



# 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



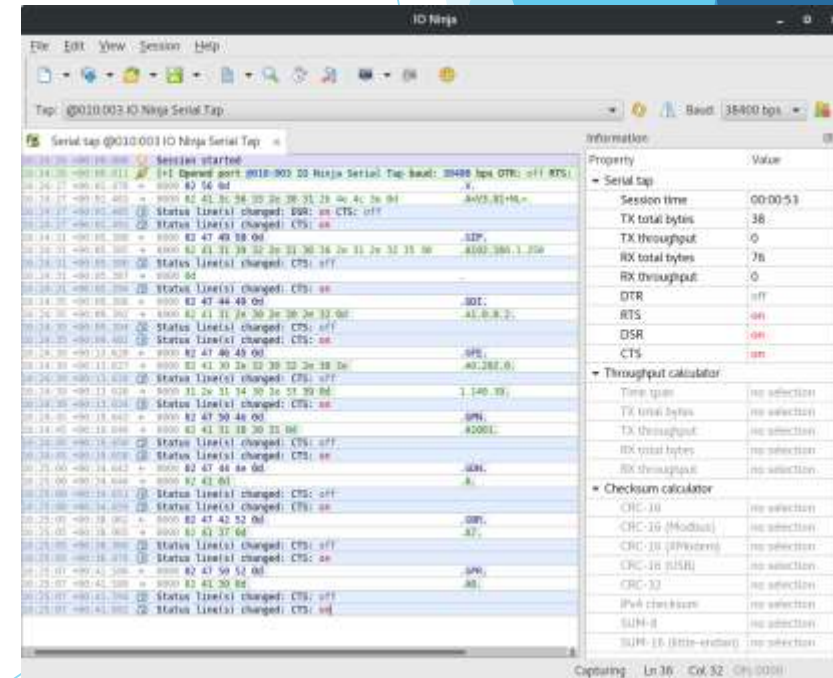
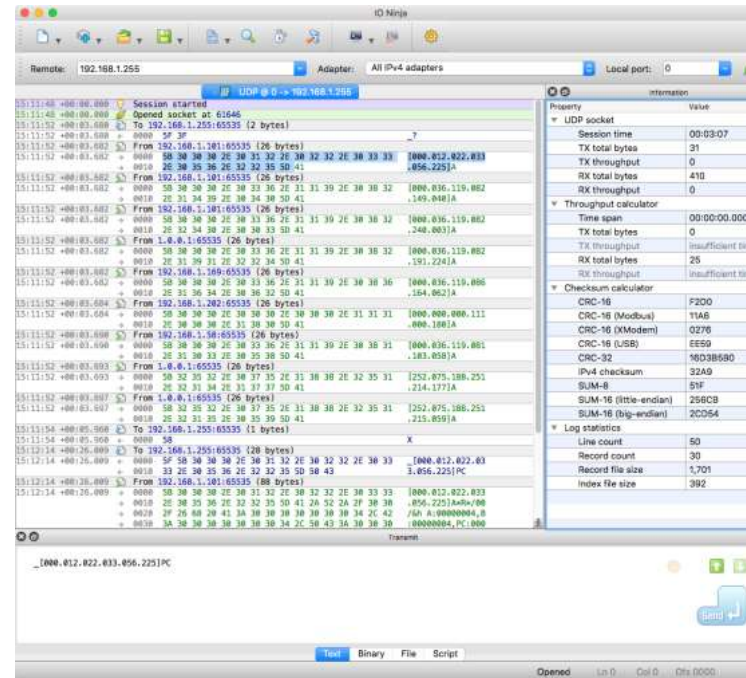
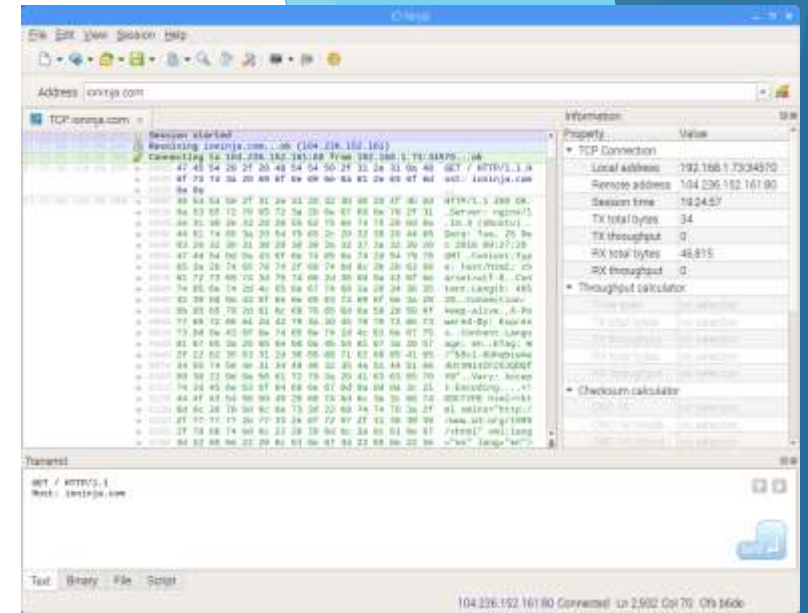
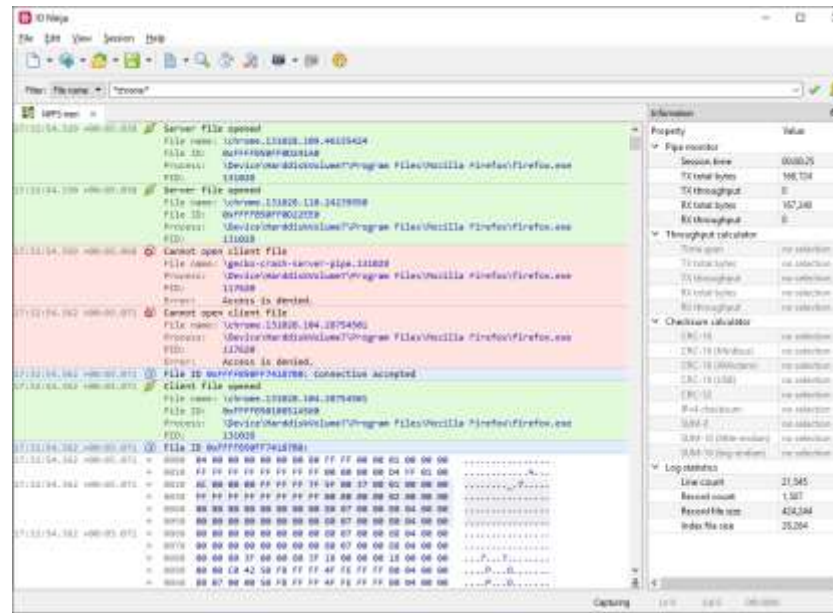
# What a Mess!

The image displays a collage of overlapping software windows, illustrating a complex and cluttered interface. The windows include:

- Docklight Pro Monitor v0.5**: A window with a menu bar (File, Channels, Help) and a toolbar with buttons for Start, Stop, Clear, Options, and Help. It shows a 'Running' status and a list of channels.
- Advanced Serial Port Monitor 4.1.2 build 1019**: A window with a menu bar (File, View, Edit, Options, Data source, Mode, Plugins, Help) and a toolbar. It shows settings for COM port (COM11), Baud rate (9600), Data bits (8), Parity type (None), and Stop bits (1). It displays a list of hex values (0x4A0, 0x4B0, 0x4C0, 0x4D0) and a corresponding grid of red squares. On the right, there is a list of hex values and their corresponding ASCII characters, including control characters like 'ControlHandShake', 'FlowReplace', 'TRANSMIT\_TOGGLE', 'RTS\_CONTROL', 'XonLimit', 'XoffLimit', 'DTR', and 'RTS on DTR on'. The status bar shows 'Packets: 11299 / Displayed: 11299 (100.0%) / Load time: 00:38:21 / Profile: Default'.
- RealTerm: Serial Capture Program 2.0.0.57**: A window with a black background and a red cursor, showing the hex value '6173640D'.
- Advanced Serial Port Terminal 6 by Eltima Software - [COM1]**: A window with a menu bar (File, Edit, View, Terminal, Help) and a toolbar. It shows settings for Baudrate (9600), Data bits (8), Parity (None), Stop bits (1), and Flow control (None). It displays the text 'echo test\_COM1'.
- Terminal v1.36 - 20030716 - sp 810by++**: A window with a menu bar (File, Edit, View, Terminal, Help) and a toolbar. It shows settings for COM port (COM1), Baud rate (9600), Data bits (8), Parity (None), Stop bits (1), and Flow control (None). It displays a list of hex values and their corresponding ASCII characters, including control characters like 'RTS', 'CTS', 'DTR', and 'DSR'.
- Herudec SETUP utility by HW-group.com**: A window with a menu bar (UDP Setup, Serial, TCP Client, TCP Server, UDP, Test Mode, About) and a toolbar. It shows settings for UDP Setup, Serial, TCP Client, TCP Server, and UDP. It displays a list of hex values and their corresponding ASCII characters, including control characters like 'Hello from Client'.
- MOBUS View**: A window with a menu bar (File, Edit, View, Terminal, Help) and a toolbar. It shows settings for Device, Processing, Start, Length, and State. It displays a list of hex values and their corresponding ASCII characters, including control characters like 'Hello from Client'.

# Design Goals

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



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  - ▶ Consistent interface
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The screenshot displays the IO Ninja application interface. At the top, the title bar reads "IO Ninja (UNREGISTERED)". The menu bar includes "File", "Edit", "View", "Session", and "Help". Below the menu bar is a toolbar with various icons and an "Address:" field containing "tibbo.com:33118".

The main window is divided into several panes. On the left, there is a list of network connections and sessions, including details like "TCP tibbo.com:21", "TCP tibbo.com:33118", and "Disconnected from 93.174.104". The central pane shows a detailed log of network traffic, including timestamps, IP addresses, and protocol types (e.g., "drwx--x-x", "rw-r--r--", "ARP", "UDP", "TCP").

At the bottom, there is a "Terminal" pane with tabs for "Log" and "Terminal". The "Terminal" tab is active, showing a "Transmit" window with a "Text" tab selected. The terminal output displays network packet details, including "META" information (Frame number: 17, Channel number: 1, Size: 64) and "ETHERNET II" details (Destination: FF:FF:FF:FF:FF:FF, Source: D4:3D:7E:B8:FC:5E, Type: Arp). Below this, the "ARP" details are shown, including hardware and protocol addresses for sender and target.

This screenshot shows a detailed view of a network packet analysis within the IO Ninja application. The title bar reads "IO Ninja". The menu bar includes "File", "Edit", "View", "Session", and "Help". Below the menu bar is a toolbar and a "Filter:" field.

The main window is divided into several panes. On the left, there is a list of network connections and sessions, including details like "Ethernet @003:006 IO Ninja Ethernet Tap". The central pane shows a detailed log of network traffic, including timestamps, IP addresses, and protocol types (e.g., "UDP", "ARP", "MDNS", "TCP").

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

Property	Value
<b>Ethernet tap</b>	
Session time	00:00:00
TX total bytes	10,348
TX throughput	0
RX total bytes	160
RX throughput	0
<b>Checksum calculator</b>	
CRC-16	ECA0
CRC-16 (Mod...	F7A0
CRC-16 (XMo...	F89A
CRC-16 (USB)	085F
CRC-32	6F5D714A
IPv4 checksum	3E2E
SUM-8	192
SUM-16 (littl...	D1C1
SUM-16 (big ...)	C1D1
<b>Log statistics</b>	
Line count	216
Record count	116
Record file size	13,410
Index file size	1,437

The bottom pane shows a detailed view of a network packet, including "META" information (Frame number: 17, Channel number: 1, Size: 64) and "ETHERNET II" details (Destination: FF:FF:FF:FF:FF:FF, Source: D4:3D:7E:B8:FC:5E, Type: Arp). Below this, the "ARP" details are shown, including hardware and protocol addresses for sender and target.

# Design Goals

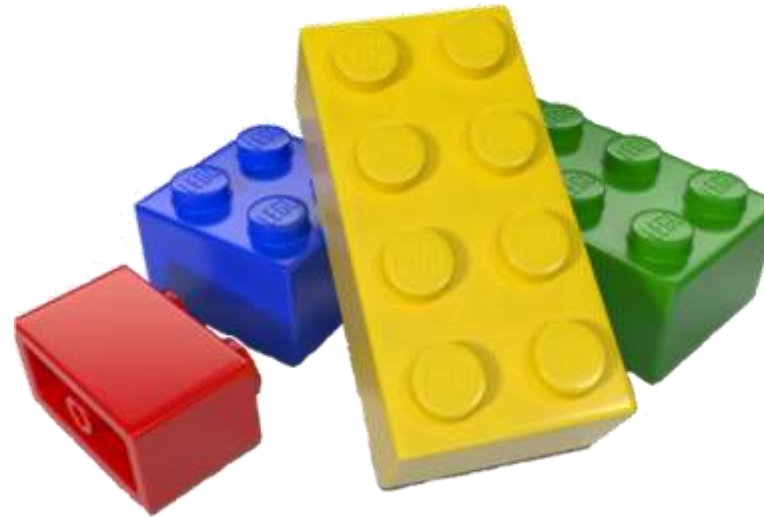
- ▶ All-in-one IO debugger
  - ▶ Consistent interface
  - ▶ Cross-platform
- ▶ Advanced logging engine
- ▶ **Advanced transmitting engine**
- ▶ Highly modularized
- ▶ Scriptable

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 code includes headers like `"pch.h"`, `"main window.h"`, and `"cmdline.h"`, and defines a `xl` widget.
- Middle Window (Packet Analysis):** Displays a network packet structure. The `m_type` field is set to `Ip`. The binary data section shows a hex dump with a highlighted `08 00` value.
- Bottom Window (Script Editor):** Contains a C script for transmitting packets. The script defines an infinite loop in `main()` that sends a packet with the format `"packet %i\n"` every 1000 milliseconds.

