box is open, showing the configuration for the serial connection. The "Serial" section is expanded, and the "Connection" sub-section is visible. The settings are as follows:

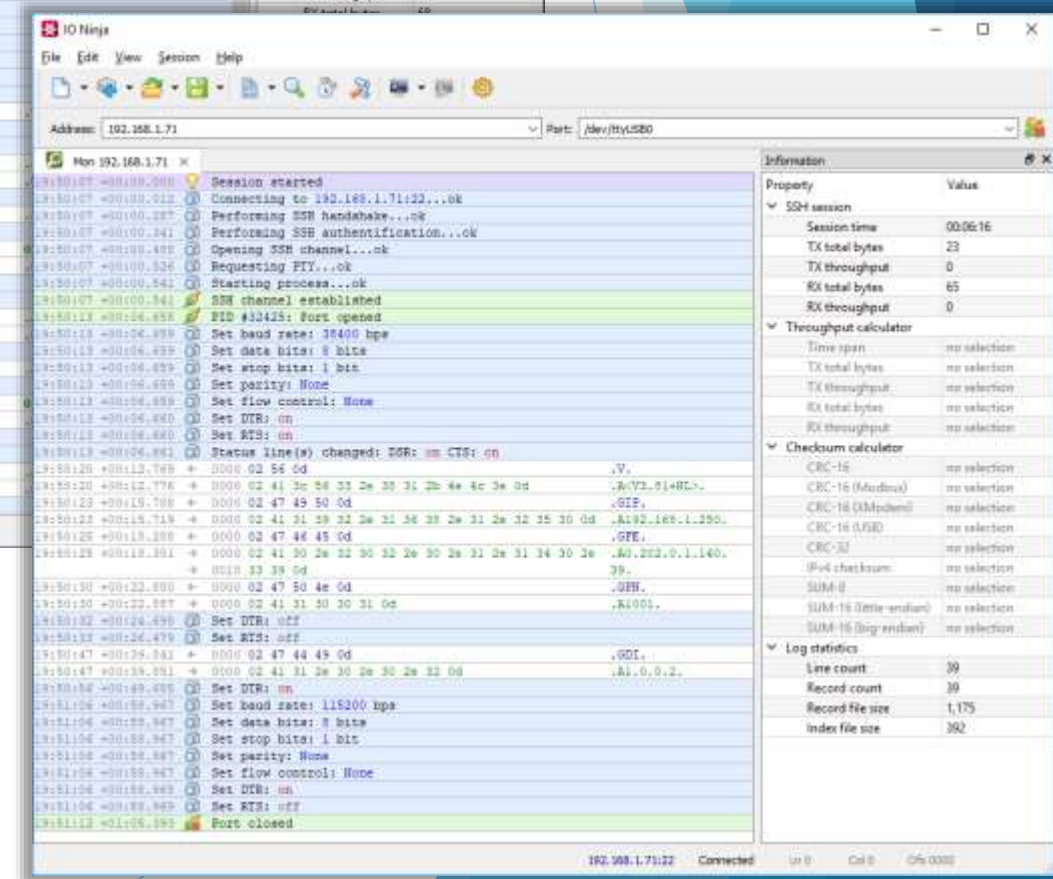
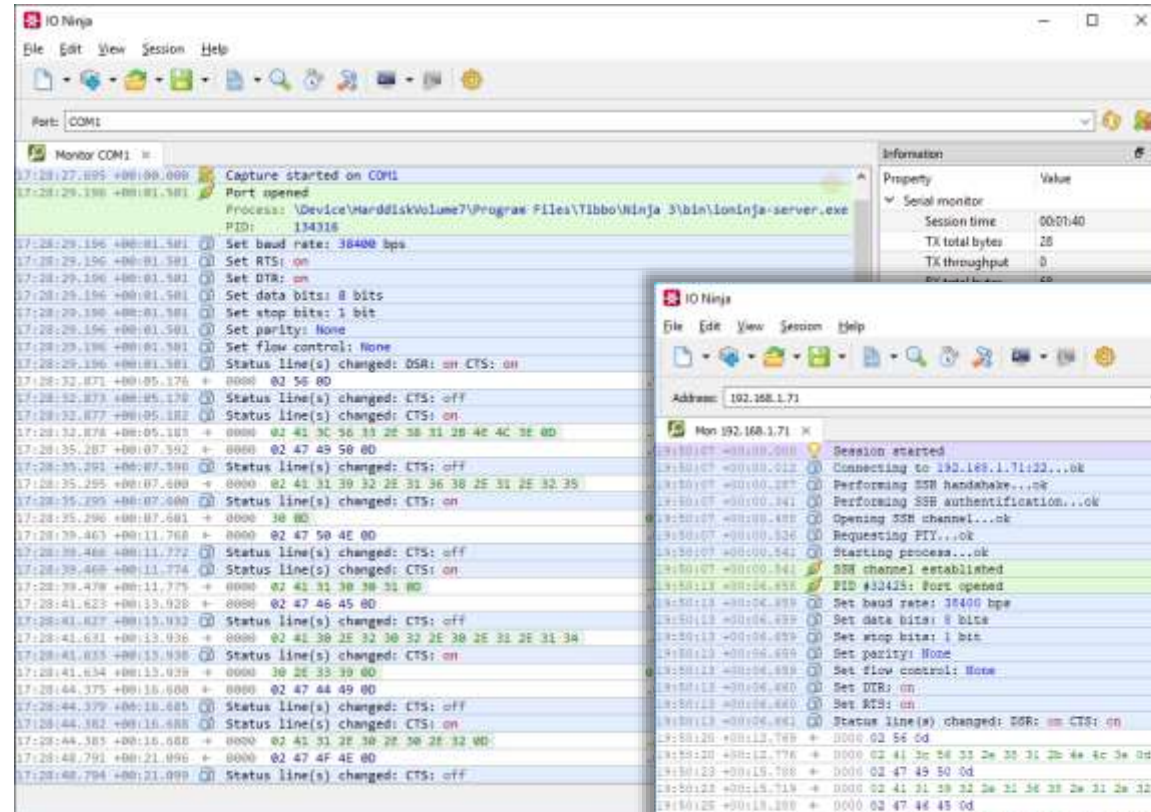
Property	Value
Port	COM1
Reopen on error	<input type="checkbox"/> False
Reopen timeout	3000
Baud rate	115200 bps
Data bits	8 bits
Stop bits	1 bit
Parity	None
Flow control	None
DTR	<input type="checkbox"/> False
RTS	<input type="checkbox"/> False
BREAK	<input type="checkbox"/> False

The "Log filter" section is also visible, with the following settings:

Log filter	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

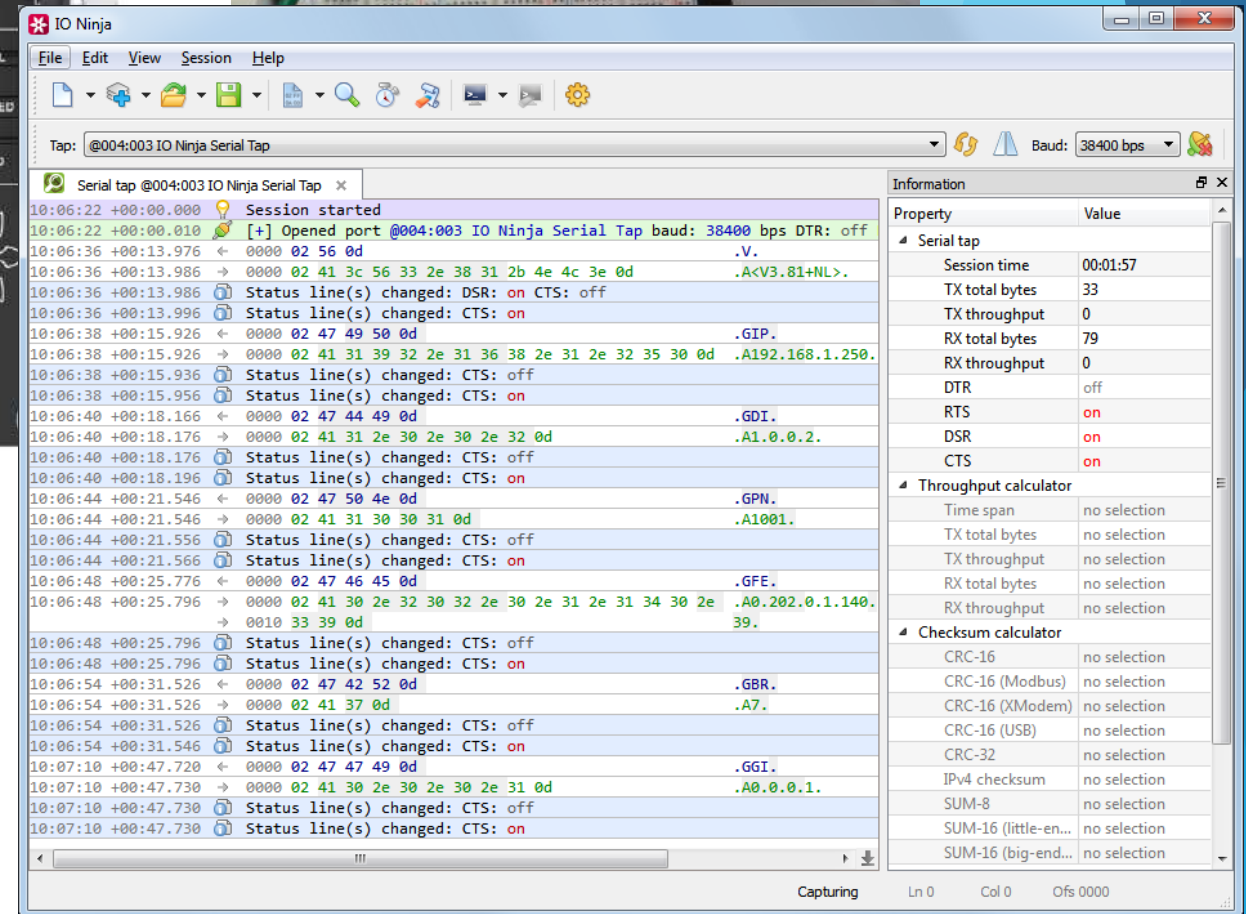
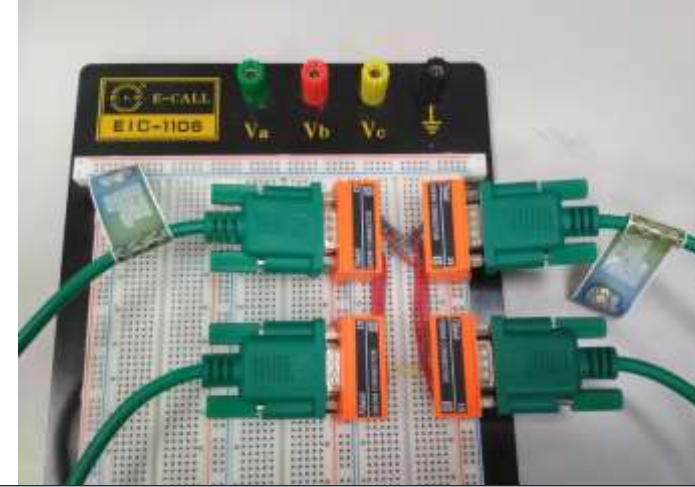
Serial Communications

