Double post, yeah kill me!

i think i know the problem, does rlmon send the data via UDP?

EDIT:

bhs.txt
Basicly, what you do is to open a UDP listening socket on any internet connected machine and on any port.

the answer was right there, lol.

i can only open a tcp socket (winsock2.h and ws2_32.lib) do i have to change someting or write totally new code?