# Design Goals

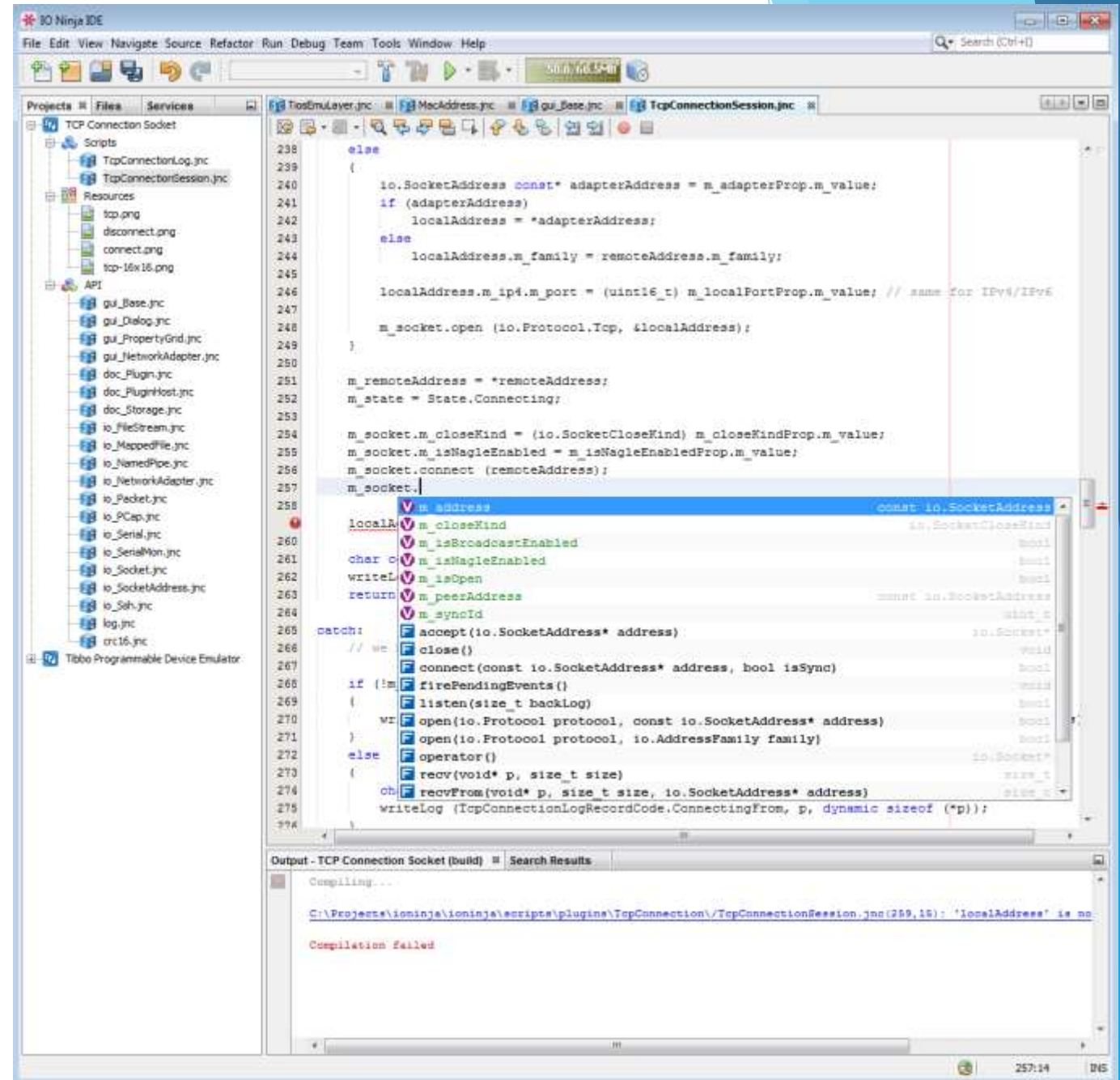
- ▶ All-in-one IO debugger
  - ▶ Consistent interface
  - ▶ Cross-platform
- ▶ Advanced logging engine
- ▶ Advanced transmitting engine
- ▶ **Highly modularized**
- ▶ Scriptable





# 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, the "Information" panel displays the following properties:

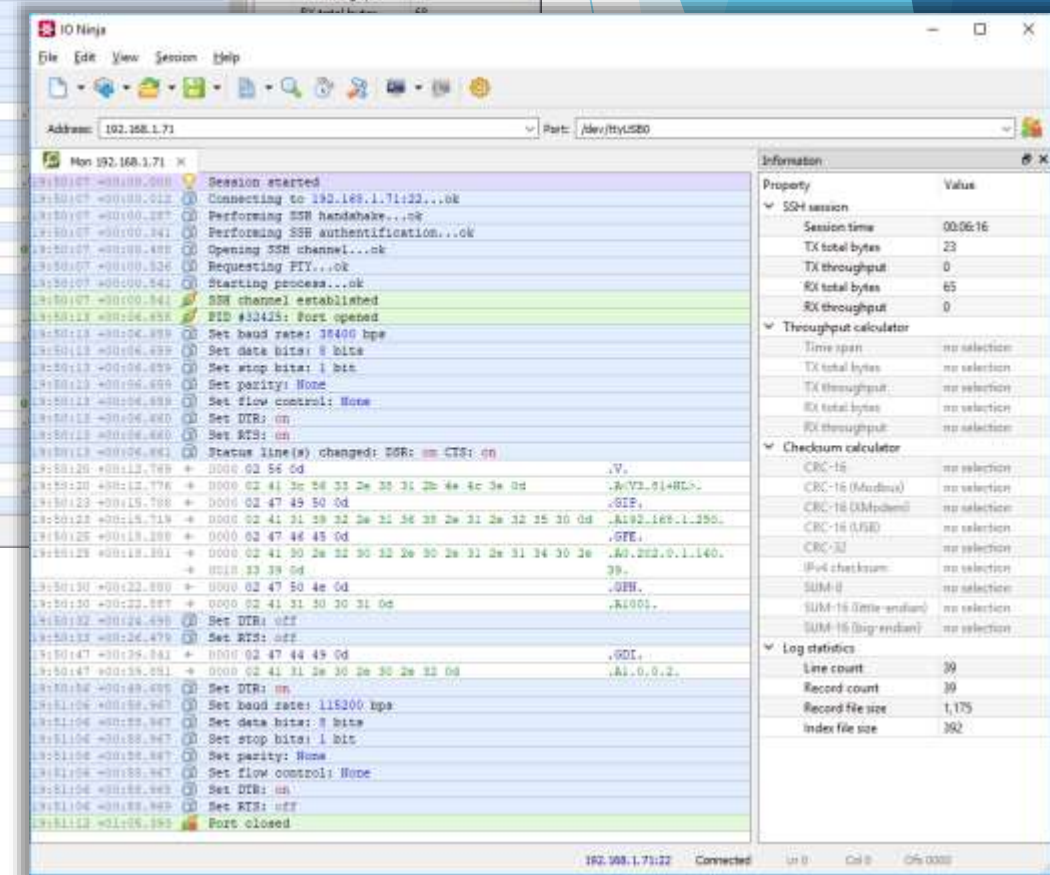
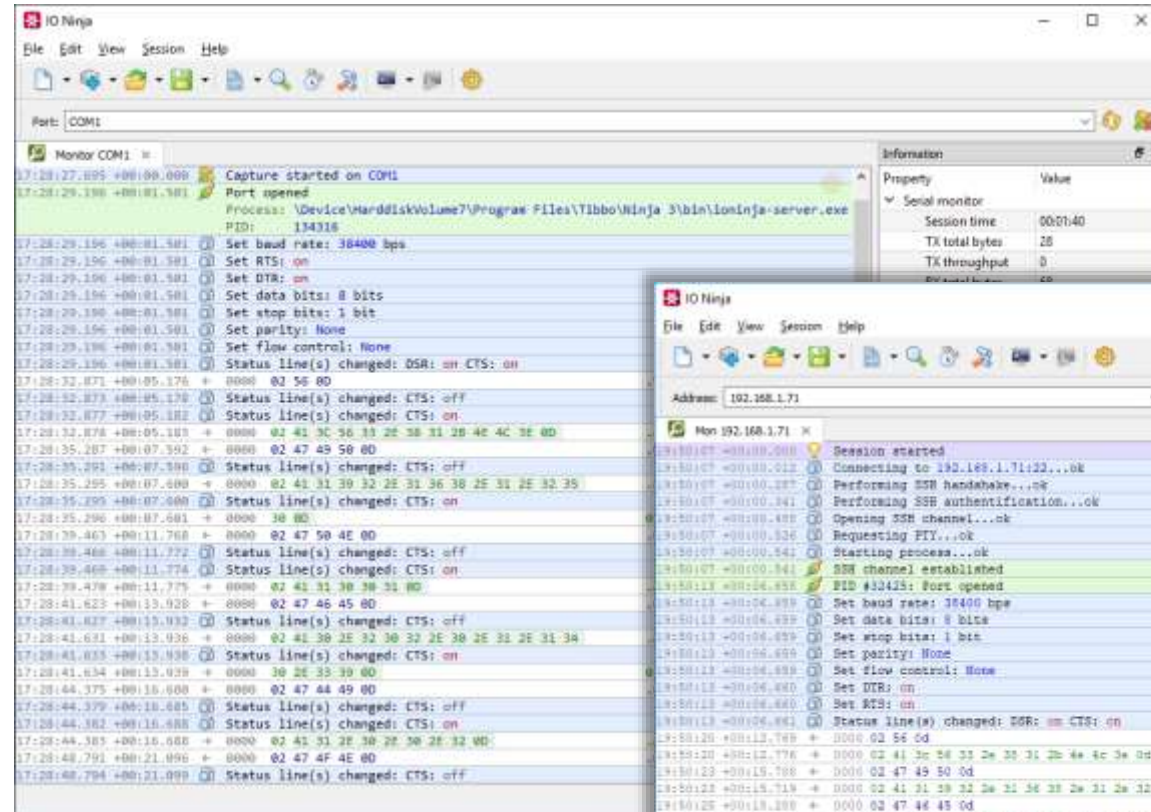
Property	Value
Session time	00:00:28
TX total bytes	0
TX throughput	0
RX total bytes	7,271
RX throughput	10,953
DSR	off
DTR	off
RTS	off
BREAK	off

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

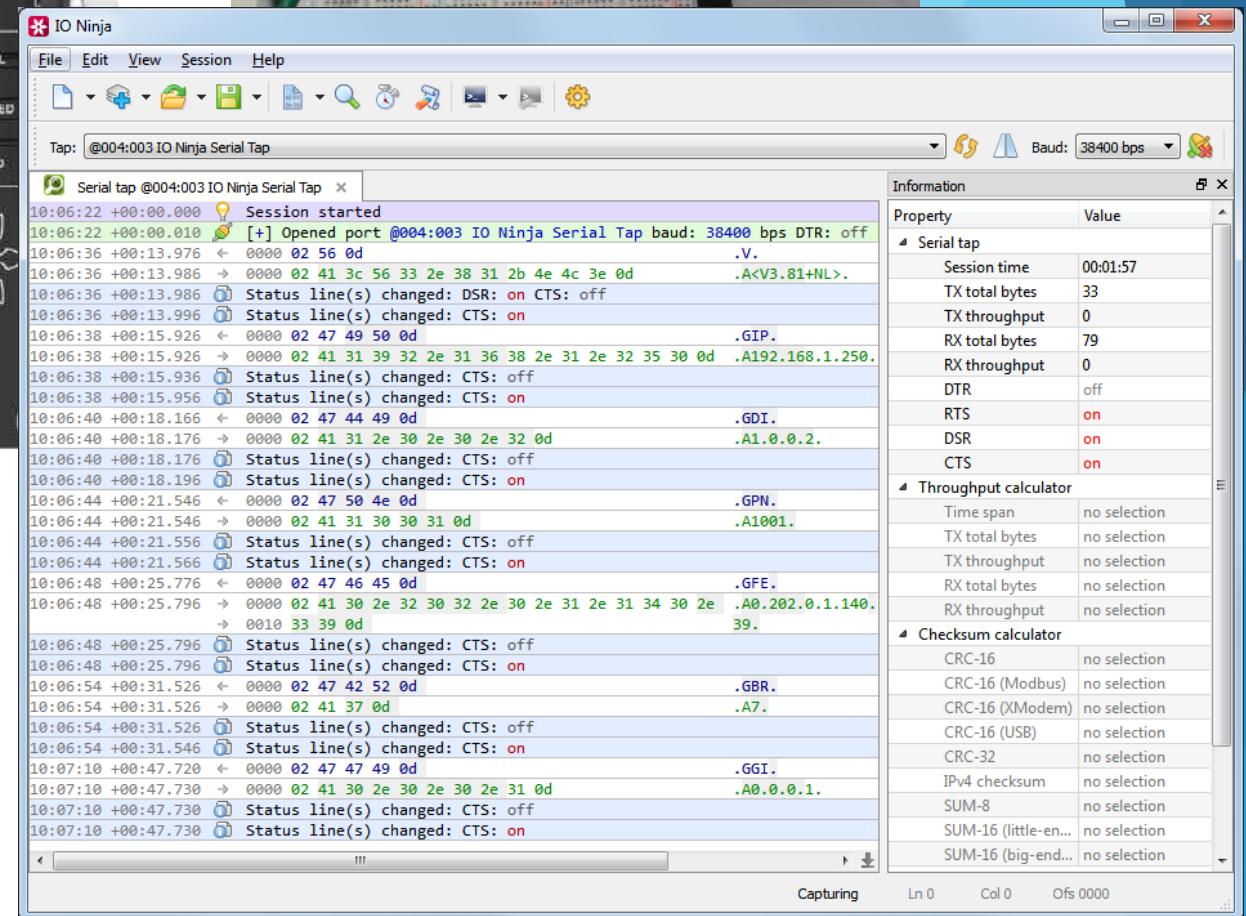
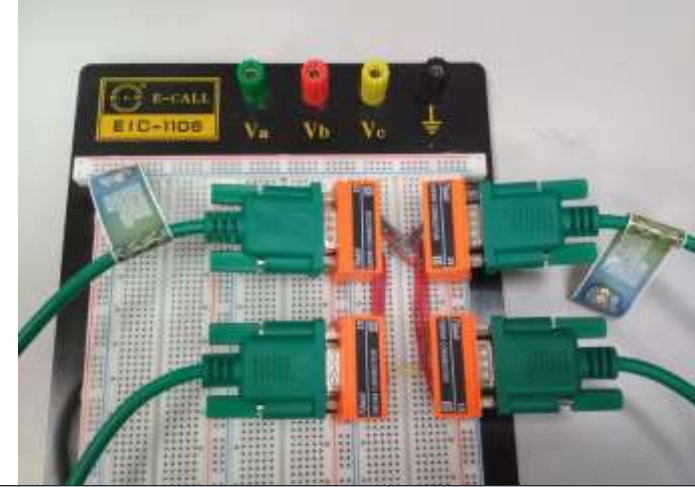
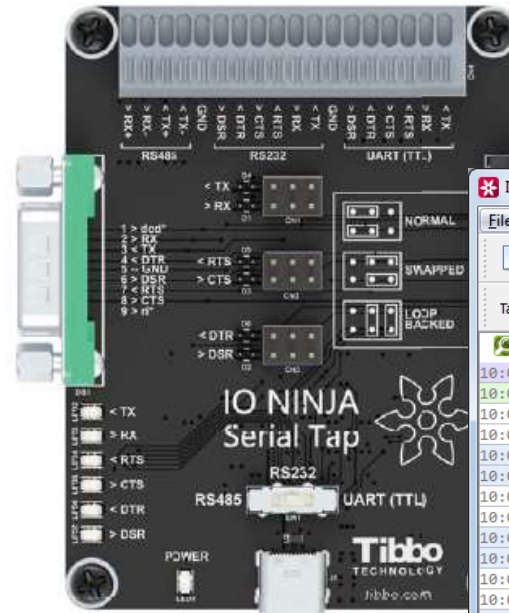
# Serial Communications