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



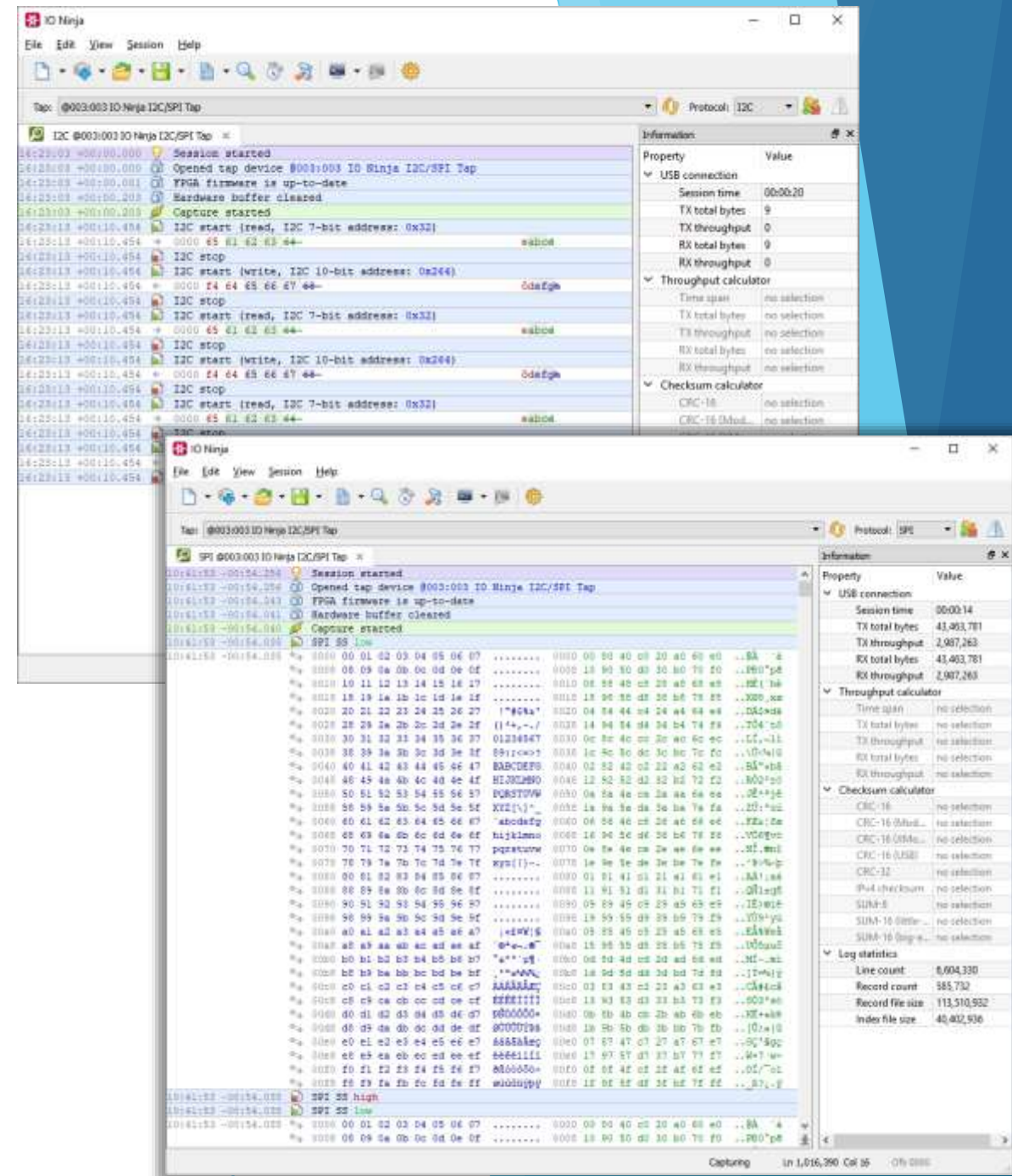
Serial Communications

- ▶ Serial Terminal
- ▶ Serial Software Sniffers
 - ▶ Local
 - ▶ Remote over SSH
- ▶ Serial Hardware 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 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 responses. The first request is for address 0x01/1, and the response is for address 0x1000/4096 with 64 values. The second request is for address 0x01/1, and the response is for address 0x2000/8192 with 64 values. The status bar at the bottom indicates 'Capturing Ln 68 Col 33 Ofs 0x0004 Len 53'.

Network Communications

▶ TCP

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

▶ UDP

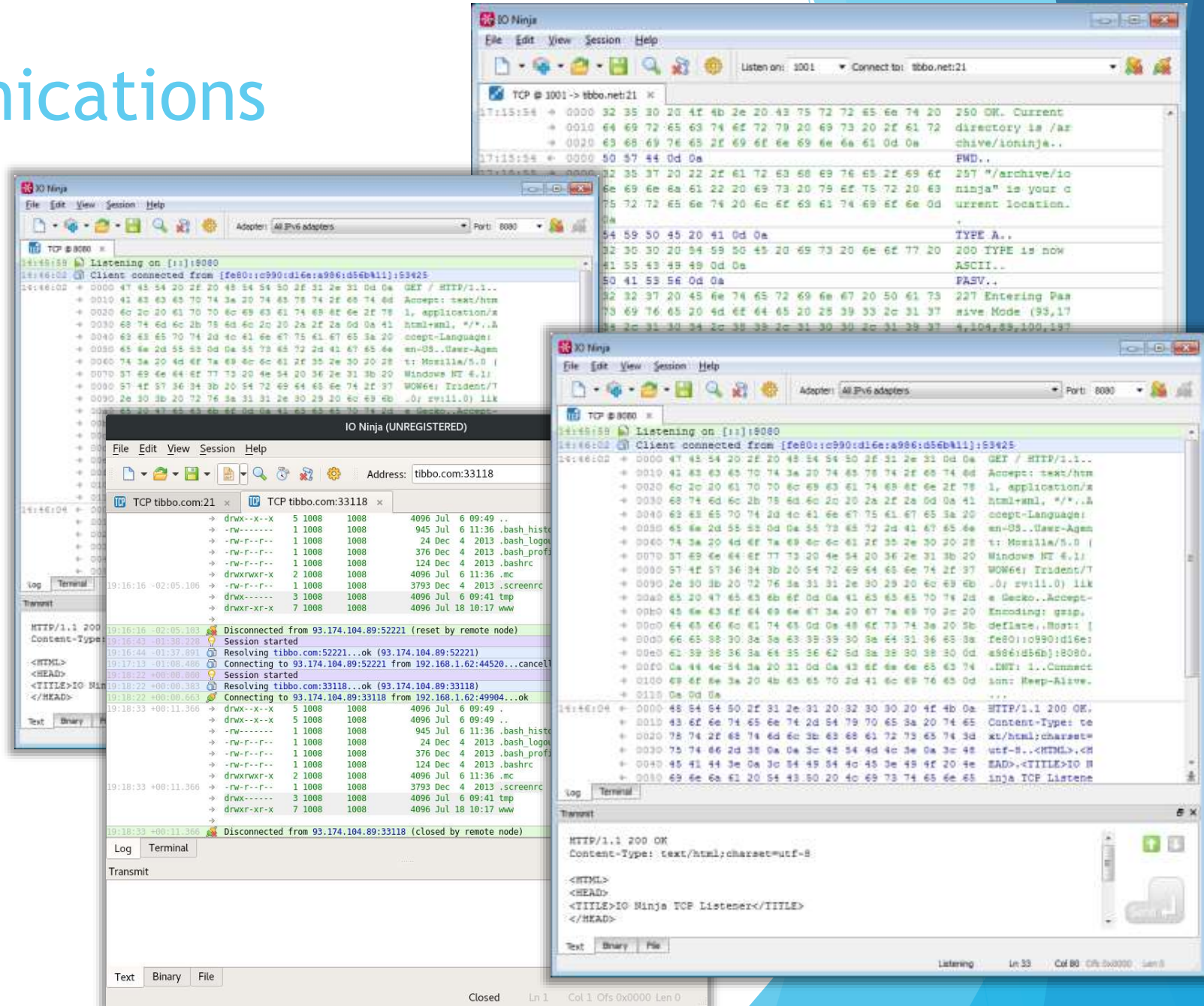
- ▶ UDP Socket (supports broadcast)
- ▶ UDP Flow Monitor

▶ SSL & SSH

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

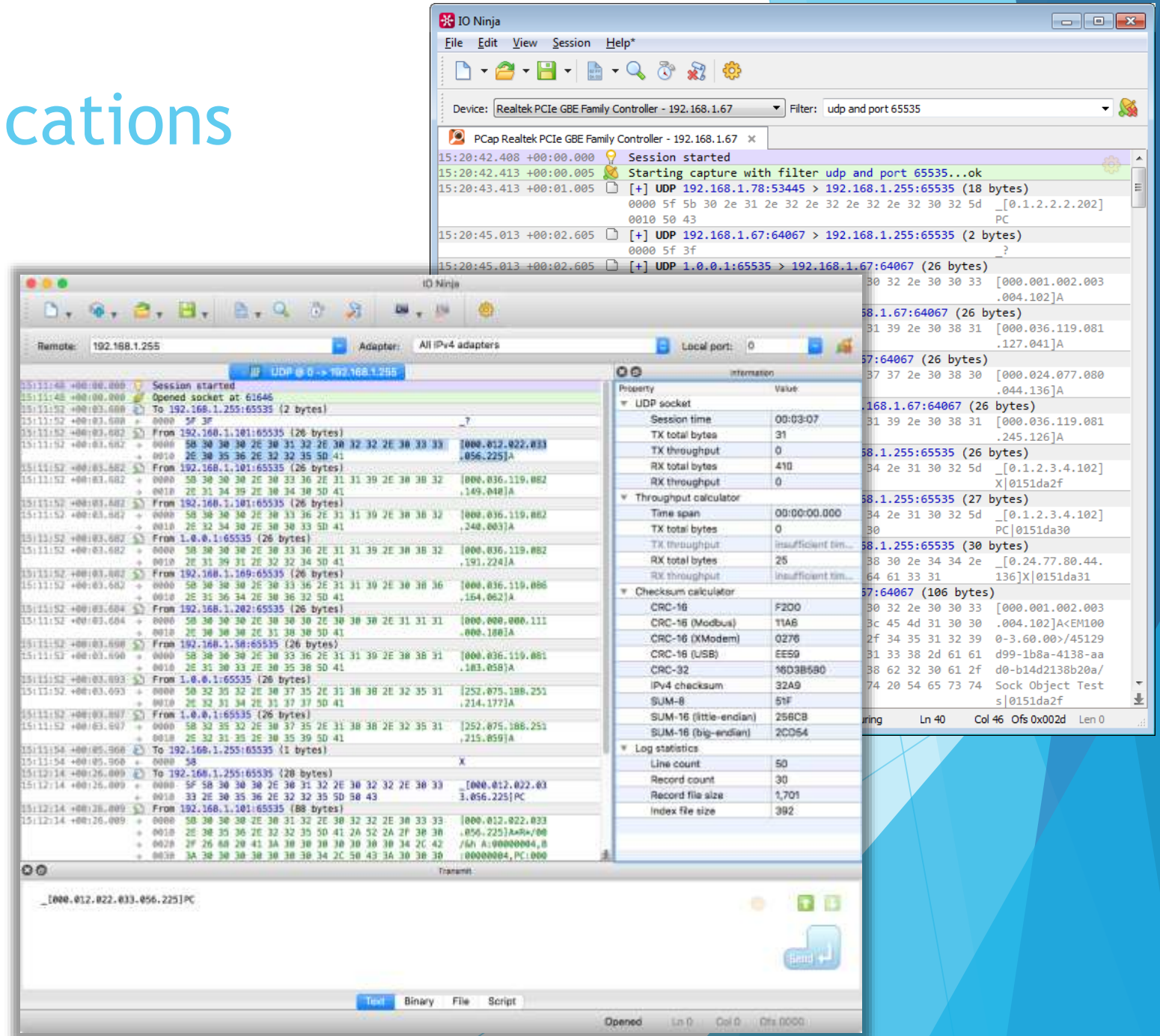
▶ Ethernet Hardware Tap

▶ 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

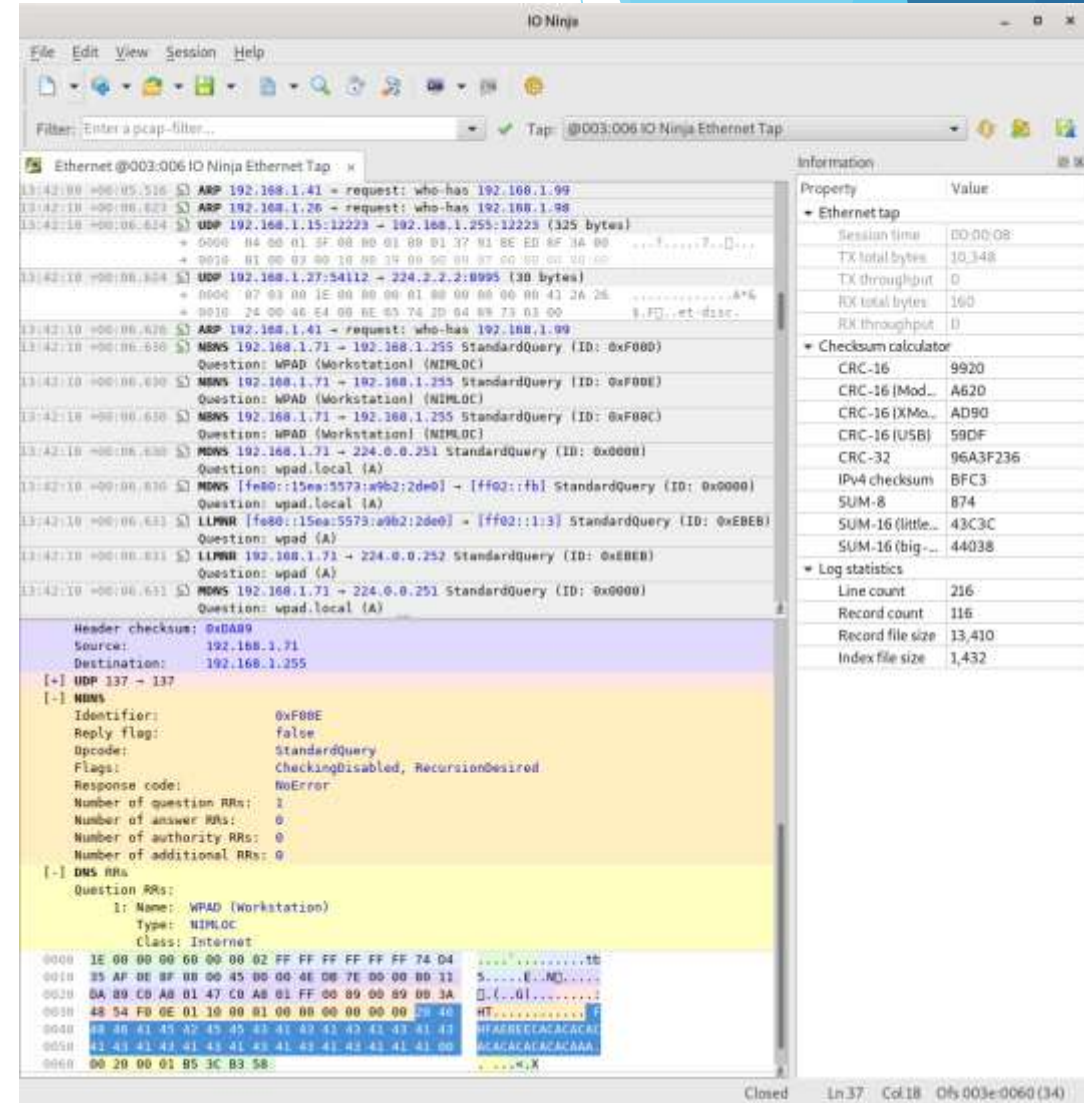
The screenshot displays the IO Ninja application interface. The top window shows a log of an SSH session to 'ioninja.com', including details like IP resolution (104.236.152.161), connection status, and channel establishment. Below the log is a hex dump of network traffic. The bottom window is a terminal showing the prompt 'root\n' and a 'Send' button. A 'Checksum calculator' window is also visible, listing various CRC and SUM algorithms.