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



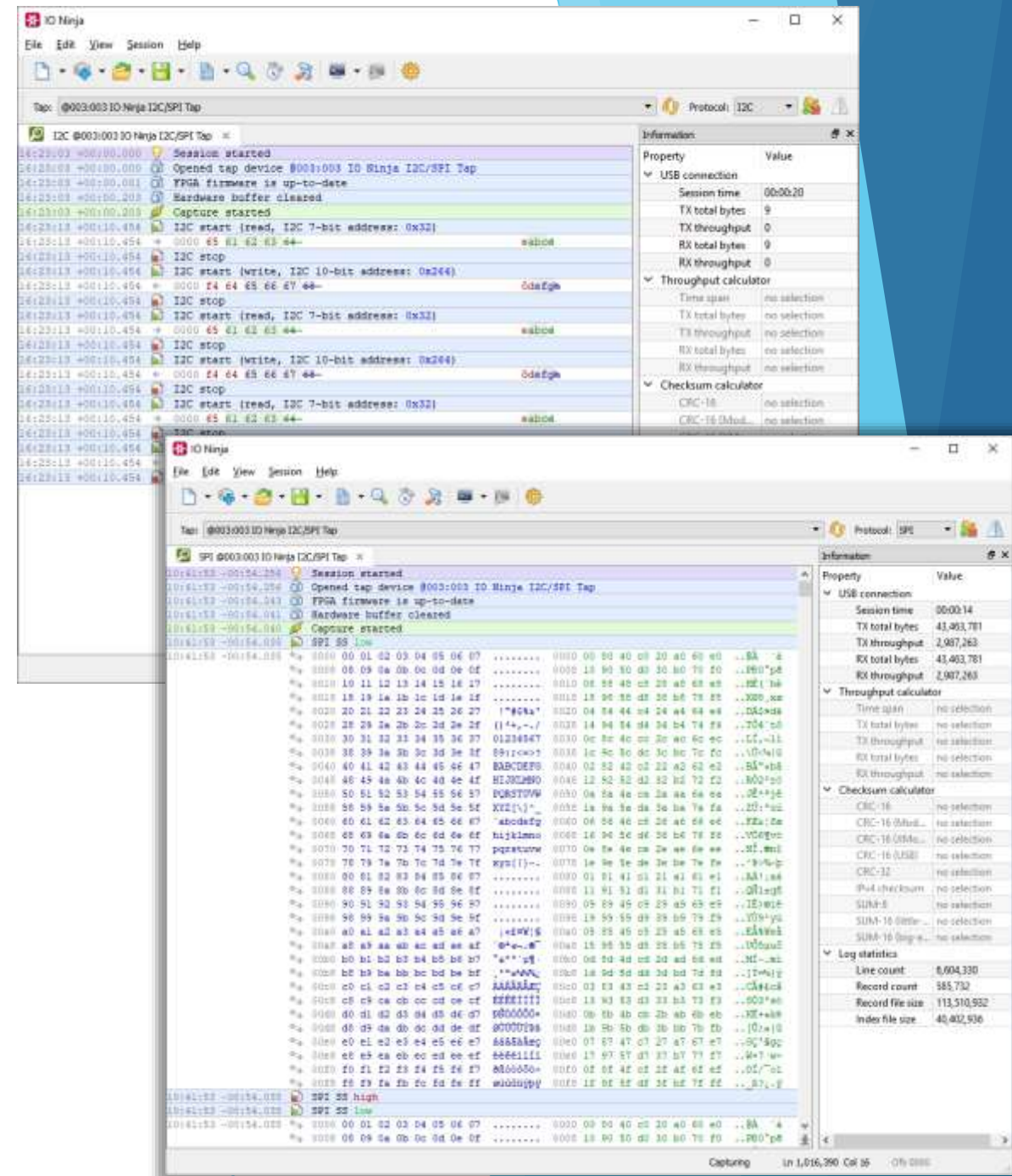
# Serial Communications

- ▶ Serial Terminal
- ▶ Serial Software Sniffers
  - ▶ Local
  - ▶ Remote over SSH
- ▶ Serial Hardware Sniffers
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# Serial Communications

- ▶ Serial Terminal
- ▶ Serial Software Sniffers
  - ▶ Local
  - ▶ Remote over SSH
- ▶ Serial Hardware Sniffers
  - ▶ IO Ninja Serial Tap
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- ▶ 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 has 'Serial setting changes', 'Serial control line changes', and 'Serial status line changes' checked. The main window shows a capture log for 'Mon COM1' on 'Port: COM1'. The log includes session start, port opening, and configuration of baud rate (9600 bps), data bits (8 bits), stop bits (1 bit), and parity (None). It shows two Modbus RTU read requests: one for address 0x01/1 (checksum 0xFA40/64064) and another for address 0x2000/8192 (checksum 0xFA4F/64079). 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

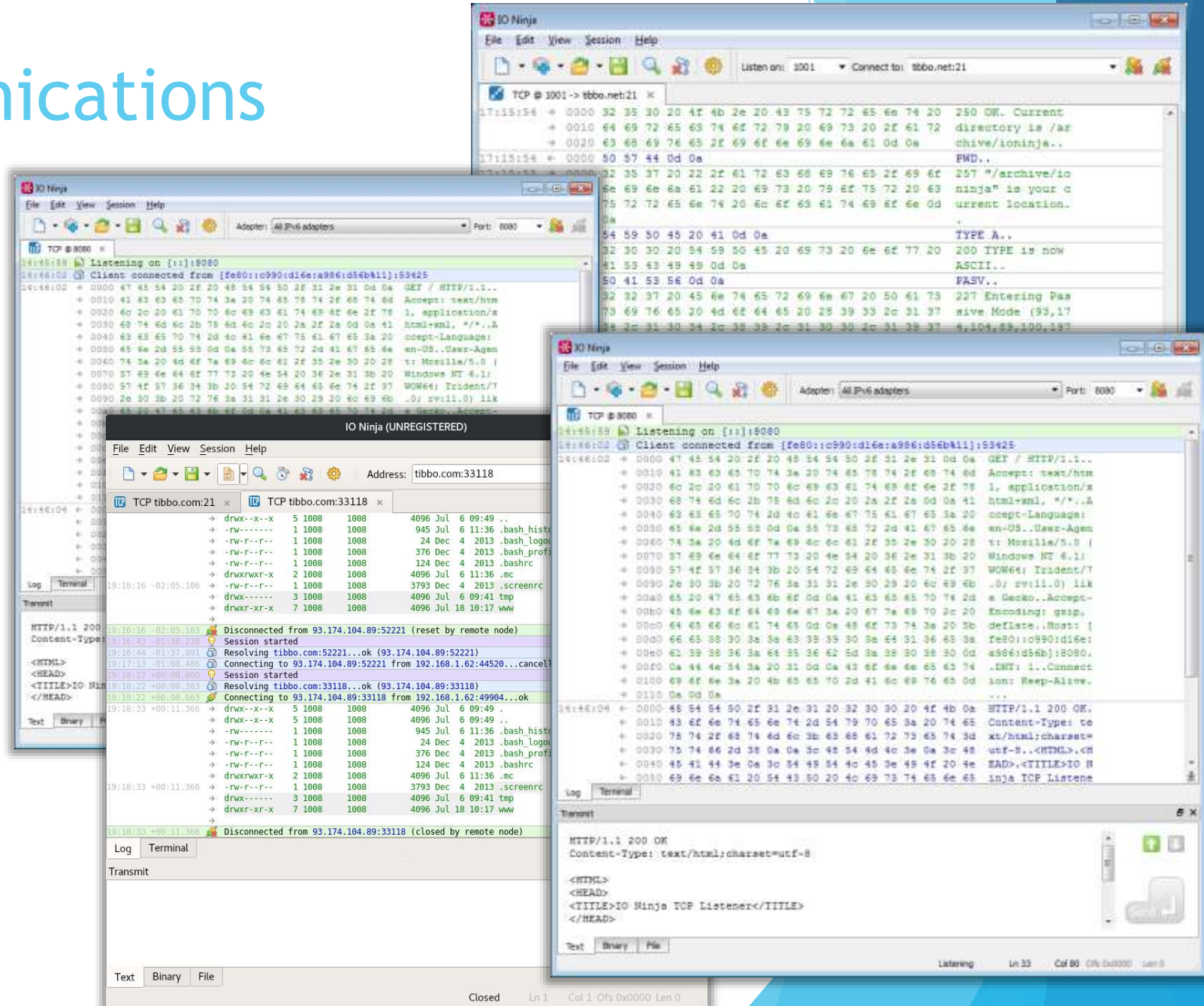
- ▶ UDP Socket (supports broadcast)
- ▶ UDP Flow Monitor

## ▶ SSL & SSH

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

## ▶ Ethernet Hardware Tap

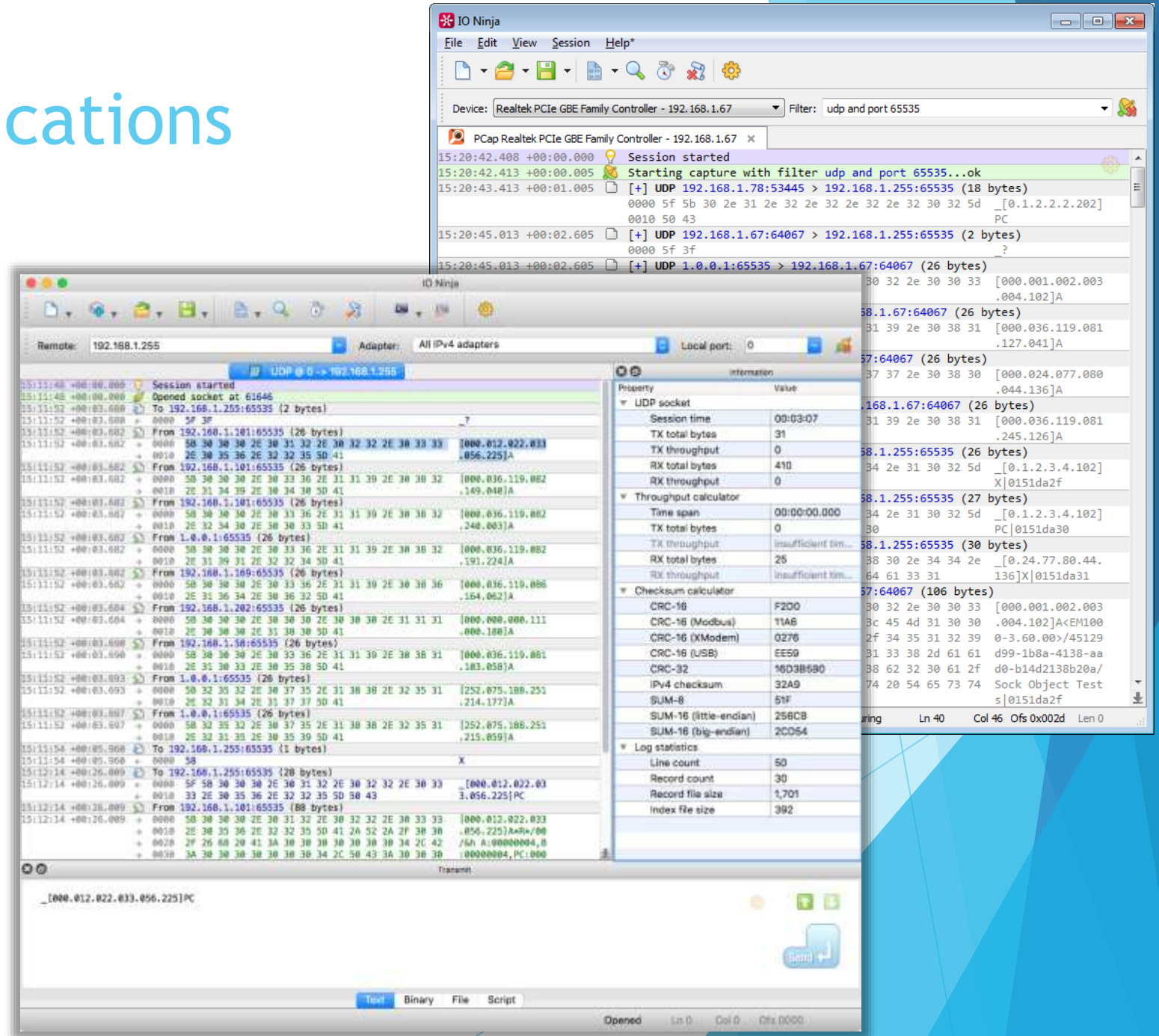
## ▶ Pcap Sniffer





# 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

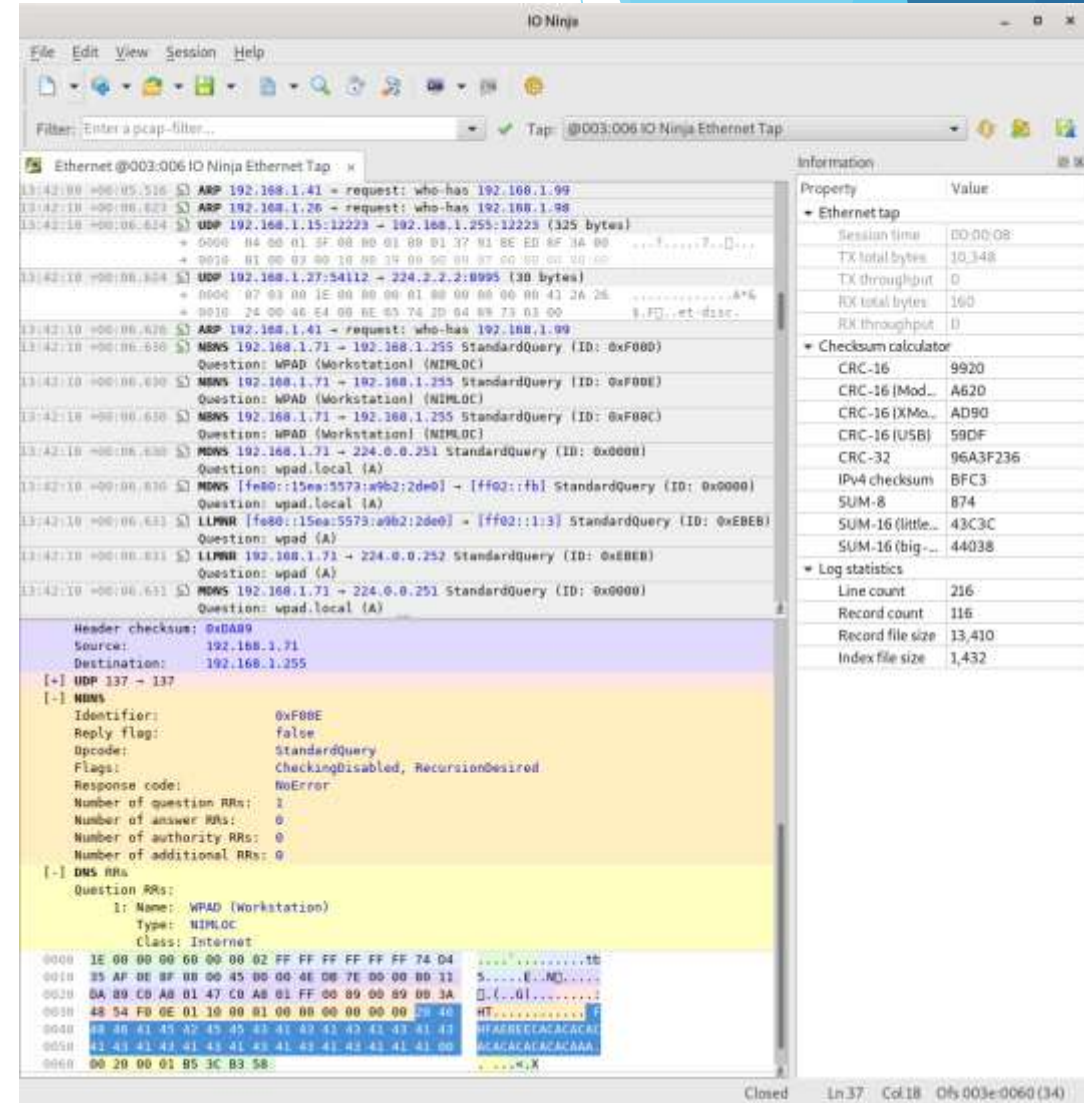
- ▶ TCP
  - ▶ TCP Client
  - ▶ TCP Server
  - ▶ TCP Proxy
  - ▶ TCP Flow Monitor
- ▶ UDP
  - ▶ UDP Socket (supports broadcast)
  - ▶ UDP Flow Monitor
- ▶ SSL & SSH
  - ▶ SSL Client
  - ▶ SSL Server
  - ▶ SSH Channel
- ▶ Ethernet Hardware Tap
- ▶ Pcap Sniffer

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 attempts, and the successful establishment of an SSH channel. Below the log is a hex dump of the data being transmitted. The bottom window is a terminal window showing the prompt 'root\n' and a 'Send' button. A 'Checksum calculator' window is also visible, listing various CRC and SUM checksum algorithms.

The screenshot shows a terminal window titled 'SSH ioninja.com - IO Ninja'. It displays a list of system packages in a grid format. The packages listed include: bunzip2, busybox, bzcat, bzcmp, bzdiff, bzegrep, bzexe, bzfgrep, bzgrep, bzip2, bzip2recover, bzless, bzmore, cat, cgroups-mount, cgroups-umount, chacl, chgrp, chmod, chown, chvt, chvt, cp, cpio, dash, date, dd, df, dir, dmesg, dnsdomainname, domainname, vladimir@ubuntu-512mb-sfo1-01:~\$ [2~]. The terminal also shows a 'Checksum calculator' window with a list of algorithms and their selection status.

# 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 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, an RX buffer size of 16384, and an RX buffer full notification of False. The 'Log statistics' section shows a line count of 40, a record count of 21, a record file size of 7,328, and an index file size of 392.

# 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:

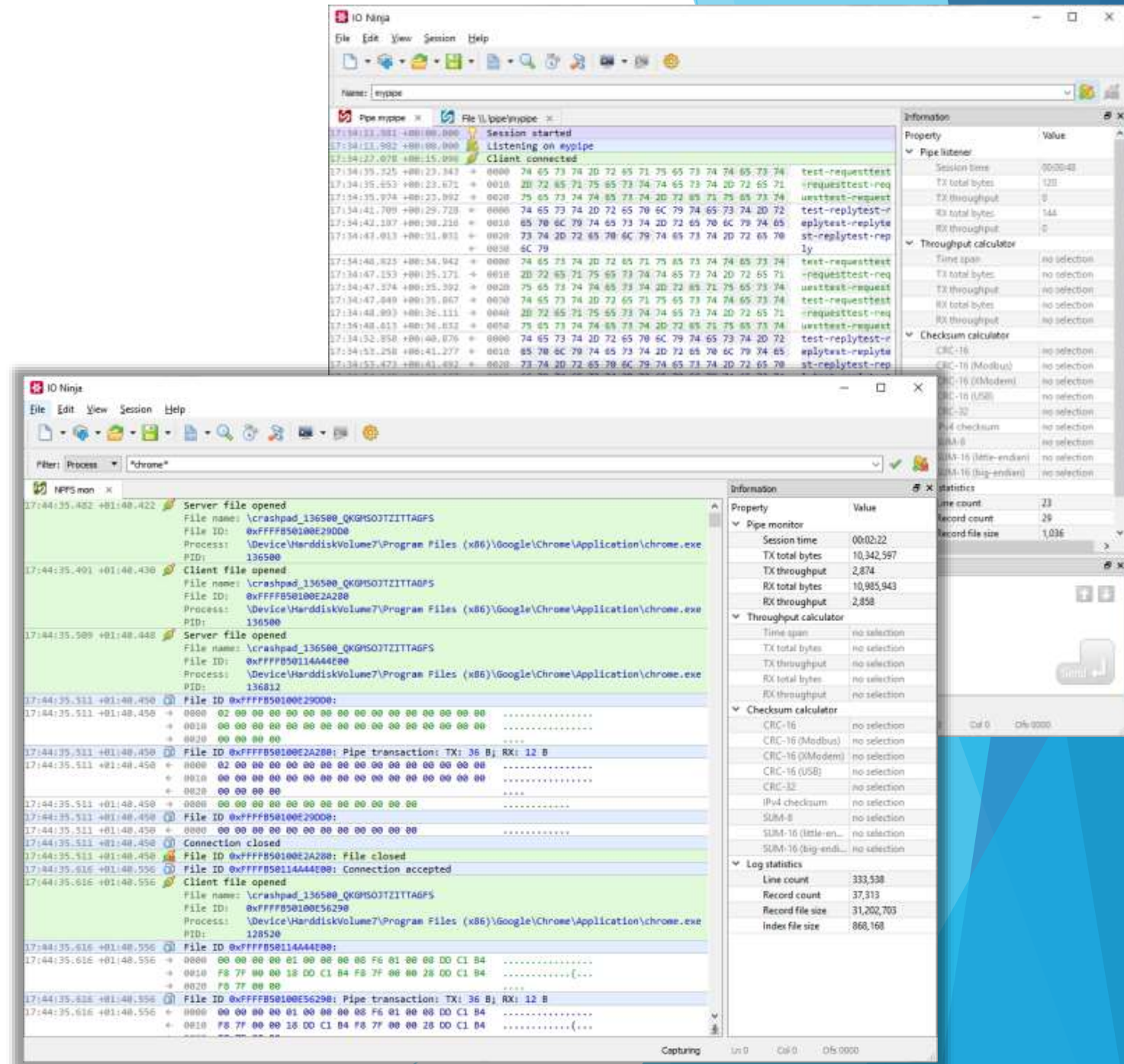
- File List:** Shows the current file being monitored, `File \\.\pipe\tibbo_devmon_server`.
- Log/Terminal:** Displays a sequence of events and data received from the pipe:

```
18:01:49 [G] Opened file \\.\pipe\tibbo_devmon_server (pipe)
18:01:52 [R] Read error (The pipe has been ended. )
18:01:52 [G] Closed file \\.\pipe\tibbo_devmon_server
18:01:54 [G] Opened file \\.\pipe\tibbo_devmon_server (pipe)
18:01:55 [L] 0000 4d 53 47 2e 1c 00 4f 7e 00 00 00 0f 00 00 00 MSG...O~.....
           [L] 0010 ff ff 00 00 5c 44 6f 73 44 65 76 69 63 65 73 5c ...\.DosDevices\
           [L] 0020 43 4f 4d 31 COM1
18:01:55 [R] 0000 4d 53 47 2e 08 00 63 7e 01 00 00 00 34 00 00 c0 MSG...c~....4...
```
- Transmit:** A hex editor view of the received data, showing a table of fields and their values:

Field	Value
DevMonInitialize	
m_hdr	0
m_code	0
m_deviceNam...	0xf
m_mask	0xffff
m_notifyloct...	0
- Information Panel:** Located on the right, it provides statistics for the file session, such as session time, TX/RX total bytes, and throughput.

# File Systems

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

The top screenshot shows the IO Ninja Mailslot server interface. The main window displays a hex dump of network traffic. The information panel on the right shows the following data:

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 the IO Ninja Mailslot sniffer interface. The main window displays a list of captured files with the following details:

Time	File name	Process	PID
18:16:50.356	Cannot open client file		
18:16:50.356	Cannot open client file		
18:16:50.356	Cannot open client file		
18:16:50.357	Client file opened		
18:16:50.357	File closed		
18:17:55.174	Capture stopped		
18:17:56.184	Session started		
18:17:56.184	Capture started with filter *		
18:18:06.333	Client file opened		
18:18:06.333	File closed		
18:18:06.333	Server file opened		
18:18:06.333	Client file opened		
18:18:06.333	File closed		
18:18:06.333	File ID 0xFFFFB50102765690; File closed		

The information panel on the right shows the following data:

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 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 events such as 'Session started', 'Device opened', 'Interface claimed: ID 3:0', and 'Reading started from endpoint ID 87'. Below the log is a hex dump of data being received. 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 main window, a 'Settings' dialog box is open, showing the configuration for the 'USB Data Endpoint'. The 'Connection' section is expanded, showing the device name, interface, and endpoints. The 'IN endpoint' is set to 87. The 'Buffering' section is also expanded, showing various settings like 'Use read timeout', 'Read timeout', 'Read parallelism', and 'RX buffer size'.

The 'Settings' dialog box is shown in the foreground, with the 'USB Data Endpoint' section selected. The 'Connection' section is expanded, showing the following properties:

Property	Value
Device	@003:001 Microsoft Corp. LifeChat...
Auto-detach	<input checked="" type="checkbox"/> True
Interface	0
OUT endpoint	
IN endpoint	87

The 'Buffering' section is also expanded, showing the following properties:

Property	Value
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

Buttons for 'Restore Defaults', 'Apply', 'Apply & Rebuild Log', 'OK', 'Cancel', and 'Apply All' are visible at the bottom of the dialog.



# USB Communications

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

The screenshot displays the IO 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 times, device opening and closing events, and detailed data packets with their hexadecimal values and ASCII representations.

Key log entries include:

- Session started at 13:21:13.
- Device opened: bus 007:001 ID 046d:c31c Logitech, Inc. Keyboard K120.
- Data packet: Type: 80 Code: 06 Value: 0301 Index: 0000. ASCII: ..L.o.g.i.t.e.c.h.
- Data packet: Type: 80 Code: 06 Value: 0302 Index: 0000. ASCII: ..U.S.B..K.e.y.b.o.a.r.d.
- Device closed at 13:21:24.
- Session started at 13:21:28.
- Device opened: bus 006:001 ID 16d0:0e26 MCS PID\_0e26.
- Data packet: Type: 80 Code: 06 Value: 0301 Index: 0000. ASCII: \*.T.i.b.b.o..T.e.c.h.n.o.l.o.g.y..I.n.c.
- Data packet: Type: 80 Code: 06 Value: 0302 Index: 0000. ASCII: [.I.D..N.I.n.j..s..S.e.r.i.a.l..T.a.p.
- Device closed at 13:21:32.
- Session started at 13:21:42.
- Device opened: bus 003:002 ID 045e:078f Microsoft Corp. LifeChat LX-3000 Headset.
- Data packet: Type: 80 Code: 06 Value: 0301 Index: 0000. ASCII: >.C..M.e.d.i.a..E.l.e.c.t.r.o.n.i.c.s..I.n.c..
- Data packet: Type: 80 Code: 06 Value: 0302 Index: 0000. ASCII: >.M.i.c.r.o.s.o.f.t..L.i.f.e.c.h.a.t..L.X.-3.0.0.0.

The Settings window is open, showing the configuration for the USB Control Endpoint. The Master encoding is set to UTF-8. The Connection property is set to @003:002 Microsoft Corp. LifeChat LX-3000 Headset. The Request dropdown menu is open, showing options such as Get Status, Clear Feature, Set Feature, Set Address, Get Descriptor, Set Descriptor, Get Configuration, Set Configuration, Get Interface, and Set Interface.

The Information panel on the right provides summary statistics:

- USB connection: Session time 00:00:00, TX total bytes 0, TX throughput 0, RX total bytes 0, RX throughput 0.
- Throughput calculator: Time span 00:00:00.000, TX total bytes 0, TX throughput insufficient time sp..., RX total bytes 38, RX throughput insufficient time sp...
- Checksum calculator: CRC-16 069e, CRC-16 (Mod...) 0aee, CRC-16 (XModem) bb98, CRC-16 (USB) f551, CRC-32 5fe6d807, IPV4 checksum 92f9, SUM-8 66d, SUM-16 (little-endian) 66d, SUM-16 (big-endian) 66d00.
- Log statistics: Line count 32, Record count 20, Record file size 840.

The bottom status bar shows the current session is Opened, with the cursor at Line 19, Column 63, Offset 0002:0028 (38).