The terminal window shows a list of system packages installed on the remote host. The packages are listed in four columns:

bunzip2	gunzip	ntfscluster	systemd-tmpfiles
busybox	gzexe	ntfscmp	systemd-tty-ask-password-agent
bzcat	gzip	ntfsfallocate	tailf
bzcmp	hostname	ntfsfix	tar
bzdiff	ip	ntfsinfo	tempfile
bzegrep	journalctl	ntfsls	touch
bxexe	kbd_mode	ntfsmove	true
bzfgrep	kill	ntfstuncate	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	ping6	vdir
cgroups-mount	ln	plymouth	wdctl
cgroups-umount	loadkeys	gpg	which
chacl	login	pwd	whiptail
chgrp	loginctl	rbash	ypdomainname
chmod	lowntfs-3g	readlink	zcat
chown	ls	red	zcmp
chvt	lsblk	rm	zdiff
cp	lsmode	rmdir	zegrep
cpio	mkdir	rnano	zfgrep
dash	mkfs.btrfs	run-parts	zforce
date	mkknod	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:~\$			

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 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 port 138 to port 138. The UDP payload is shown in hexadecimal and ASCII. A 'Pcap Sniffer' settings dialog is open in the foreground, showing configuration for the Realtek PCI GBE Family Controller interface, including a capture filter set to 'udp and port 137'. The 'Log statistics' pane at the bottom right shows summary statistics for the current capture session.

Property	Value
Device	Realtek PCI GBE Family Controller...
Promiscuous mode	<input checked="" type="checkbox"/> True
Capture filter	Enter a pcap-filter...
View filter	udp and port 137
IP defragmenter	
IP fragment limit	8
IP fragment timeout (ms)	3000
Buffering	
Snapshot size	8192
RX buffer size (B)	16384
RX buffer full notificatio...	<input type="checkbox"/> False

Field	Value
m_srcPort	138
m_dstPort	138
m_length	205
m_checksum	1537
initialize	
setLength	
setChecksum	
setSrcAddress	
setDstAddress	

File Systems

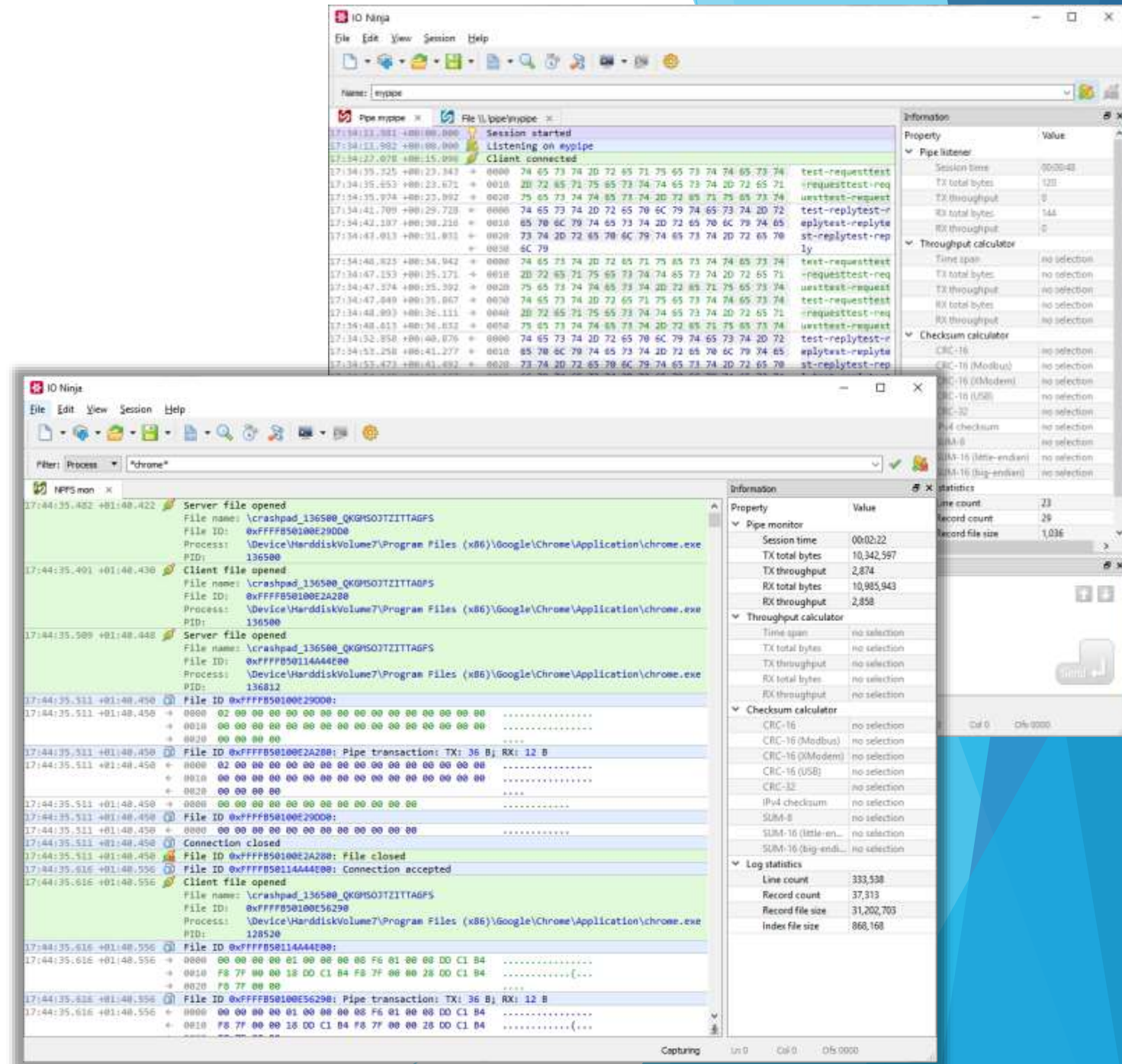
- ▶ **Generic File Stream**
- ▶ Windows Named/Anonymous Pipes
 - ▶ Named Pipe Terminal
 - ▶ Pipe Sniffer
- ▶ Windows Mailslots
 - ▶ Mailslot Terminal
 - ▶ Mailslot Sniffer

The screenshot displays the IO Ninja application interface, which is used for monitoring and analyzing file system activity. It is divided into several sections:

- Top Panel:** Shows the current file being monitored, in this case, `File \\.\pipe\tibbo_devmon_server`.
- Main Log Area:** Displays a chronological log of events. Key entries include:
 - `18:01:49` Opened file `\\.\pipe\tibbo_devmon_server` (pipe)
 - `18:01:52` Read error (The pipe has been ended.)
 - `18:01:52` Closed file `\\.\pipe\tibbo_devmon_server`
 - `18:01:54` Opened file `\\.\pipe\tibbo_devmon_server` (pipe)
 - `18:01:55` Hex dump of data received: `0000 4d 53 47 2e 1c 00 4f 7e 00 00 00 0f 00 00 00 MSG...O~.....`
 - `18:01:55` Hex dump of data received: `0020 43 4f 4d 31`
 - `18:01:55` Hex dump of data received: `0000 4d 53 47 2e 08 00 63 7e 01 00 00 00 34 00 00 c0 MSG...c~....4...`
- Terminal View:** Shows the raw hex and ASCII data from the log, such as `00 4d 53 47 2e 1c 00 4f 7e MSG...O~.....`.
- Transmit Panel:** A table for configuring data transmission. The `m_mask` field is currently set to `0xffff`.
- Bottom Panel:** Includes tabs for `Text`, `Binary`, and `File`, along with status information like `Opened Ln 1 Col 1 Ofs 0x0000 Len 0`.

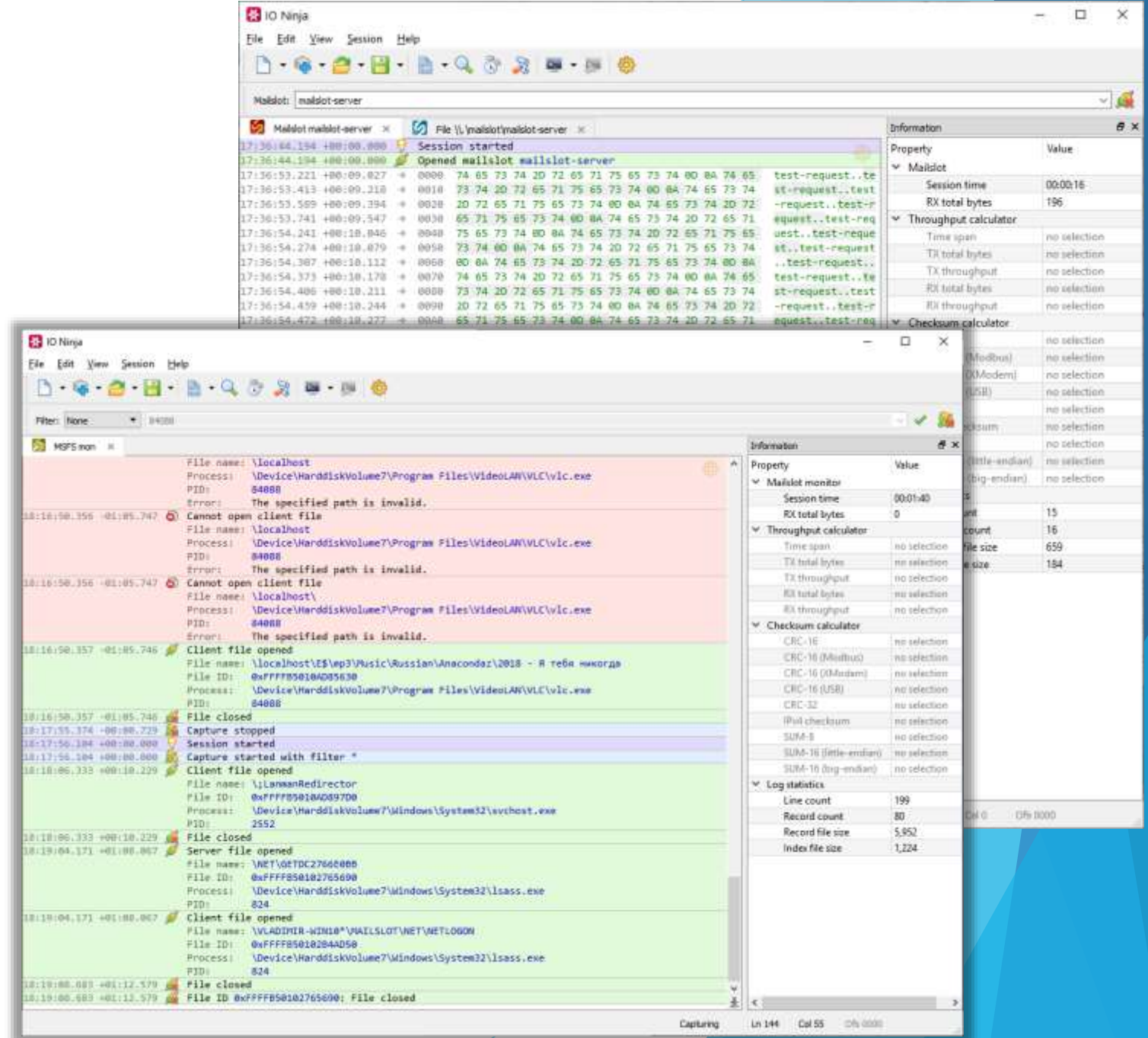
File Systems

- ▶ 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
 - ▶ Named Pipe Terminal
 - ▶ Pipe Sniffer
- ▶ Windows Mailslots
 - ▶ Mailslot Terminal
 - ▶ Mailslot Sniffer



USB Communications

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

The screenshot shows the IO Ninja application interface. The main window displays a log of USB communications for a device: @003:001 Microsoft Corp. LifeChat LX-3000 Headset. The log includes messages such as "Session started", "Device opened: bus 003:001 ID 045e:070f Microsoft Corp. LifeChat LX-3000", "Interface claimed: ID 3:0", and "Reading started from endpoint ID 87". Below the log is a hex dump of data received from the endpoint, showing a sequence of bytes including 0000, 0200, 0000, 0000, 0000, 0200, 0000, 0000, 0000, 0000.