# 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

RTT 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
```

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.)

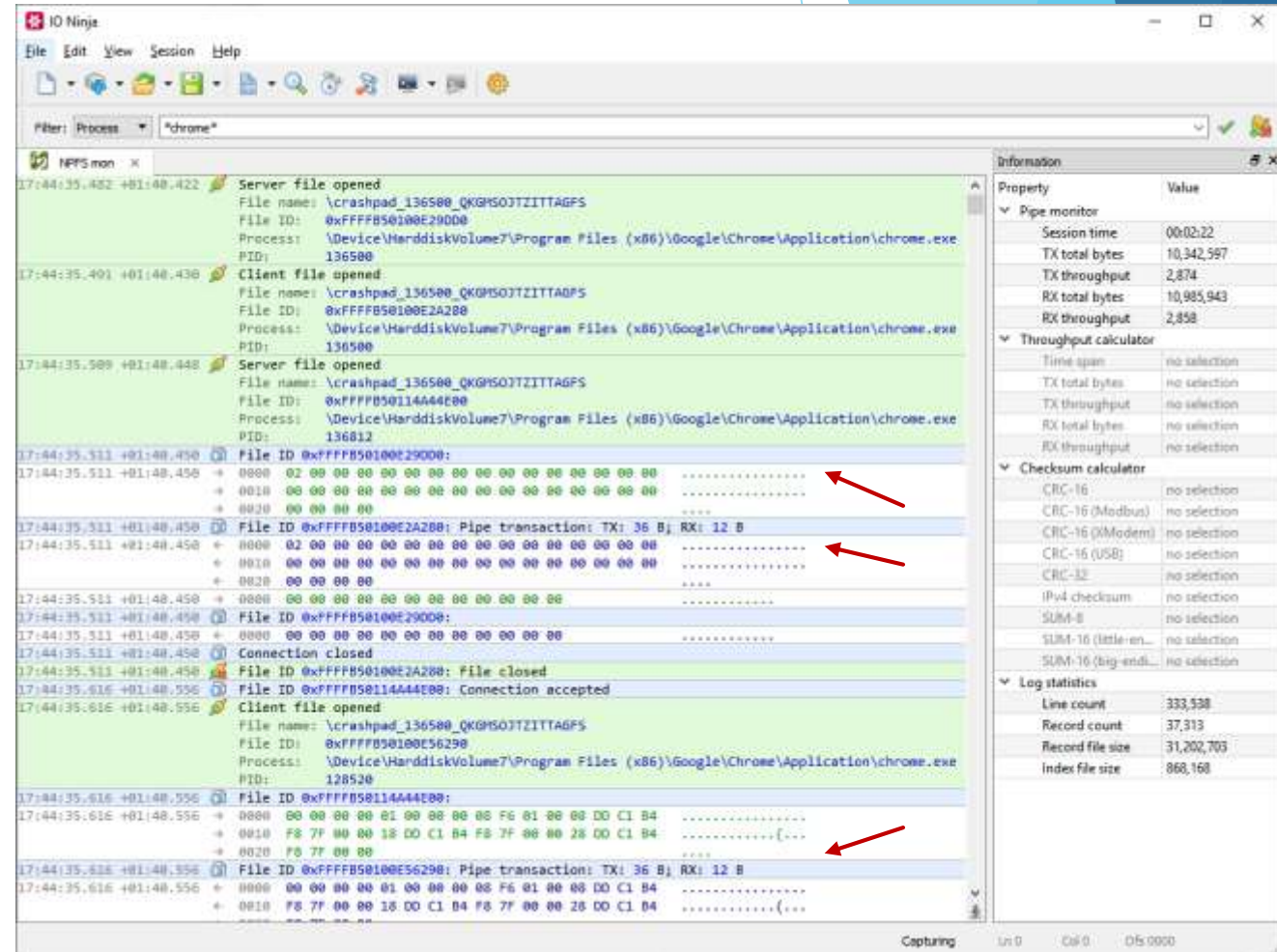
The screenshot displays the IO Ninja application window. The main pane shows a log capture window with a list of records. Each record is displayed in a multi-line format, showing a timestamp, a file ID, and the data content in both hexadecimal and ASCII. The records are interleaved with textual messages and binary data. The right-hand pane shows the 'Information' panel, which contains a 'Property' table with the following data:

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 of the 'Information' panel.

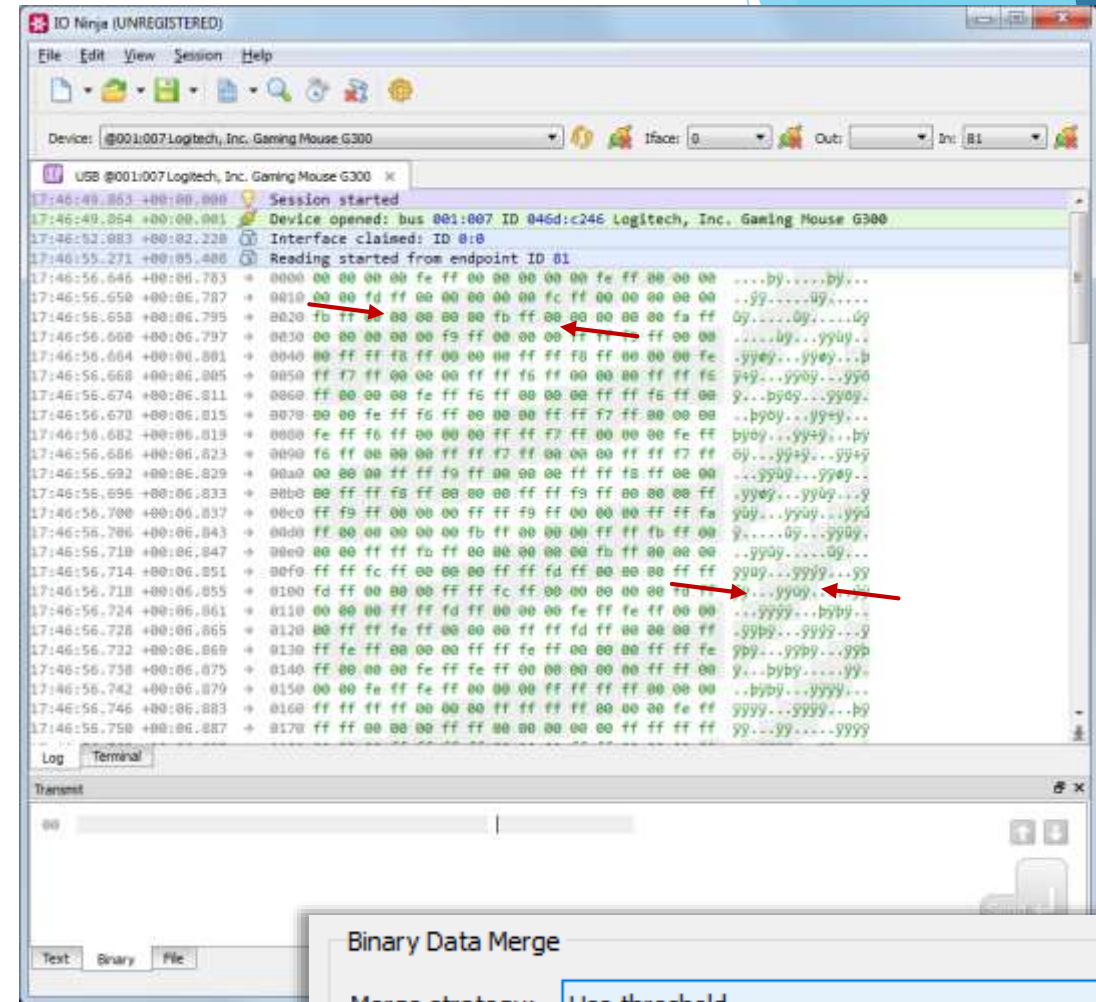
# Ninja Scroll Features

- ▶ 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
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- ▶ 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 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 messages including 'Session started', '[+] Opened port COM1', 'Line error detected: BREAK', and 'Status line(s) changed: CTS: on'. A red arrow points to the '+' icon next to the 'Opened port' message. The bottom screenshot shows a similar log window with a red arrow pointing to the '-' icon next to the 'Opened port' message, which has been expanded to show configuration details like 'Baud rate: 115200 bps', 'Data bits: 8 bits', and 'Stop bits: 1 bit'. To the right of the screenshots is an 'Information' pane with a table of properties and values.

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

Property	Value
Serial	
Session time	00:00:31
TX total bytes	0
TX throughput	0
RX total bytes	20,739
RX throughput	0
D5R	off
CTS	on
DTR	off
RTS	off
BREAK	off

Property	Value
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
CRC-32	no selection
IPv4 checksum	no selection
SUM-8	no selection
SUM-16 (little-endian)	no selection
SUM-16 (big-endian)	no selection

Property	Value
Log statistics	
Line count	1,583
Record count	1,608

# 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.)

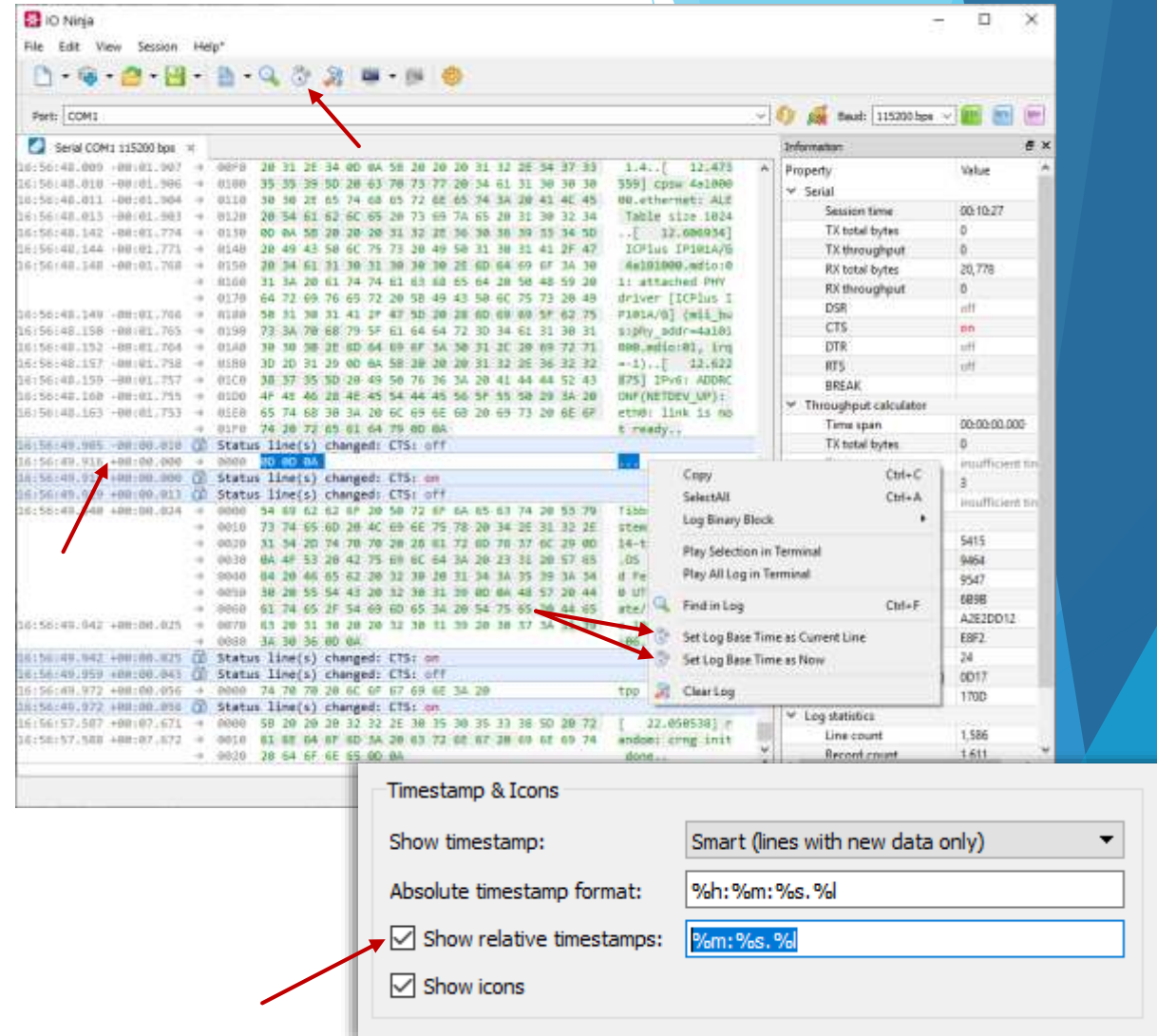
The screenshot shows the IO Ninja application window. The main pane displays a list of network traffic records. A detail pane on the right shows the structure of an ARP request packet, including Ethernet II, ARP, and ARP Payload sections. A red double-headed arrow indicates the vertical scrollability of the detail pane.

Property	Value
▼ Ethernet tap	