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

Below the information panel, there are sections for "Throughput calculator" and "Checksum calculator", both with various options set to "no selection".

Overlaid on the bottom left is the "Settings" window. 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

USB Communications

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

The screenshot displays the NO Ninja application interface, which is used for monitoring and interacting with USB devices. The main window shows a log of USB communications for a LifeChat LX-3000 Headset. The log includes session start and end events, device opening and closing, and data packets with their respective request codes and values. A settings window is overlaid on the bottom left, showing the configuration for the USB Control Endpoint. The settings include a list of properties such as Device, Auto-detach, Direction, Recipient, Type, Request, Value, and Index. The Request property is currently set to 0x06, and a context menu is open over it, listing various USB control requests like Get Status, Clear Feature, Set Feature, Set Address, Get Descriptor, Set Descriptor, Get Configuration, Set Configuration, Get Interface, and Set Interface. The main window also features a throughput calculator and a checksum calculator on the right side, and a terminal window at the bottom for displaying raw data.

Property	Value
Session time	00:00:00
TX total bytes	0
TX throughput	0
RX total bytes	0
RX throughput	0
Time span	00:00:00.000
TX total bytes	0
TX throughput	insufficient time sp...
RX total bytes	38
RX throughput	insufficient time sp...
CRC-16	069e
CRC-16 (Mod...	0aee
CRC-16 (XMo...	bb98
CRC-16 (USB)	f551
CRC-32	5fe6807
IPV4 checksum	92f9
SUM-8	66d
SUM-16 (littl...	66d
SUM-16 (big-e...	66d00
Line count	32
Record count	20
Record file size	840

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) - Connection: USB - Address: localhost - Device: STM32F207VG

```
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
```

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

Buttons: Restore Defaults, Apply, Apply & Rebuild Log, 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.)

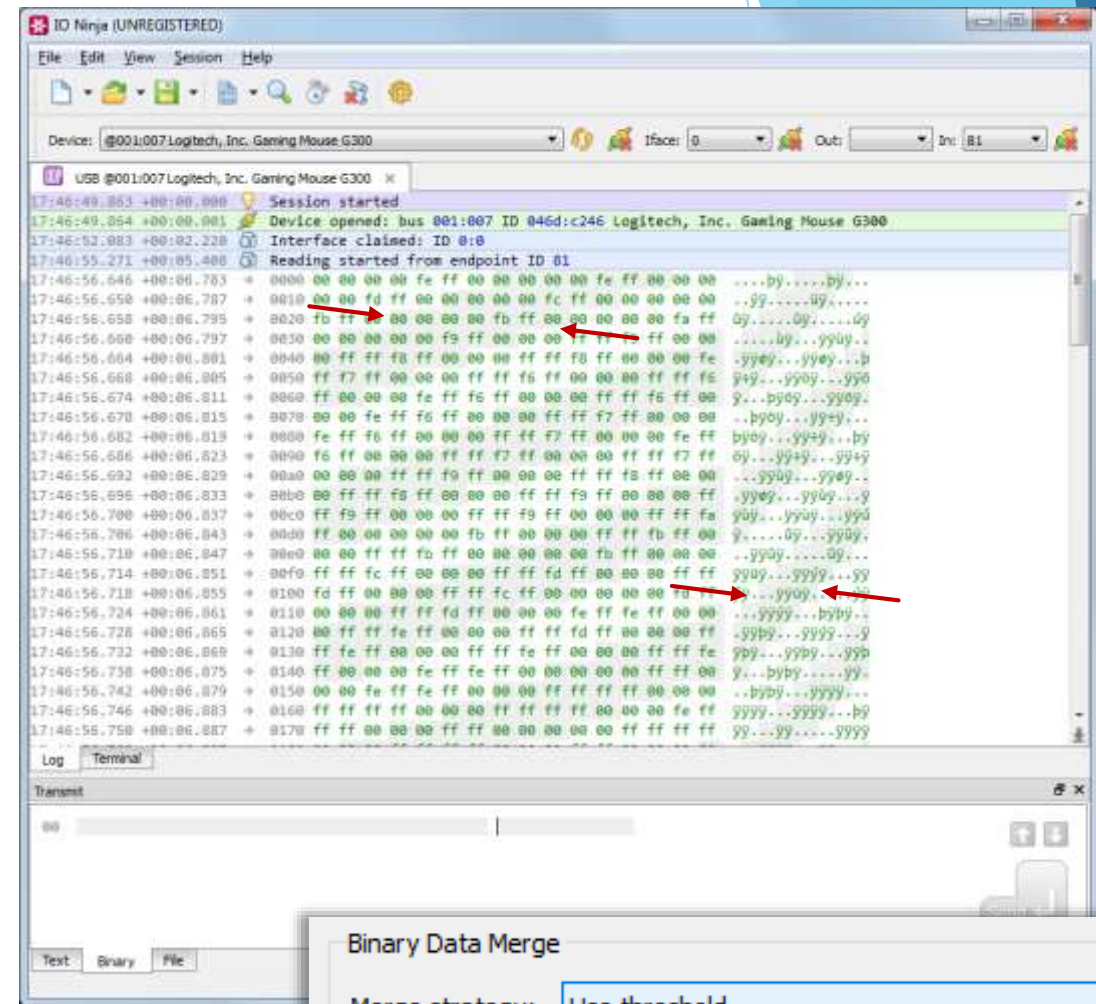
The screenshot displays the IO Ninja application window. The main area shows a log capture window with a list of records. Each record includes a timestamp, offset, and a mix of hexadecimal and ASCII data. The records are grouped by file ID, with the current file ID being 0xFFFFA604386A9800. The log shows various data blocks, some of which are highlighted in green. The right-hand side of the window features an 'Information' panel with a 'Property' table. This table lists various statistics for the current capture session, including session time, total bytes, and throughput. The 'Log statistics' section is expanded, showing the following 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. The status bar at the bottom indicates 'Capturing' is active, with 'Ln 73,757,328 Col 30' and 'Ofs 0077'.

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 with a list of events and data. A red arrow points to a record that has been expanded into a detail pane. The bottom screenshot shows the same application with a different record expanded, showing a configuration pane for the serial port settings.

IO Ninja
File Edit View Session Help*

Port: COM1 Baud: 115200 bps

Serial COM1 115200 bps x

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 26
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 x

16:56:23.491 +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 26
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 CH 0000

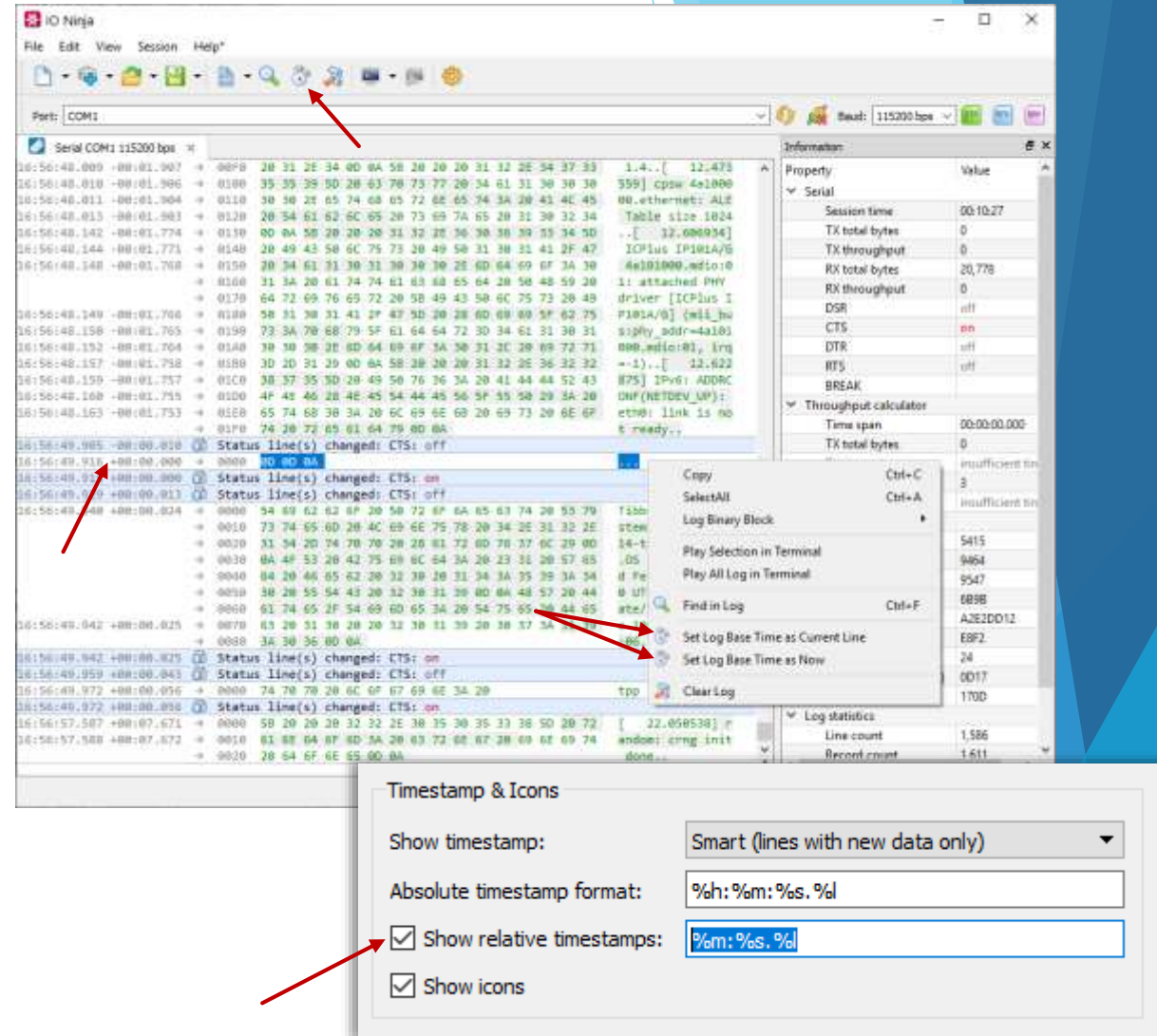
Ninja Scroll Features

- ▶ 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 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 summary statistics for the Ethernet tap, such as session time, TX/RX total bytes, and throughput. At the bottom right, a 'Checksum calculator' pane lists various CRC and checksum algorithms and their values. The status bar at the bottom indicates 'Closed Ln 1 Col 1 ofs 0024:002a (6)'.