Session time	00:00:06
TX total bytes	10,348
RX total bytes	160
▼ Checksum calculator	
CRC-16	ECA0
CRC-16 (Mod...	F7A0
CRC-16 (XMo...	F89A
CRC-16 (USB)	085F
CRC-32	6F5D714A
IPv4 checksum	3E2E
SUM-8	192
SUM-16 (littl...	D1C1
SUM-16 (big-...	C1D1
▼ Log statistics	
Line count	216
Record count	116
Record file size	13,410
Index file size	1,432



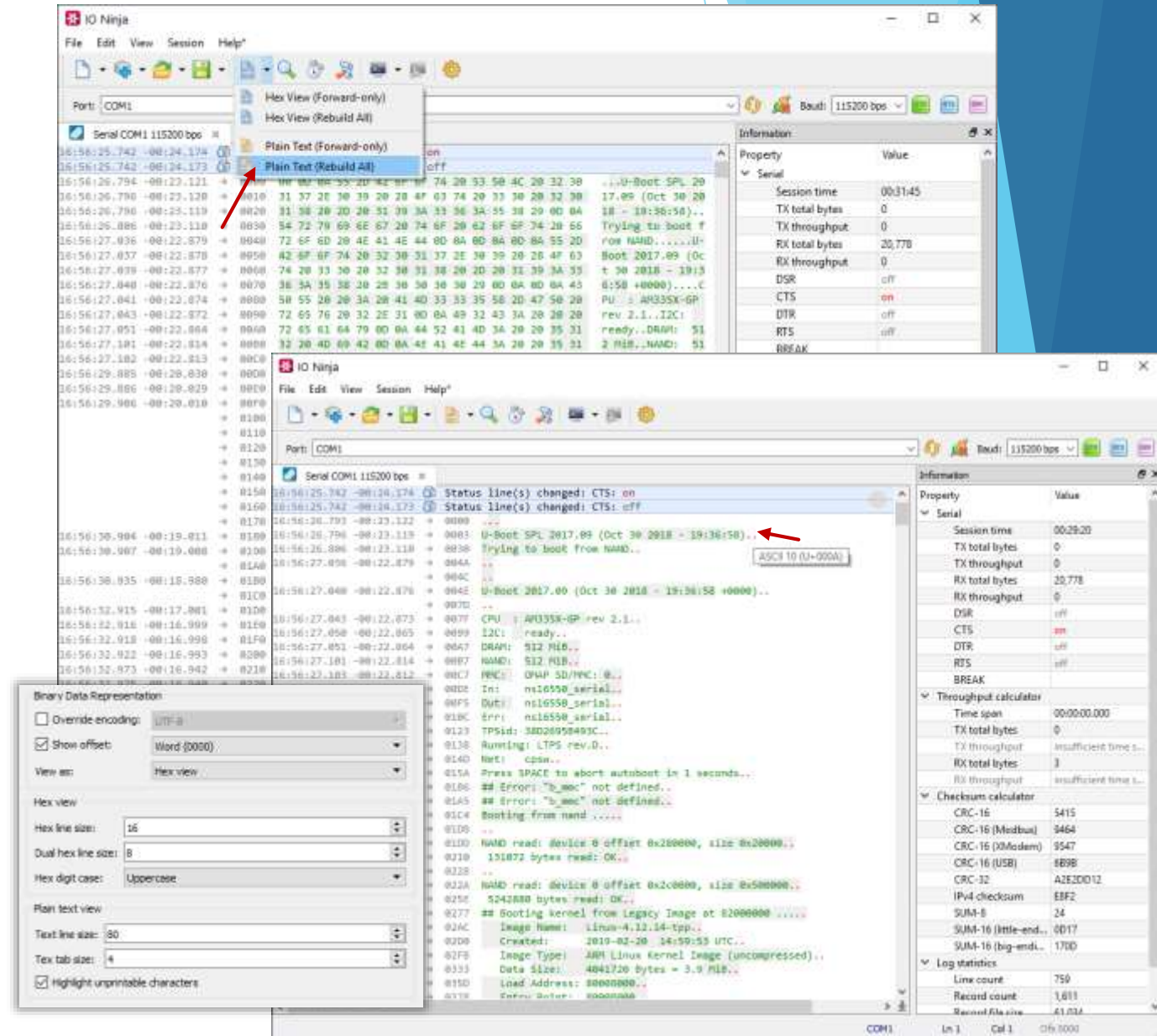
# Ninja Scroll Features

- ▶ 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.)



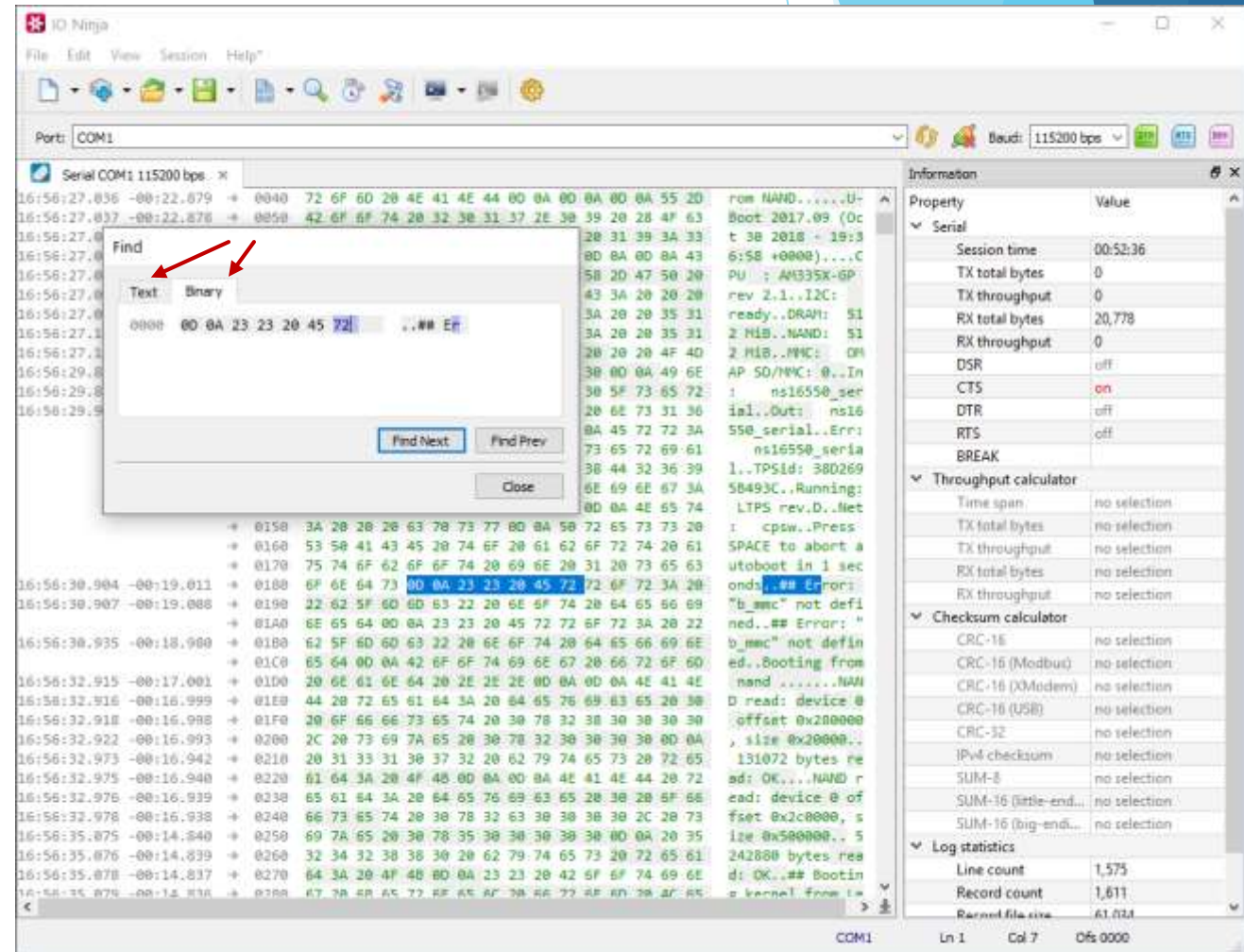
# Ninja Scroll Features

- ▶ 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

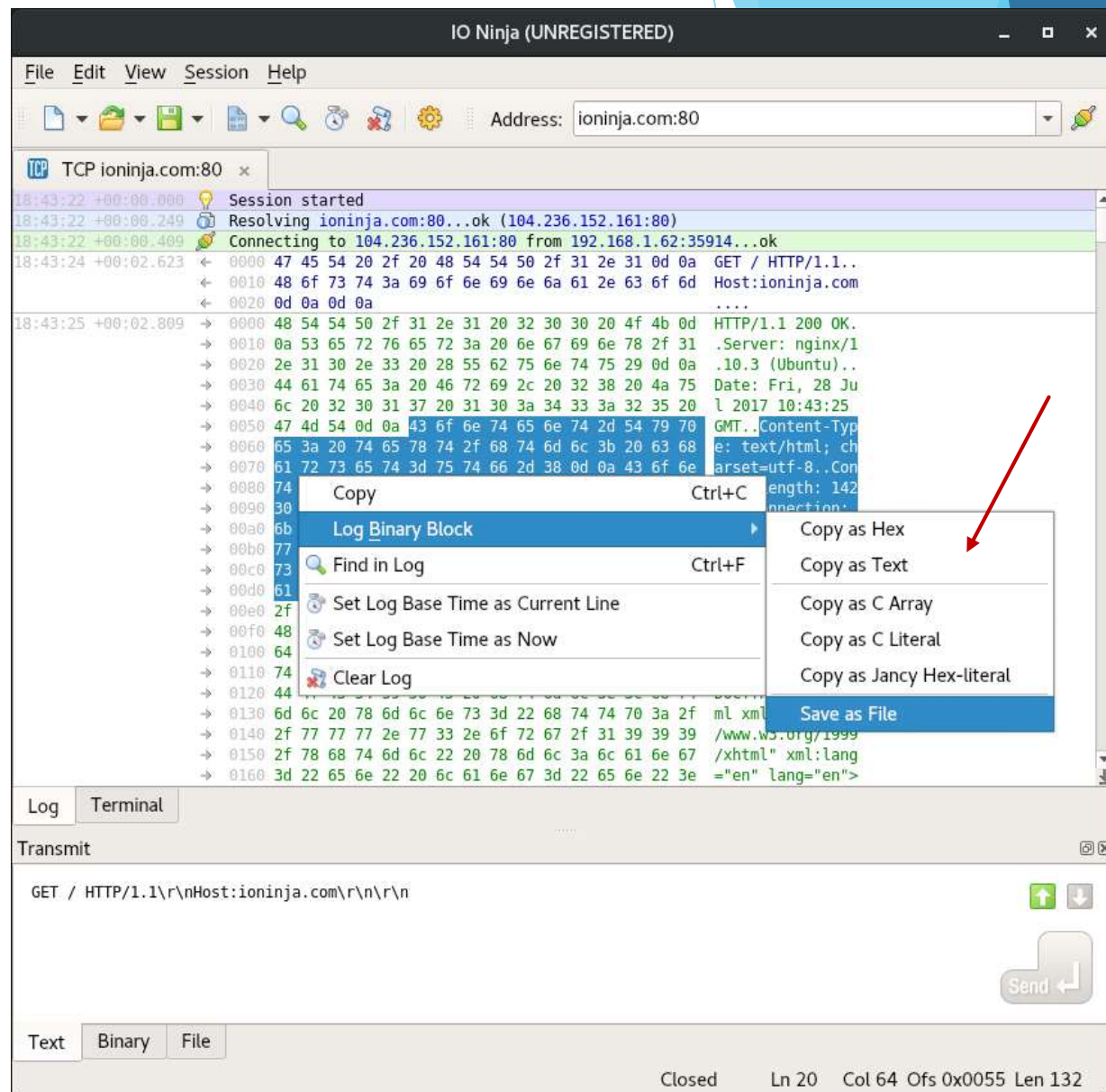
- ▶ Efficient with huge logs (limited by disk size only)
- ▶ Interleaving textual and binary messages in a single continuous log sheet
- ▶ Merging adjacent data blocks (configurable)
- ▶ Foldable records
- ▶ Detail pane (when needed)
- ▶ Relative timestamps
- ▶ View data as plain-text or hex-view
- ▶ 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 shows hex and ASCII data. The right-hand pane shows an 'Information' table with various statistics. Red arrows point to specific features: one points to the 'IPv4 checksum' value '0000' in the Information pane, and another points to the hex data '0000 0000 0000 0000' in the UDP Payload section.

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.)**

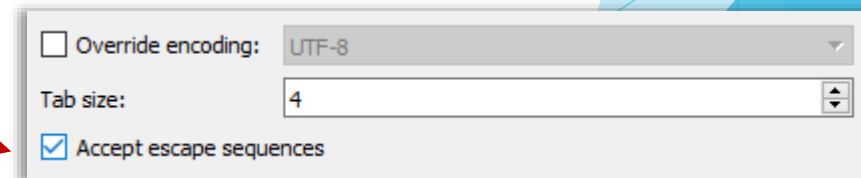
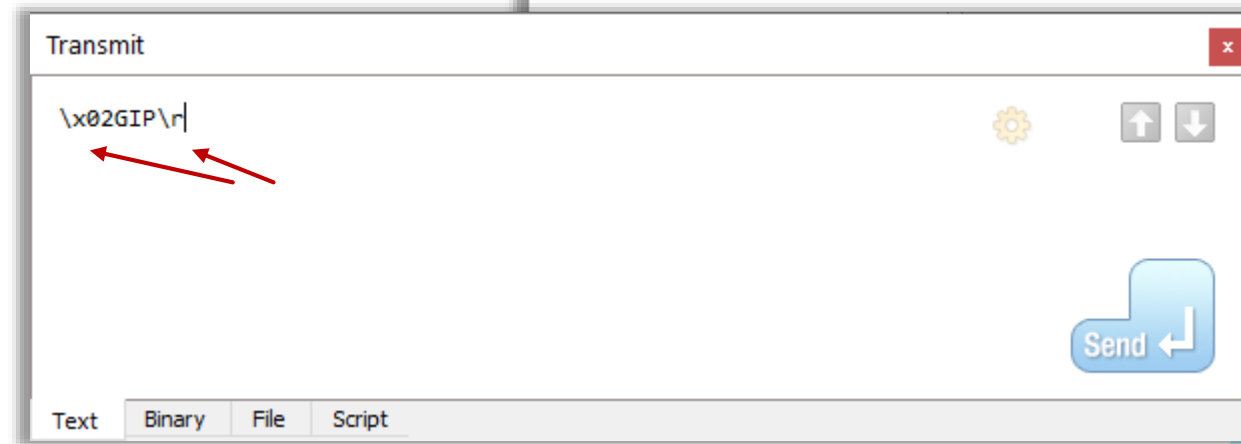
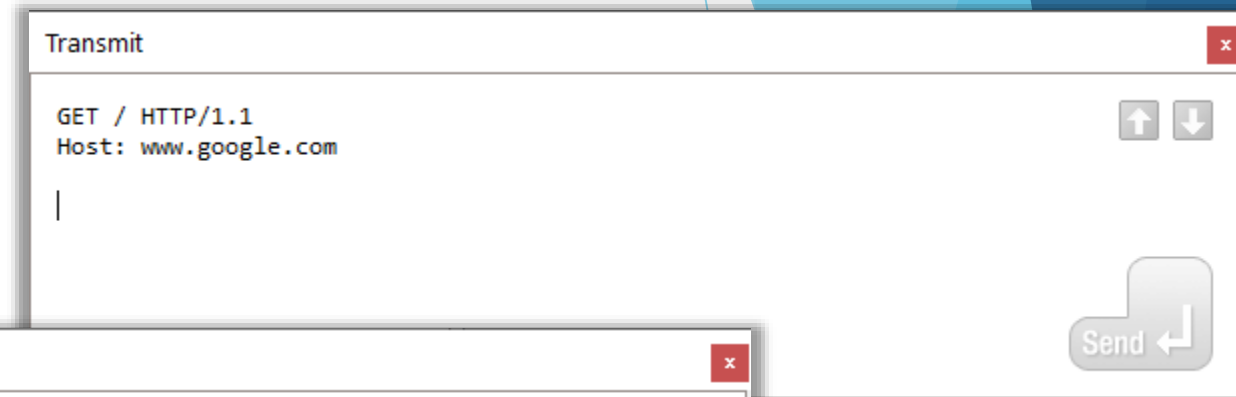


# Advanced Transmitting Engine

Shines at binary packet transmission!

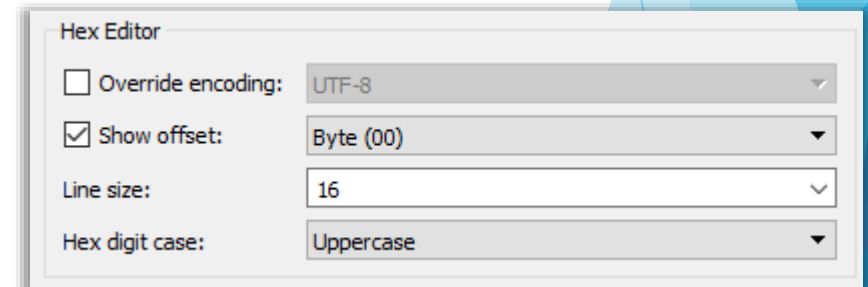
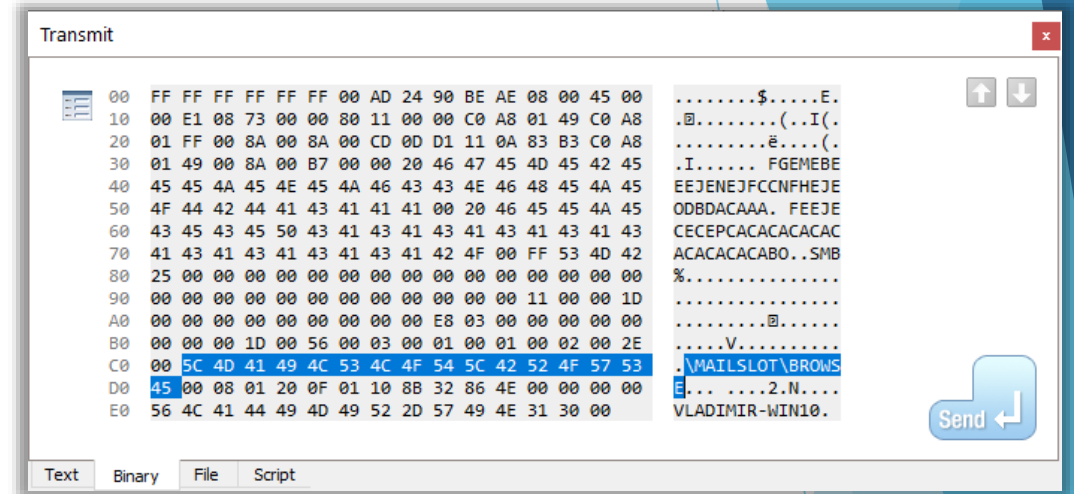
# Transmit Features

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



# Transmit Features

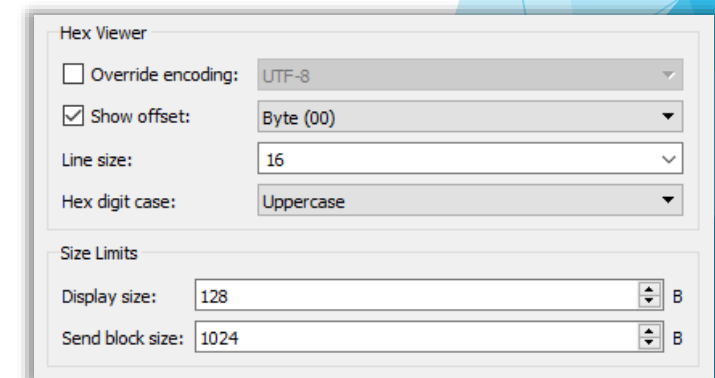
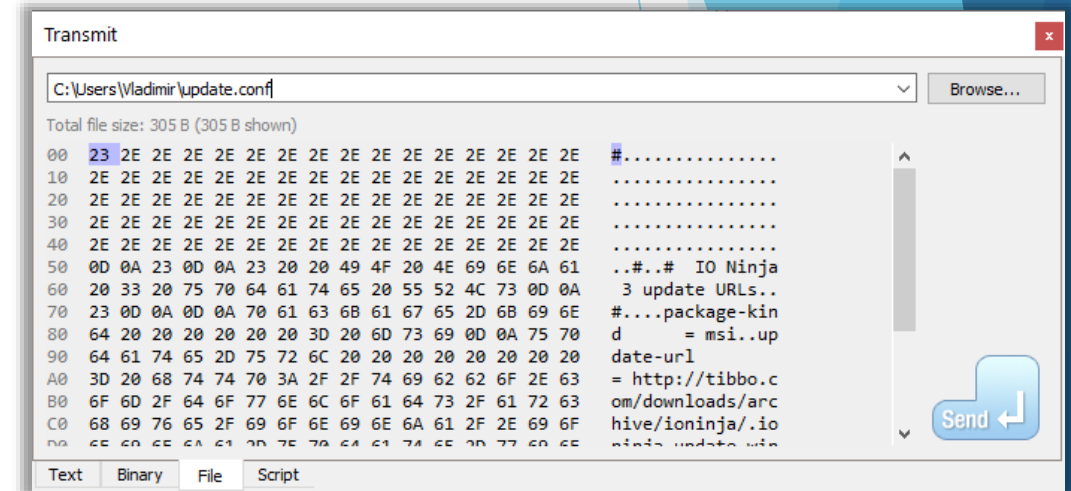
- ▶ Text input with support for escape sequences
- ▶ **Hex-editor**
- ▶ File transmit
- ▶ Packet templates
- ▶ Script transmit





# 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 struct `UdpFrame` 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 `setSrcAddress(char const* addressString)` method to the `setSrcAddress` button in the Transmit window.

The bottom window, titled "Transmit", shows a configuration for a packet template. The "UdpFrame" template is selected. The "Field" and "Value" table is as follows:

Field	Value
UdpFrame	
m_ethernet	
m_dstAddress	
m_srcAddress	
m_type	Ip
m_ip	
m_srcPort	138
m_dstPort	138
m_length	205
m_checksum	3537

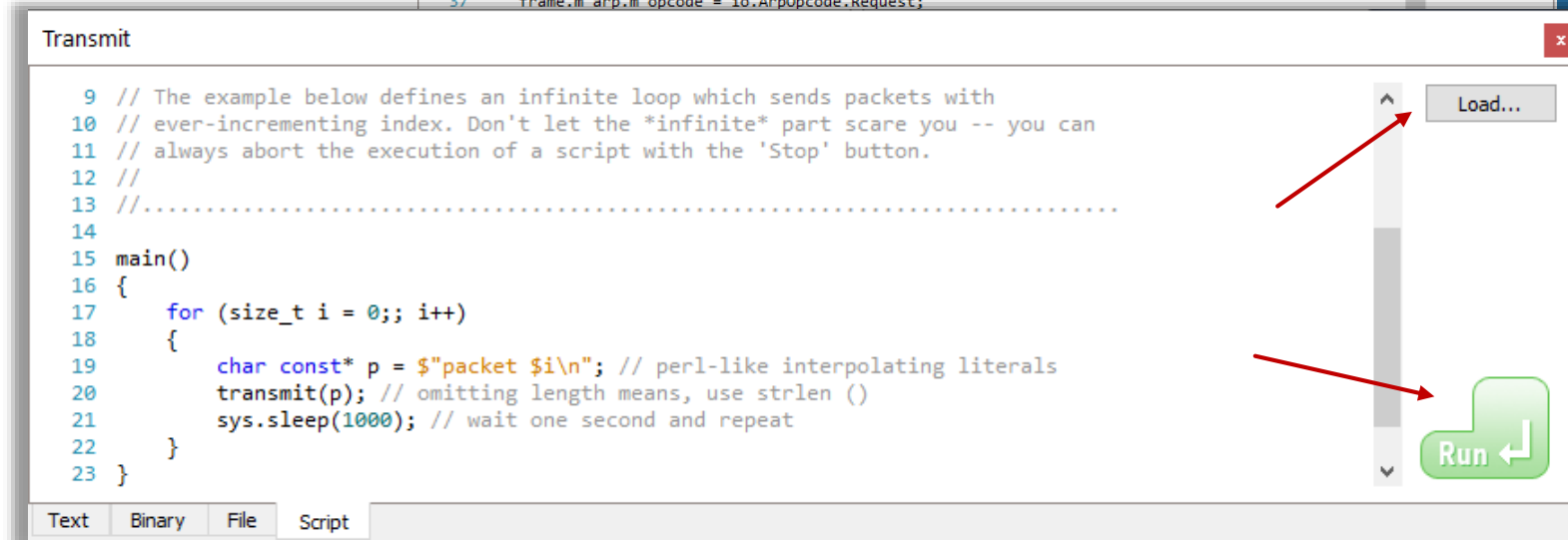