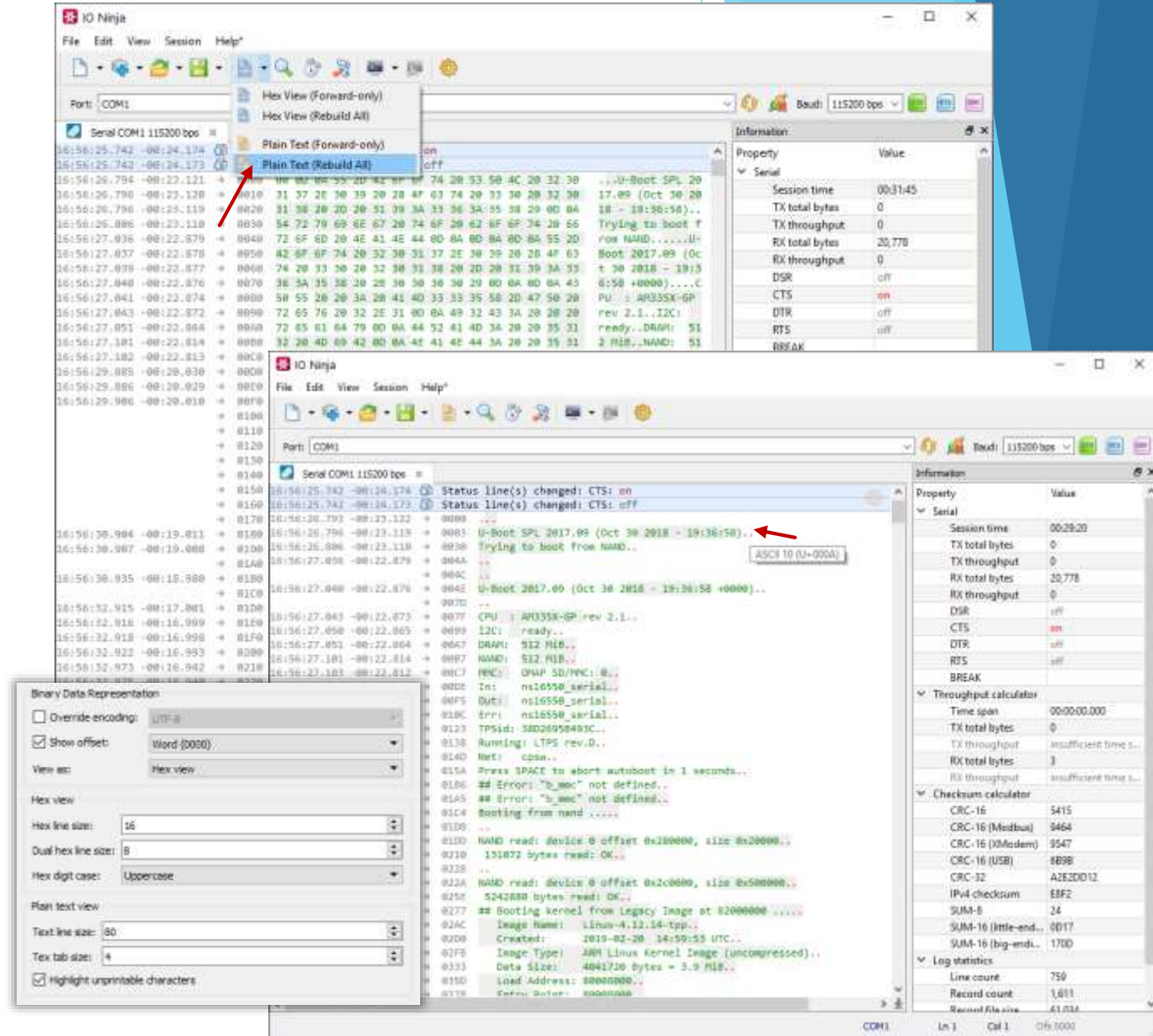
Ninja Scroll Features

- ▶ 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.)



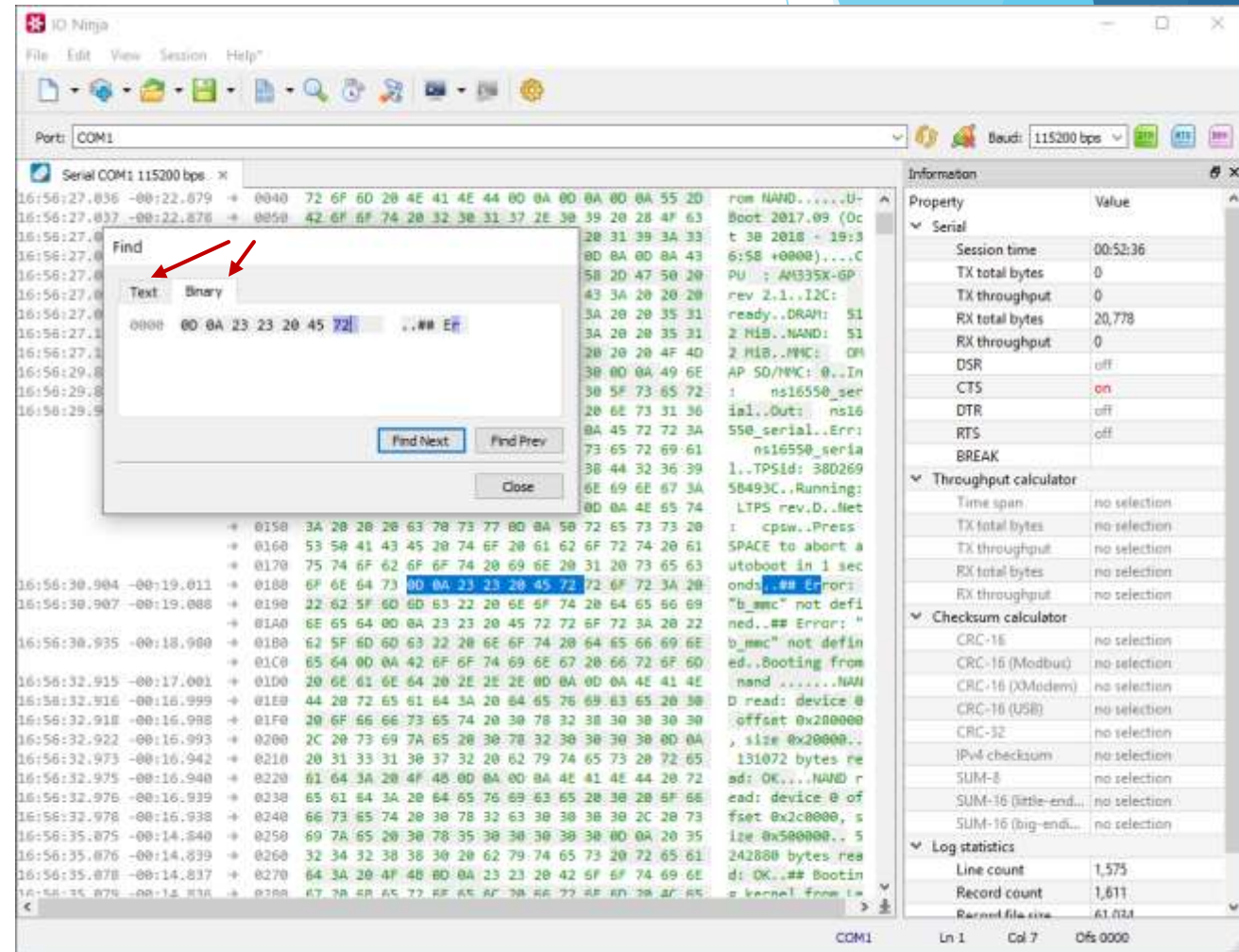
Ninja Scroll Features

- ▶ 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

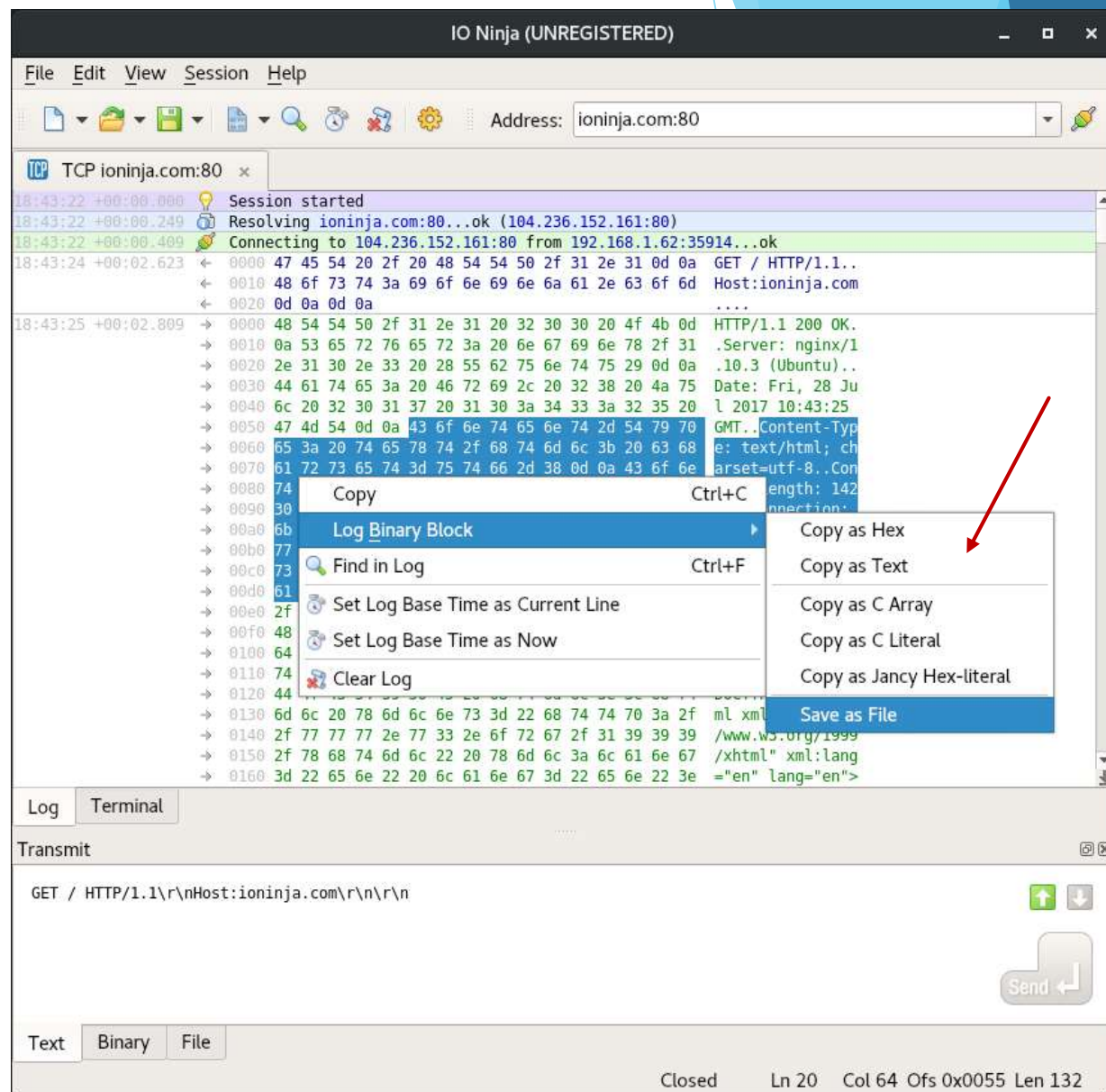
- ▶ Efficient with huge logs (limited by disk size only)
- ▶ Interleaving textual and binary messages in a single continuous log sheet
- ▶ Merging adjacent data blocks (configurable)
- ▶ Foldable records
- ▶ Detail pane (when needed)
- ▶ Relative timestamps
- ▶ View data as plain-text or hex-view
- ▶ 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.)

The screenshot displays the IO Ninja application interface. The main window shows a list of network packets with details for a selected UDP packet. The packet details pane shows IP, UDP, and UDP Payload sections. The UDP Payload section displays hex and ASCII data. A red arrow points to the 'Checksum' field in the UDP section, and another red arrow points to the 'Checksum' field in the UDP Payload section. The right-hand pane shows a table of properties and values for the selected packet.

Property	Value
Pcap sniffer	
Session time	00:03:36
Total bytes	610,662
Total throughput	2,750
Checksum calculator	
CRC-16	5CB3
CRC-16 (Modbus)	4797
CRC-16 (XModem)	1A1D
CRC-16 (USB)	B868
CRC-32	CA073029
IPv4 checksum	0000
SUM-8	6F9
SUM-16 (little-endian)	3FFFC
SUM-16 (big-endian)	2FFFD
Log statistics	
Line count	2,195
Record count	2,709
Record file size	686,785
Index file size	14,120

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.)**

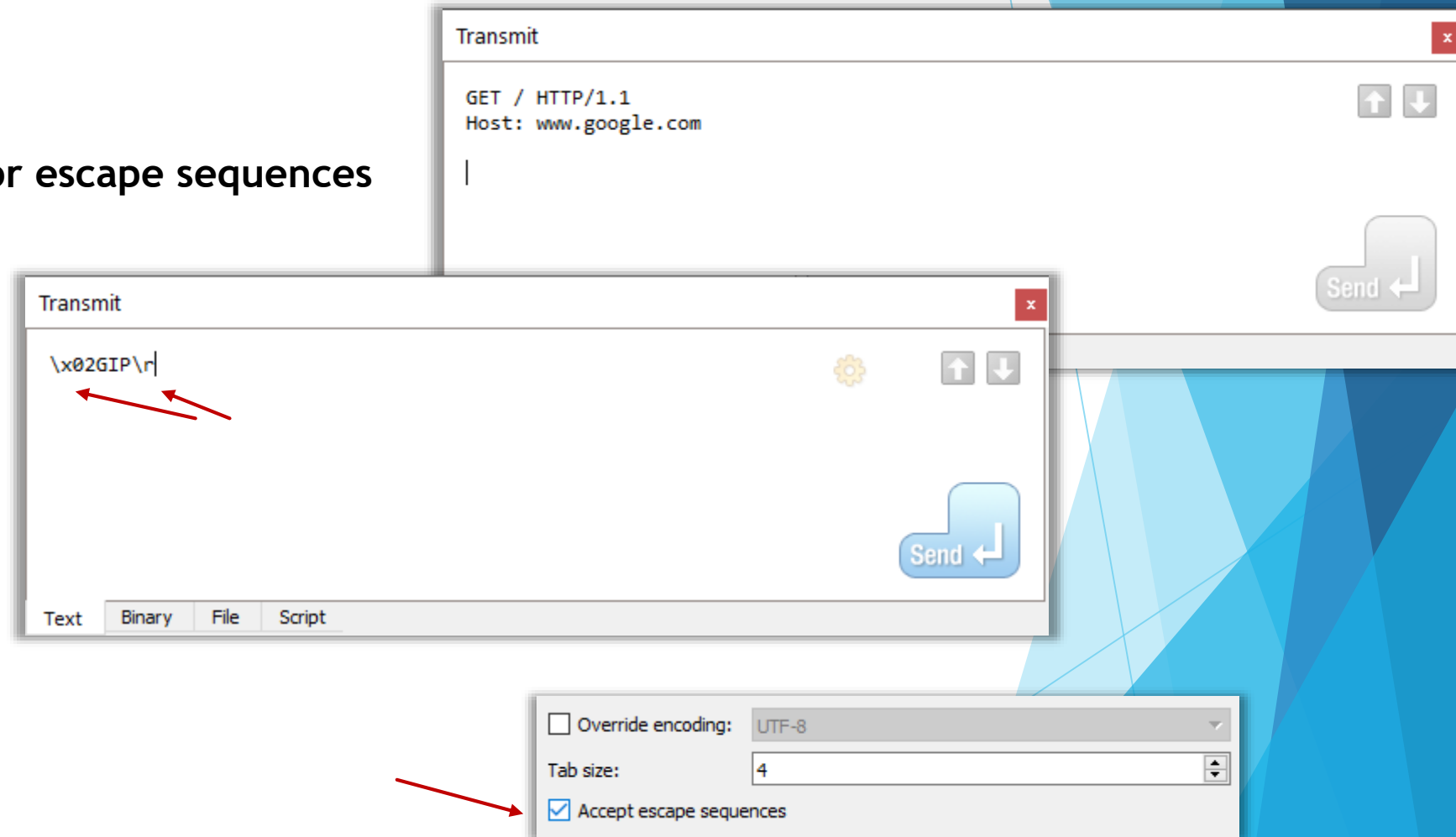


Advanced Transmitting Engine

Shines at binary packet transmission!

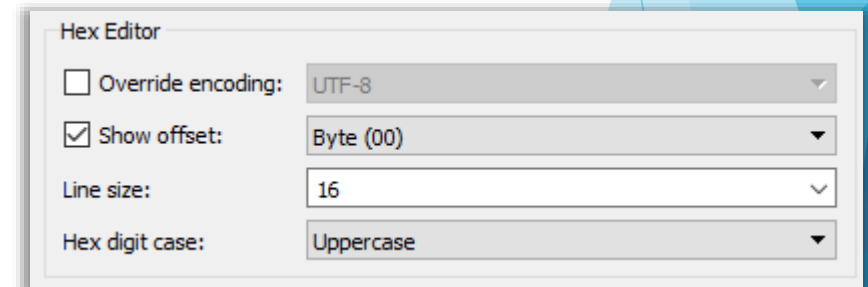
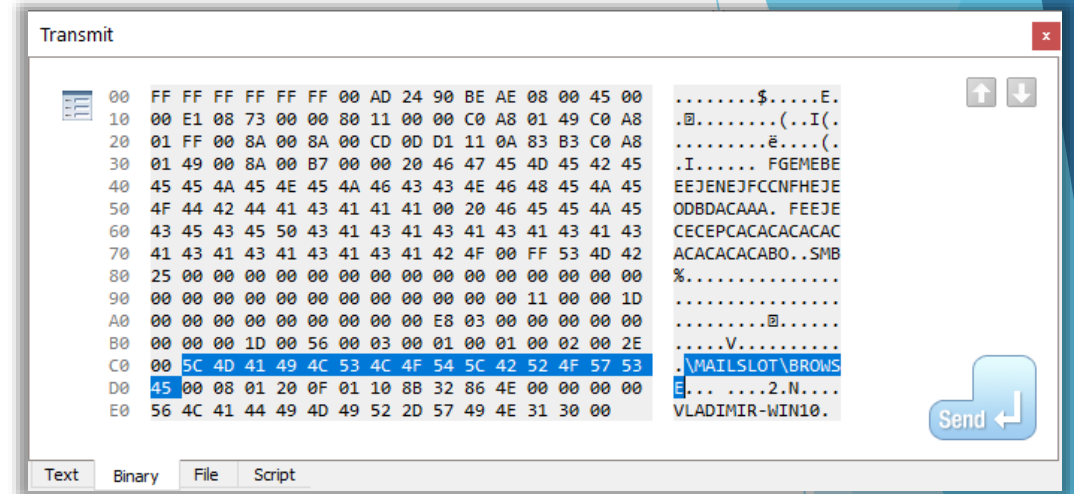
Transmit Features

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



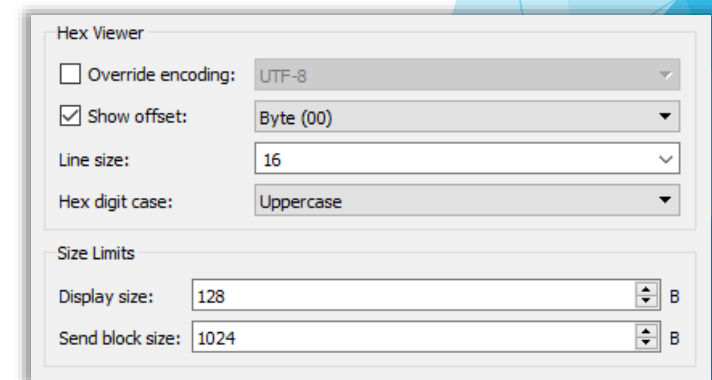
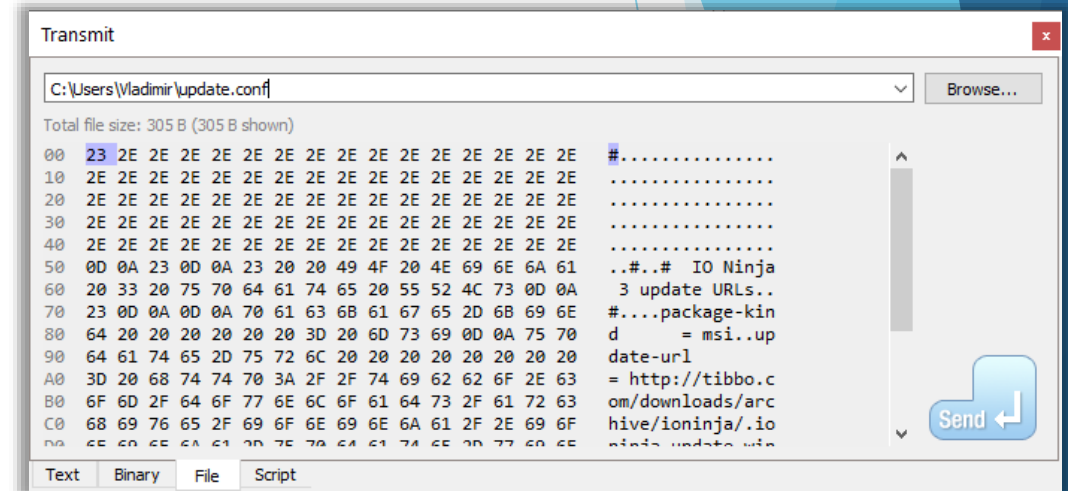
Transmit Features

- ▶ 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

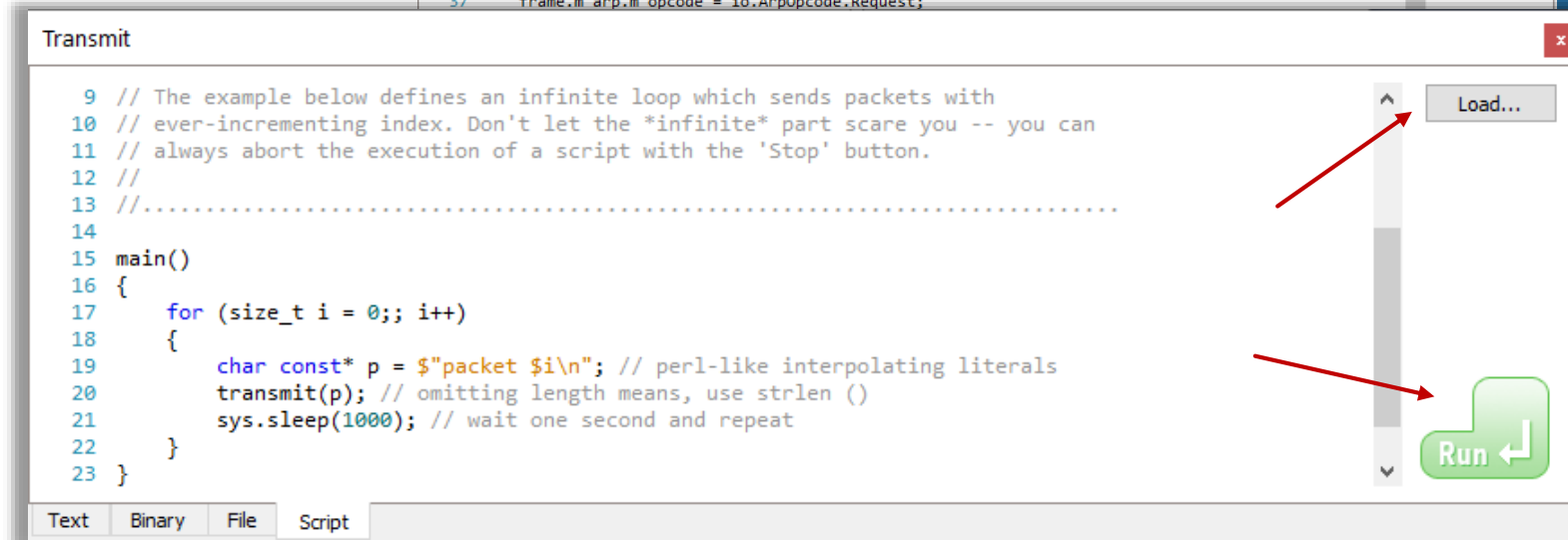
The image displays two windows from the Transmit application. The top window, titled "Packet Template Editor", shows a C++ code snippet for a UDP packet template. The code defines a `UdpFrame` struct with fields for Ethernet and IP headers, and methods for initialization, length calculation, and checksum calculation. 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 a configuration for a UDP packet. The "Field" list on the left includes `UdpFrame`, `m_ethernet`, `m_srcAddress`, `m_type` (set to "ip"), `m_ip`, and `m_udp`. The `m_udp` sub-section is expanded, showing `m_srcPort` (138), `m_dstPort` (138), `m_length` (205), and `m_checksum` (3537). The "Send" button is visible at the bottom right. The right side of the Transmit window shows a hex editor with the corresponding packet bytes and their ASCII representation.

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

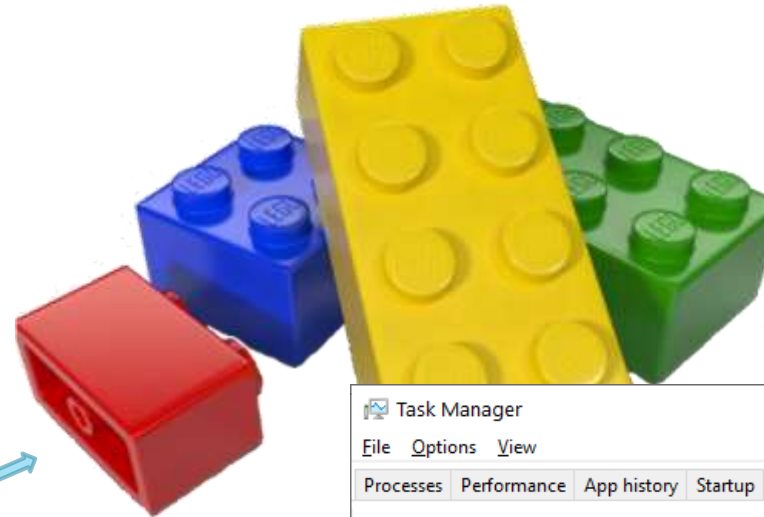
- ▶ **Main process (ioninja)**
 - ▶ UI frontend
- ▶ **Server process (ioninja-server)**
 - ▶ Ninja scroll server
 - ▶ Jancy runtime environment & stdlib
 - ▶ API for plugin scripts
- ▶ All plugins are written in Jancy scripting language and open-source!