Below the table are buttons for `initialize`, `calcLength`, `calcChecksum`, `setSrcAddress`, and `setDstAddress`. A red arrow points from the `initialize` button to the "Send" button at the bottom right of the Transmit window. The right side of the Transmit window shows a hex editor with the corresponding packet data 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

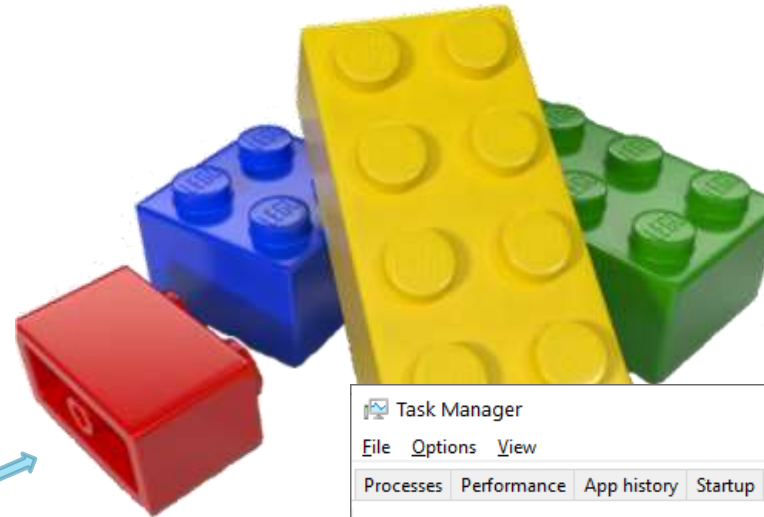
- ▶ **Main process (ioninja)**
  - ▶ UI frontend
- ▶ **Server process (ioninja-server)**
  - ▶ Ninja scroll server
  - ▶ Jancy runtime environment & stdlib
  - ▶ API for plugin scripts
- ▶ All plugins are written in Jancy scripting language and open-source!

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
<b>ioninja.exe</b>	<b>75208</b>	<b>Running</b>	<b>Vladimir</b>	<b>00</b>	<b>23,408 K</b>	<b>Not allowed</b>
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
<b>ioninja-server.exe</b>	<b>77676</b>	<b>Running</b>	<b>Vladimir</b>	<b>00</b>	<b>4,224 K</b>	<b>Not allowed</b>
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 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 UI components and actions, such as 'm\_pluginHost\_m\_toolbar', 'm\_actionTable', and 'm\_pluginHost'. The code is organized into sections for UI 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.'

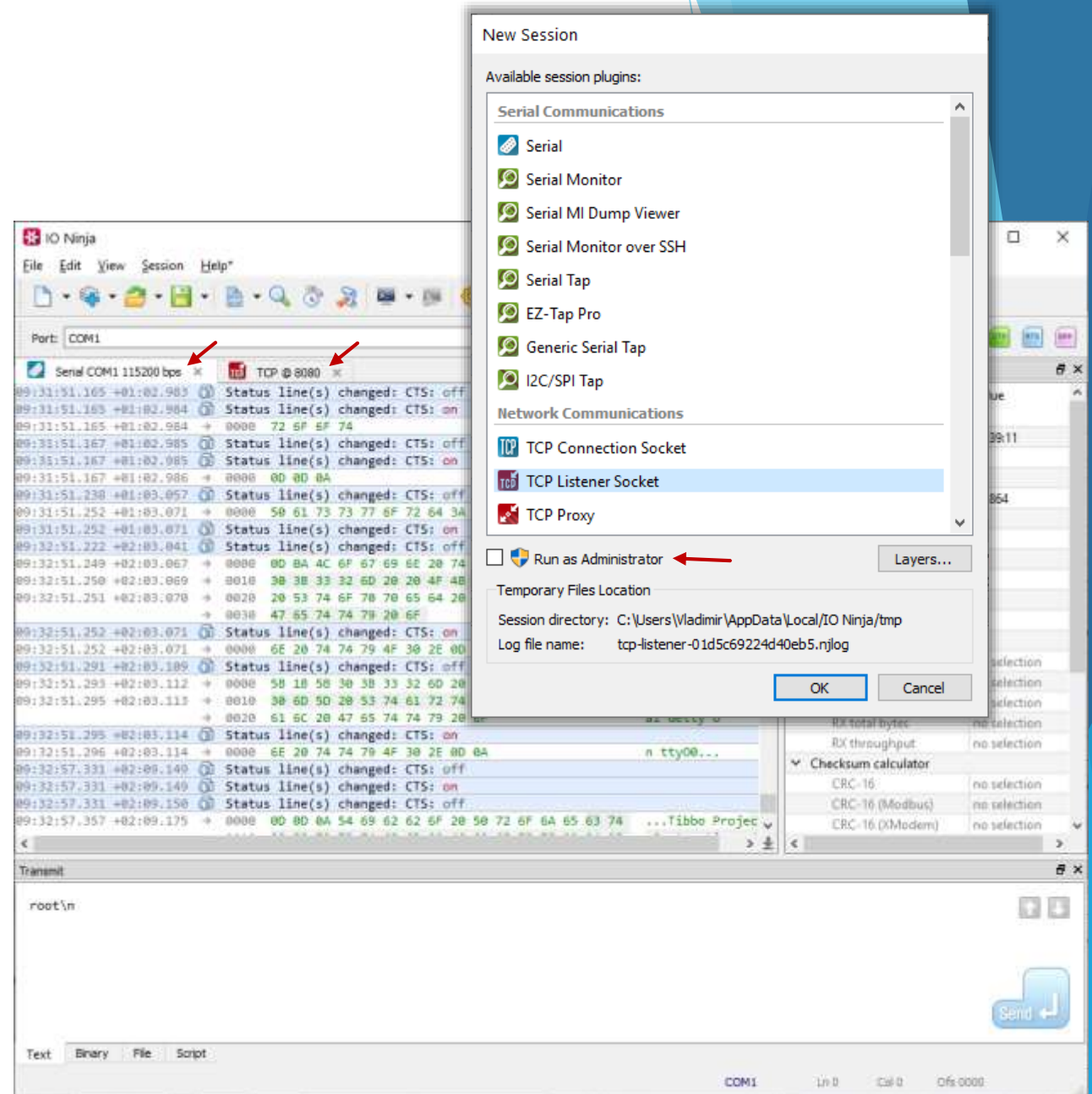
# Plugin Architecture

## ▶ Sessions

- ▶ Sessions are linkable!

## ▶ Layers

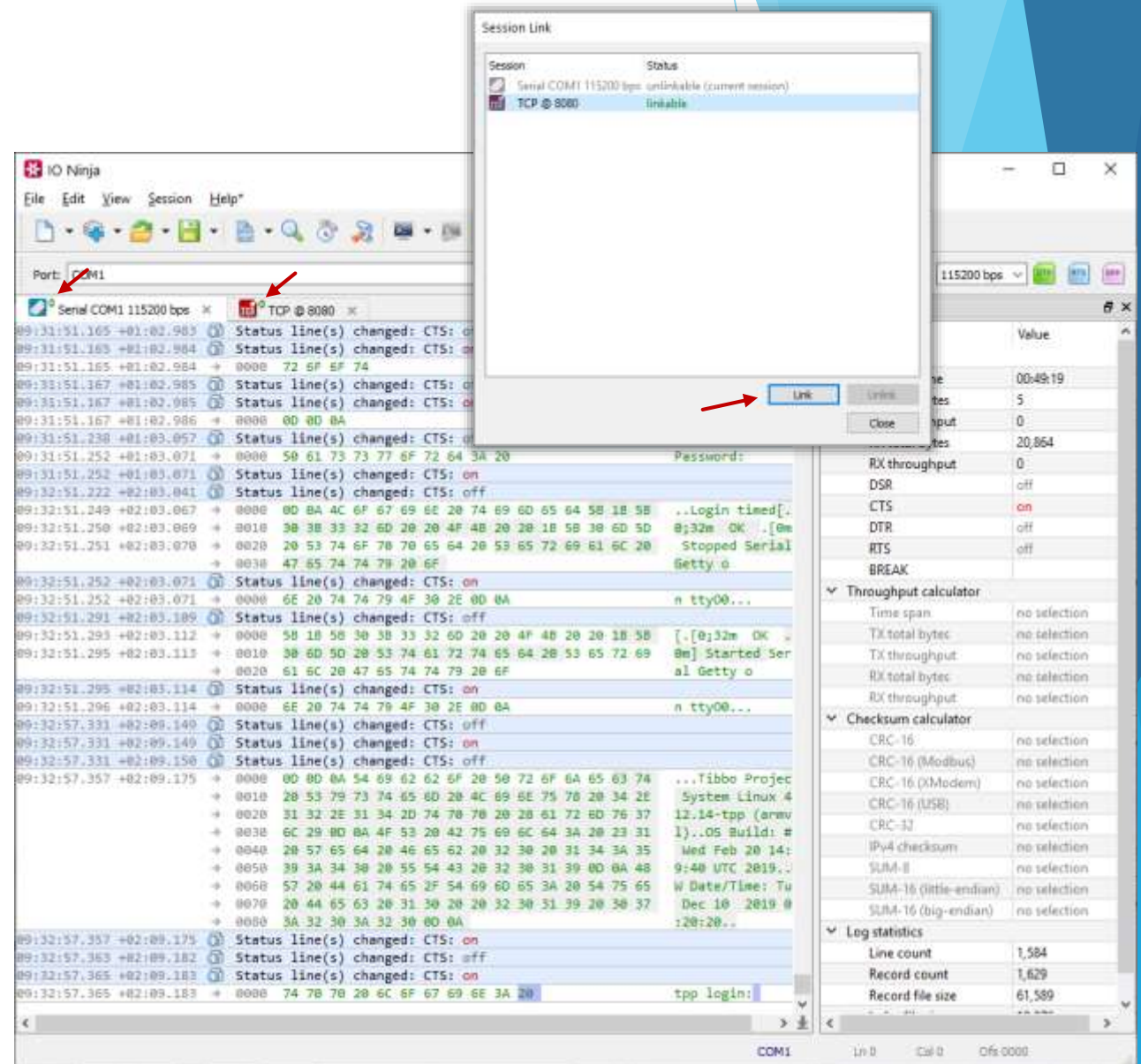
- ▶ Protocol analyzers
- ▶ Protocol transceivers
- ▶ Data highlighters
- ▶ Log filters
- ▶ Transmission extenders (prefix/suffix/encode/checksum/etc)
- ▶ Testing utilities
- ▶ ...





# 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

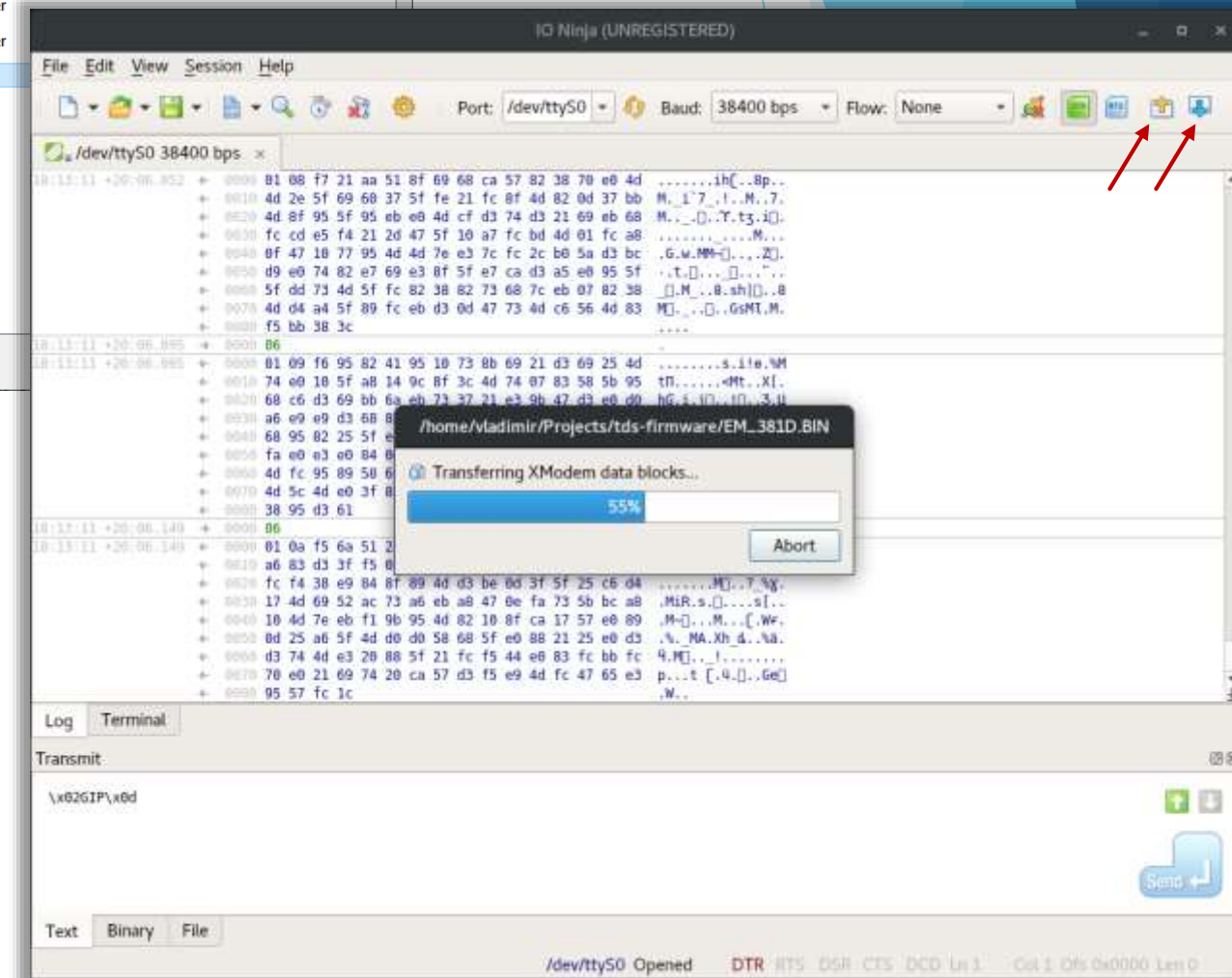
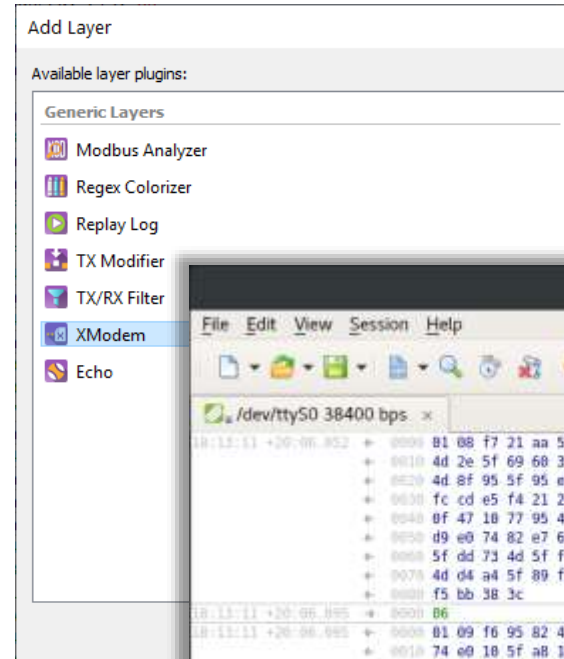
The log shows a Modbus RTU transaction: '0000 01 03 10 00 00 40 40 fa' with 'Address: 0x01/1', 'Checksum: 0xFA40/64064 [OK]', and 'Function: 0x03/3 - Read Holding Registers'. The response is '0000 01 03 80 00 00 00 85 48 00 00 80 80 00 00 85' with 'Address: 0x01/1', 'Checksum: 0xD697/54935 [OK]', 'Function: 0x03/3 - Read Holding Registers', 'Size: 128', and 'Count: 64'. The values are shown as '0000 01 03 20 00 00 40 4f fa' with 'Address: 0x01/1', 'Checksum: 0xFA4F/64079 [OK]', 'Function: 0x03/3 - Read Holding Registers', 'Address: 0x2000/8192', and 'Count: 64'.