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' entry in the 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
Msmpeg2lsp.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 shows a screenshot of the NetBeans IDE interface. On the left, the 'New Session' dialog is open, displaying a list of 'Available session plugins'. The 'Serial Tap' plugin is highlighted with a blue selection bar, and a red arrow points from this selection to the 'Serial Tap' folder in the project browser on the right. The main editor window shows the source code for 'SerialTapSession.jnc'. The code is written in Jancy and includes various GUI components and actions, such as 'm_pluginHost_m_toolbar', 'm_actionTable', and 'm_pluginHost'. The code is organized into sections for GUI initialization, action definitions, and plugin host configuration. At the bottom of the IDE, the 'Output - Serial Tap (build)' window shows the message 'Compilation was successful.'

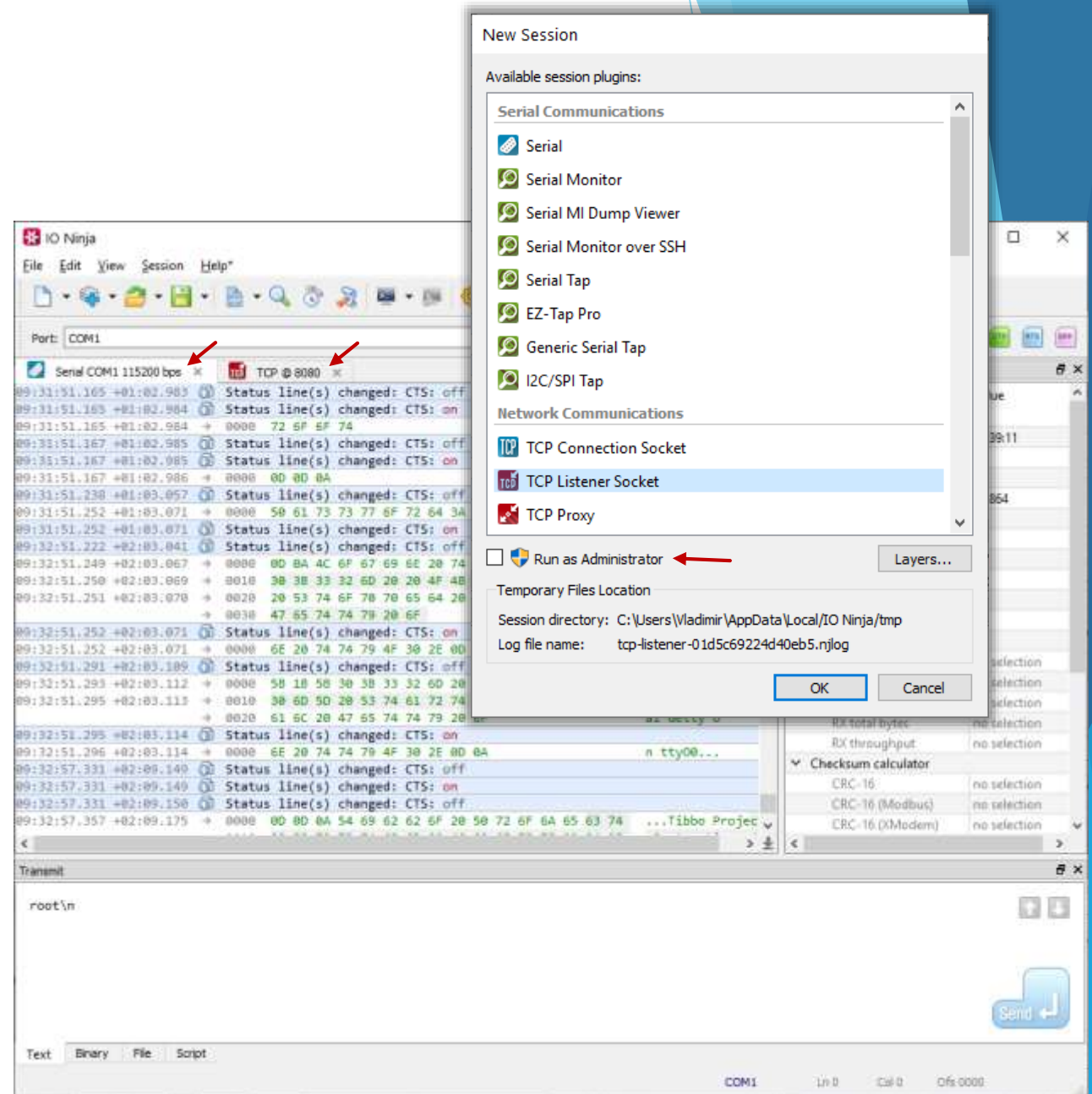
Plugin Architecture

▶ Sessions

- ▶ Sessions are linkable!

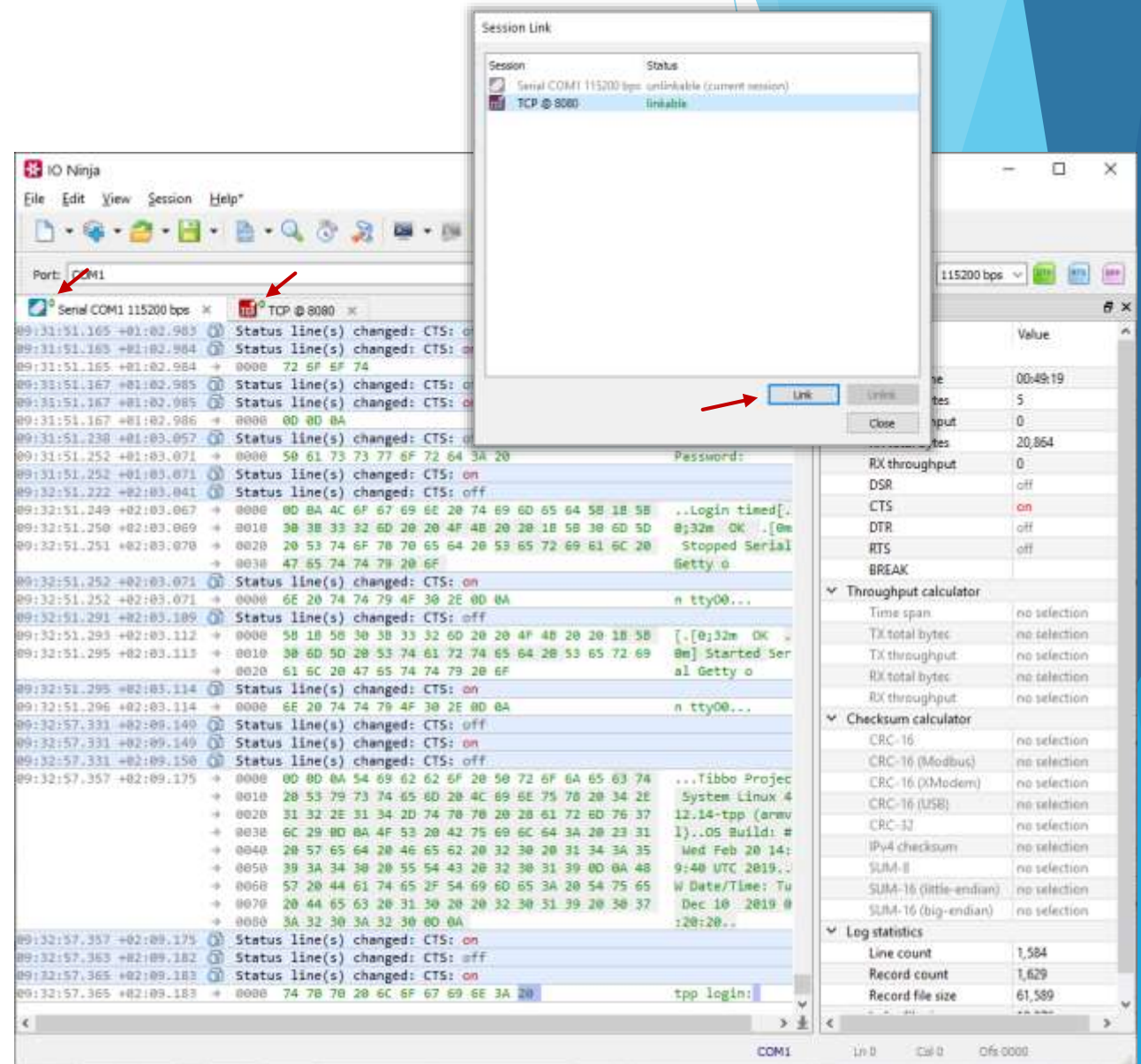
▶ Layers

- ▶ 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 'Modbus Analyzer' plugin is selected.

The main window shows a session log for 'Mon COM1' on 'Port: COM1'. The log entries include:

- 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 16:14:16 +00:01.662 Port opened
- 2017/08/04 16:14:16 +00:01.662 Set baud rate: 9600 bps
- 2017/08/04 16:14:16 +00:01.662 Set RTS: off
- 2017/08/04 16:14:16 +00:01.662 Set DTR: on
- 2017/08/04 16:14:16 +00:01.662 Set data bits: 8 bits
- 2017/08/04 16:14:16 +00:01.662 Set stop bits: 1 bit
- 2017/08/04 16:14:16 +00:01.662 Set parity: None
- 2017/08/04 16:14:16 +00:01.662 Set flow control: None
- 2017/08/04 16:14:16 +00:01.662 Set baud rate: 9600 bps
- 2017/08/04 16:14:16 +00:01.662 Set RTS: off
- 2017/08/04 16:14:16 +00:01.662 Set DTR: on
- 2017/08/04 16:14:16 +00:01.662 Set data bits: 8 bits
- 2017/08/04 16:14:16 +00:01.662 Set stop bits: 1 bit
- 2017/08/04 16:14:16 +00:01.662 Set parity: None
- 2017/08/04 16:14:16 +00:01.662 Set flow control: None
- 2017/08/04 16:14:16 +00:01.662 Set RTS: on

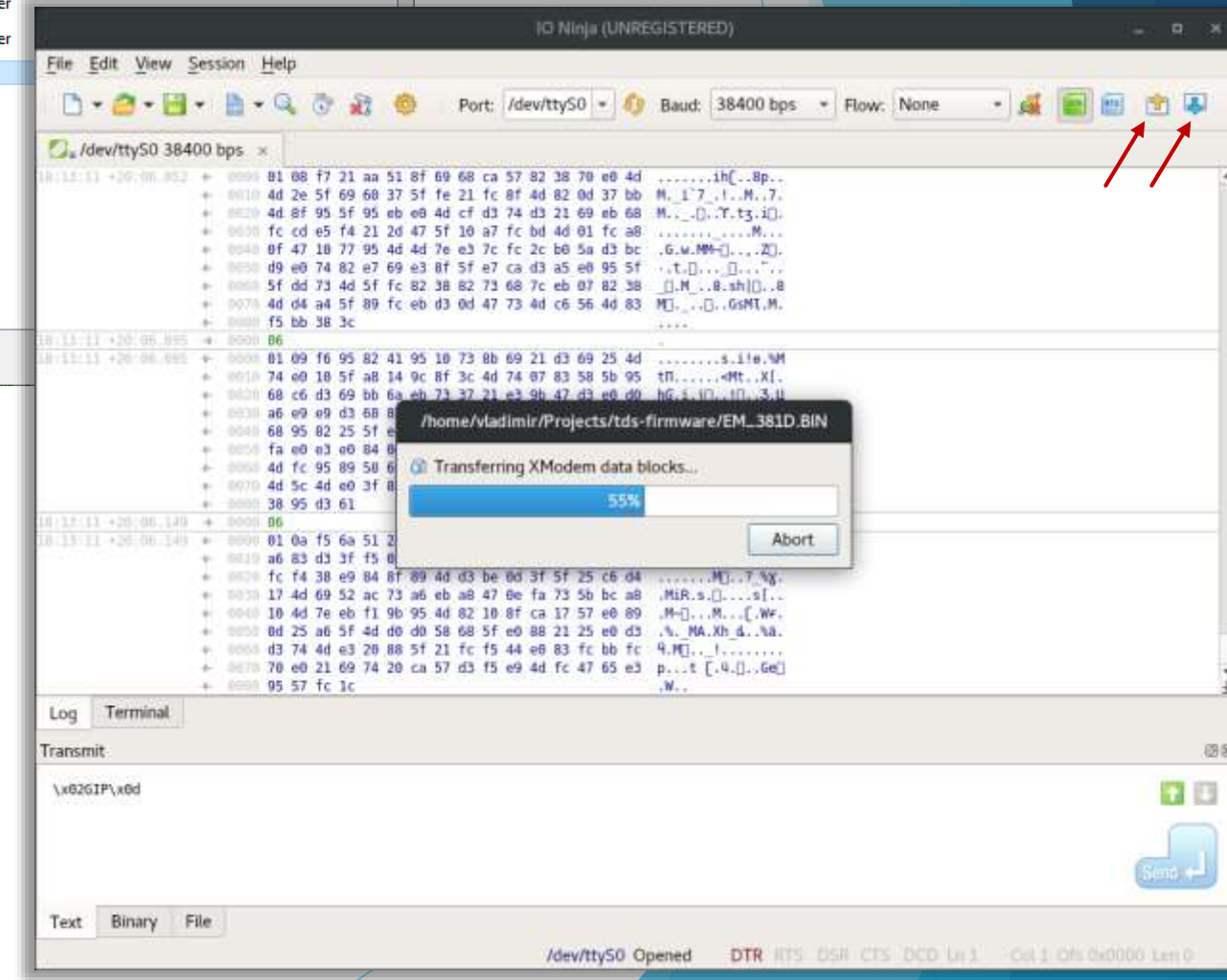
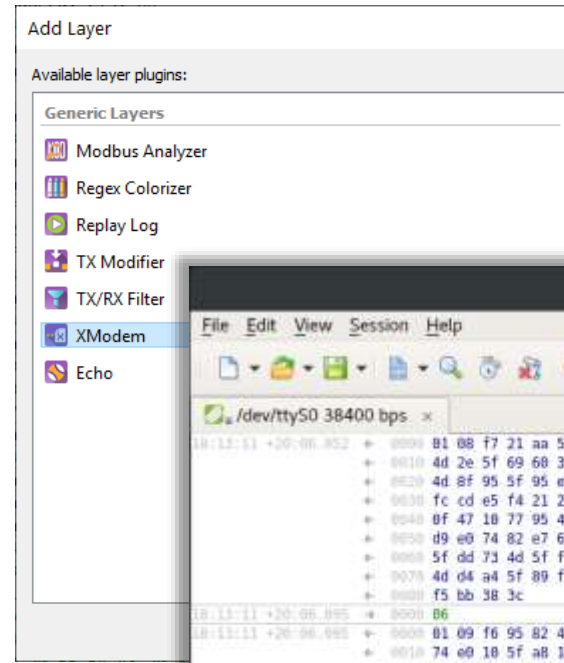
The log shows a Modbus transaction: 'Address: 0x01/1', 'Checksum: 0xFA40/64064 [OK]', 'Function: 0x03/3 - Read Holding Registers', 'Address: 0x1000/4096', 'Count: 64'. The raw data is shown as '0000 01 03 10 00 00 40 40 fa'.

The 'Settings' dialog is open, showing the 'Modbus Analyzer' configuration. The 'Half-duplex mode' is set to 'Alternate Master/Slave'. The 'Log filter' is set to 'RTS ON - Slave, else Master'. The 'Log' tab is selected at the bottom.

The status bar at the bottom indicates 'Capturing Ln 68 Col 33 Ofs 0x0004 Len 53'.

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!

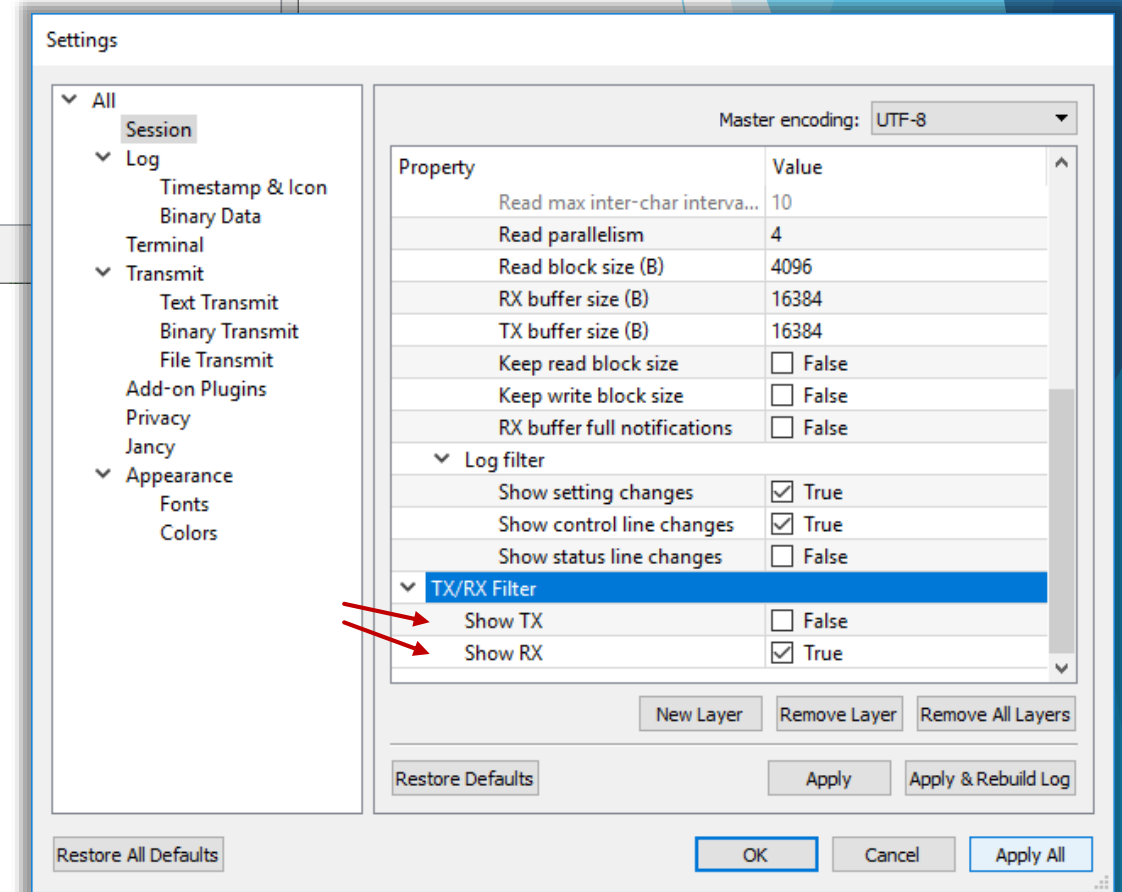
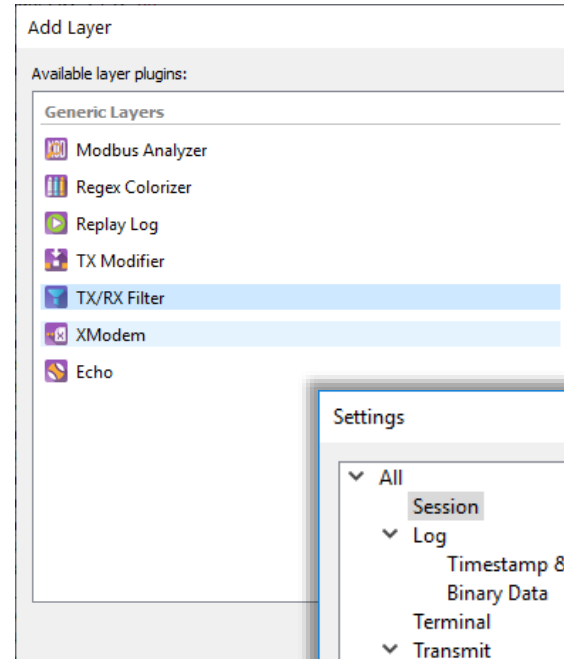
▶ Layers

- ▶ 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" section is expanded, showing two patterns. The first pattern is configured with a regular expression `tel{[DEFHMQNPVWZclmno?8=>]}--` and a red color. The second pattern is configured with a regular expression `tel{[A-Za-z]*[A-Za-z]}` and a purple color. Red arrows point from the text in the list to the corresponding entries in the settings dialog. The bottom of the application shows a status bar with "104.236.152.161:22 Connected" and a "Send" button.

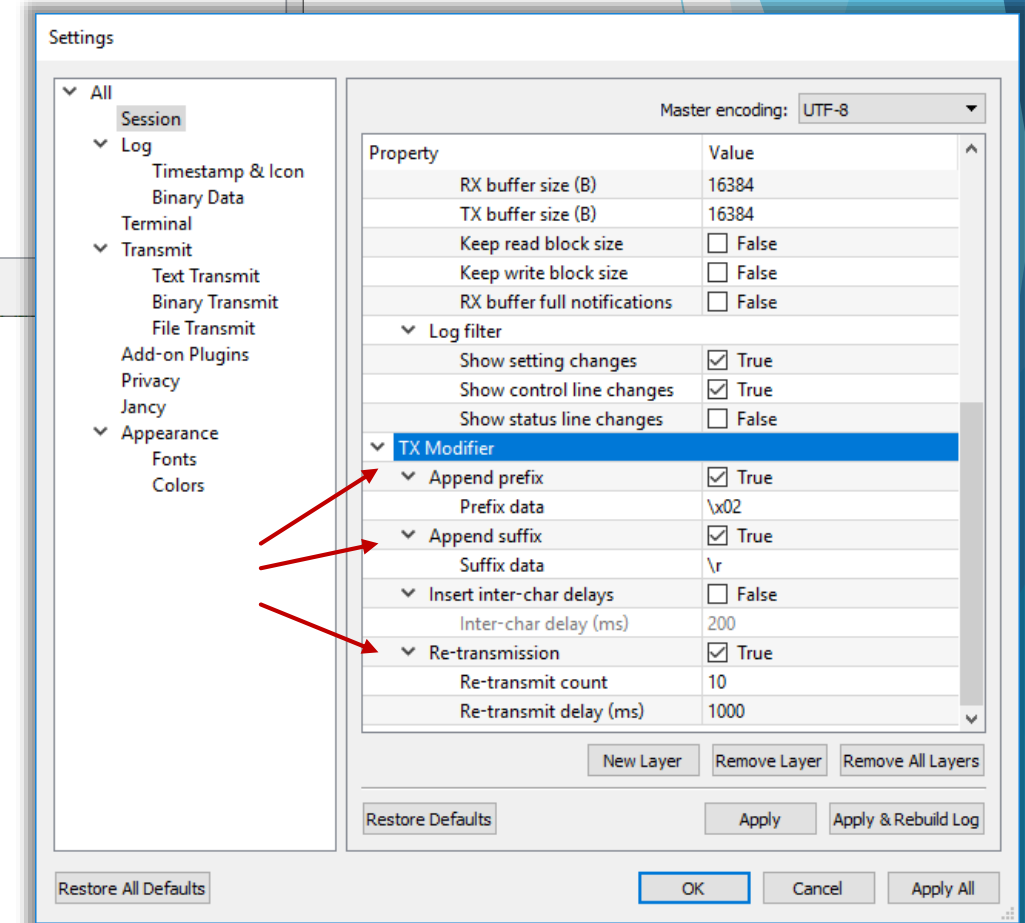
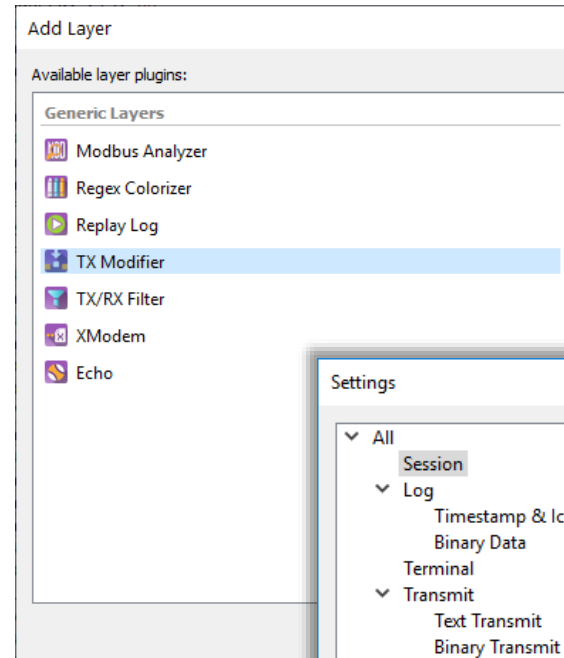
Plugin Architecture

- ▶ 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 a serial terminal application with a plugin architecture. On the left, an 'Add Layer' dialog box lists available plugins: Generic Layers, Modbus Analyzer, Regex Colorizer, **Replay Log** (highlighted), TX Modifier, TX/RX Filter, XModem, and Echo. The main window shows a serial connection to COM1 at 38400 bps, with a file named 'C:/test_rnlog'. The data log shows a sequence of status line changes and data bytes. A 'Replay in progress...' dialog box is overlaid on the log, showing a progress bar at 35% and an 'Abort' button. The right side of the window displays an 'Information' panel with various properties and values, including session time, throughput, and checksums.

Property	Value
Serial	
Session time	00:06:03
TX total bytes	178
TX throughput	0
RX total bytes	407
RX throughput	0
DSR	on
CTS	on
DTR	on
RTS	on
BREAK	
Throughput calculator	
Time span	00:00:00.000
TX total bytes	5
TX throughput	insufficient tim...
RX total bytes	0
RX throughput	insufficient tim...
Checksum calculator	
CRC-16	F47F
CRC-16 (Modbus)	F45b
CRC-16 (XModem)	F7ab

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);
}
```

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

```
// 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;  
}
```

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

```
// 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;
```


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

```
// 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";
```

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**

```
// 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
```