The 'Settings' dialog is open, showing the 'Modbus Analyzer' configuration. The 'Protocol' is set to 'Modbus RTU' and 'Stream roles' to 'Half-duplex (RX)'. The 'Half-duplex mode' is set to 'Alternate Master/Slave'. The 'Log filter' is set to 'RTS ON - Slave, else Master'. The 'Log filter' is checked for 'Serial setting changes', 'Serial control line changes', 'Serial status line changes', and 'Serial line errors'.

The bottom status bar shows '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!

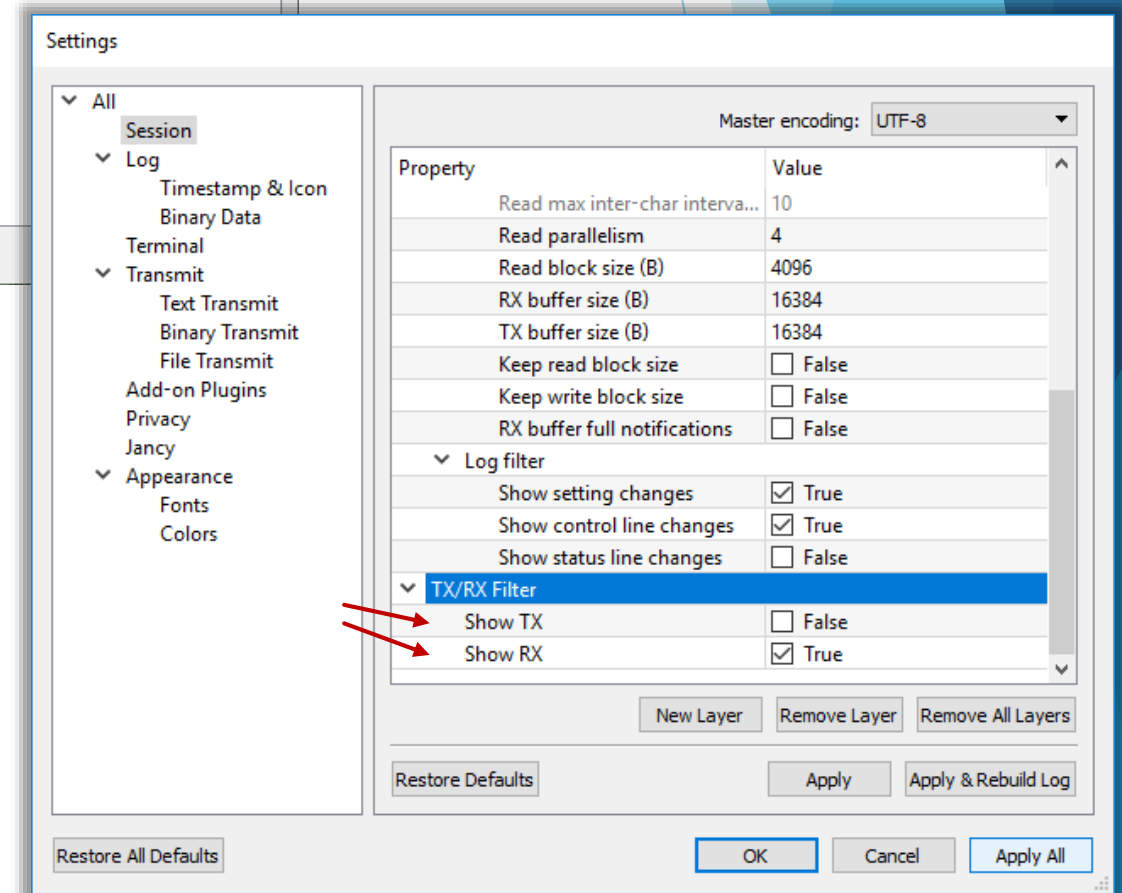
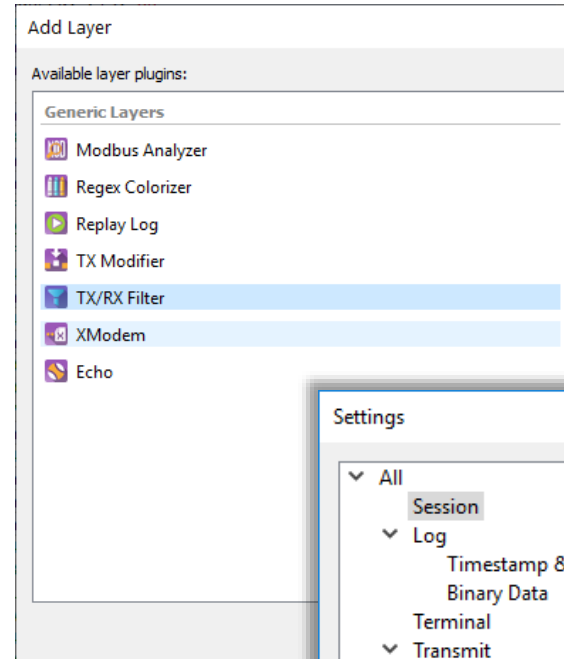
## ▶ Layers

- ▶ 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. At the top, 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 main window shows a terminal session with a hex dump of network data. The text is color-coded according to a plugin configuration. A 'Settings' dialog is open, showing the configuration for the 'Regex Colorizer' plugin. The 'Property' list includes 'Regex Colorizer' and 'Pattern #1'. The 'Value' column shows 'Apply to TX' (True), 'Apply to RX' (True), 'Regular expression' (\\s|[DEFHMQNPVWZcilmno?&#x2D;+]|...), 'Color' ([255, 0, 0]), and 'Font' ([Bold]). The 'Pattern #2' section shows 'Apply to TX' (True), 'Apply to RX' (True), 'Regular expression' (\\s|[A-Za-z]\*[A-Za-z]), 'Color' ([255, 0, 255]), and 'Font' ([I]). The terminal window shows the output of the hex dump, with the text color-coded according to the plugin settings. The status bar at the bottom indicates '104.236.152.161:22 Connected'.

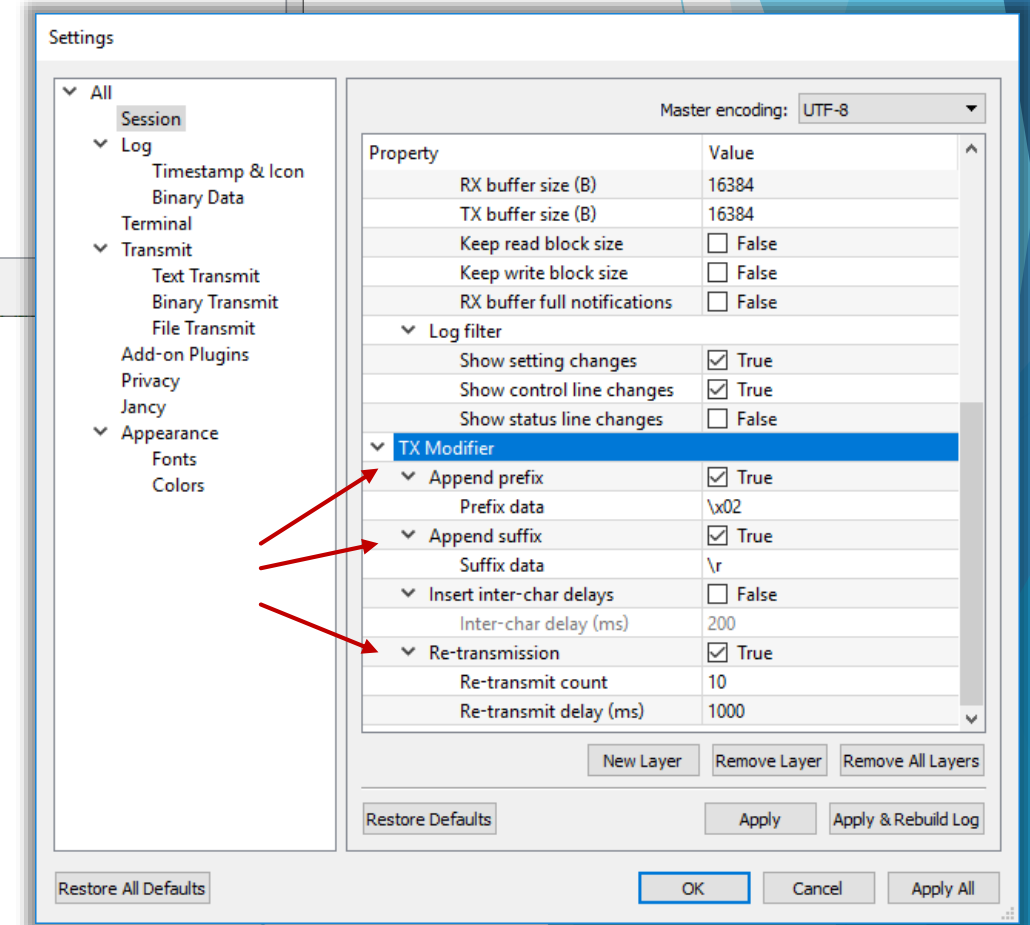
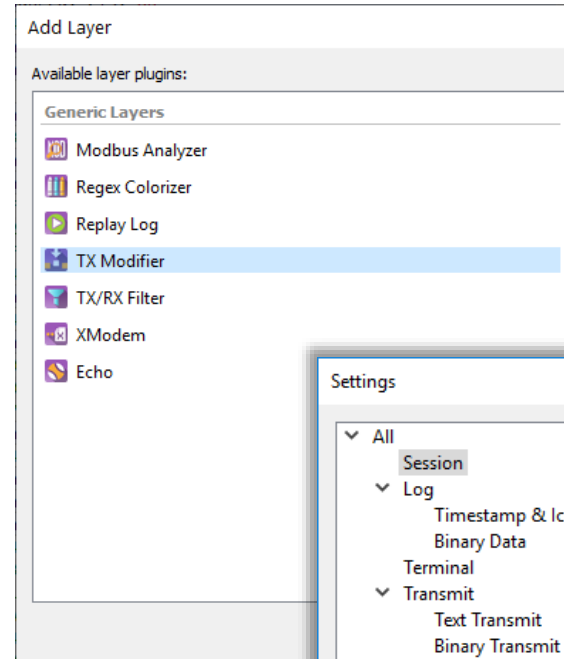
# Plugin Architecture

- ▶ 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
  - ▶ ...



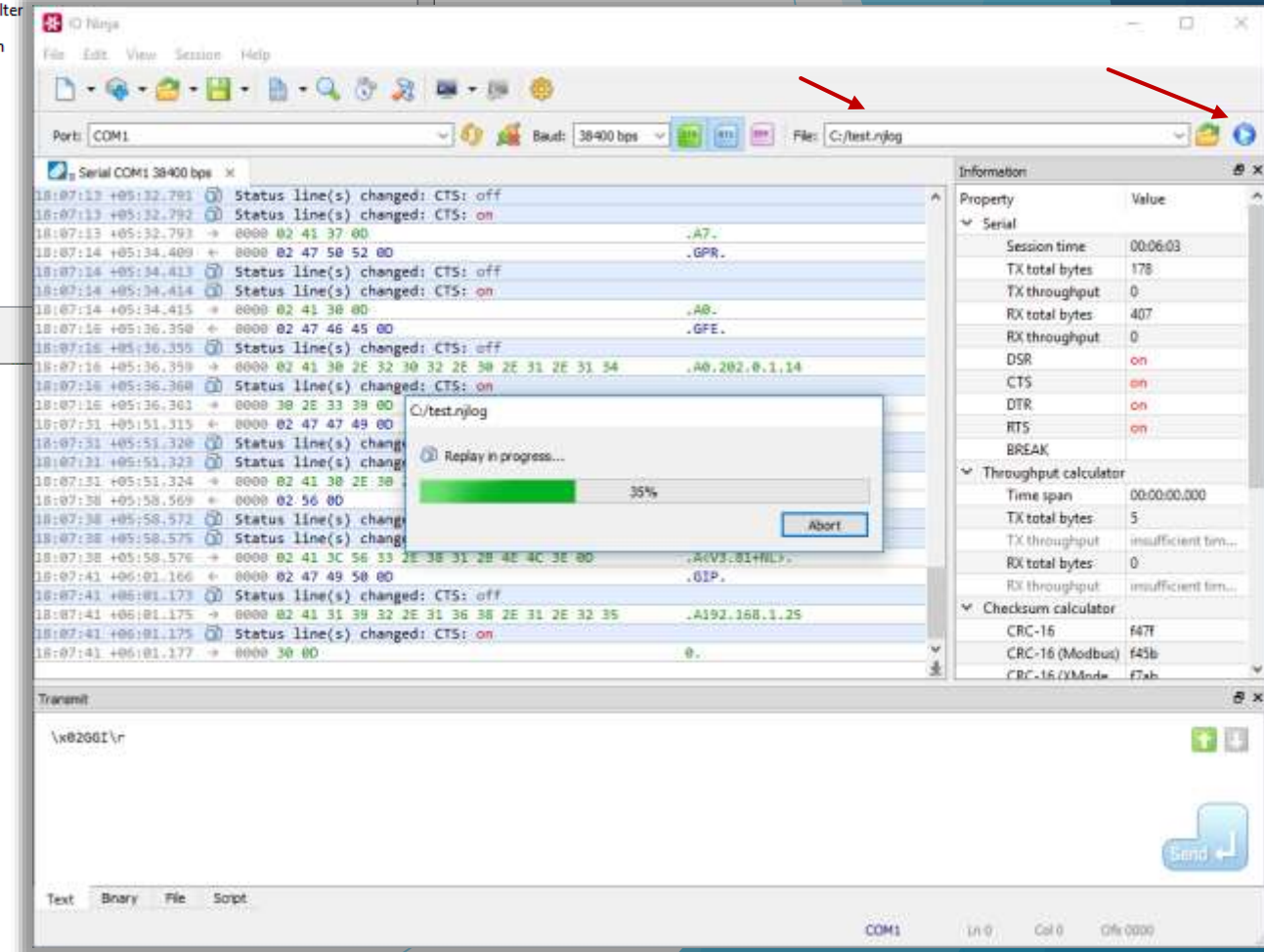
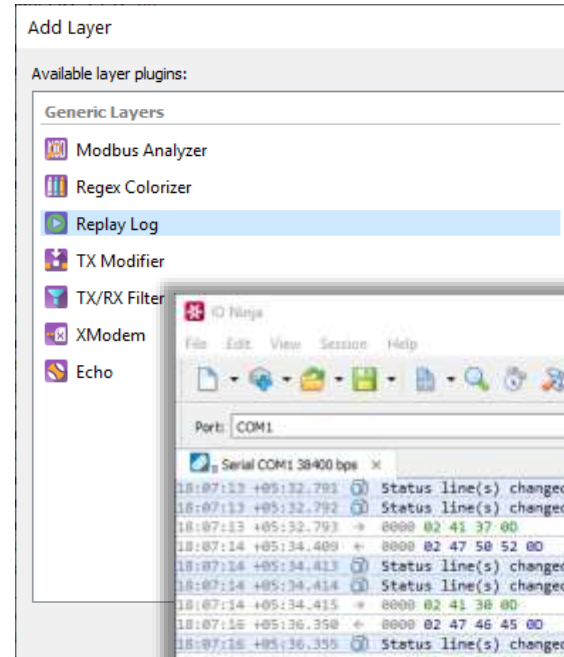
# Plugin Architecture

## ▶ Sessions

- ▶ Sessions are linkable!

## ▶ Layers

- ▶ Protocol analyzers
- ▶ Protocol transceivers
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- ▶ Transmission extenders (prefix/suffix/encode/checksum/etc)
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- ▶ ...



# 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
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```
// 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
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```
// 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**
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```
// 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
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- ▶ Native support for big-endians
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- ▶ 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
```