Forum:Hack Forums

Thread: How to &[b]#34[/b];surround&[b]#34[/b]; external program with my program/bot

kazclub - *July 25, 2013, 5:29 am*

Hello!

I want to learn how to display external program in my program.
Idea is similar to RuneScape Bot. There is a client where game is displayed. Client can interact with game using virtual mouse and keys even if it is minimized.

I would like to do similar thing for game like minesweeper?.

If anyone can give me source code(displaying part) or point me to book/website/etc or even say what exactly to google ? , I would be grateful.

Skyla Blue - *July 25, 2013, 5:39 am*

You would have to develop a hook for the game, or make an external hack which doesn't write directly to the game's memory.

kazclub - *July 25, 2013, 7:00 am*

Ok tnx I will look how Hooks work. I have made a console program that interacts with game. Problem is that I can't get_work/use virtual mouse. And I read somewhere that I have to make WIN/API program so I can use virtual mouse inside the program or something similar. :)

Automatic Coding - *July 25, 2013, 7:01 am*

(Jul 25, 2013 07:00 AM)kazclub Wrote: *[CITE]* Ok tnx I will look how Hooks work. I have made a console program that interacts with game. Problem is that I can't get_work/use virtual mouse. And I read somewhere that I have to make WIN/API program so I can use virtual mouse inside the program or something similar. :)
Unless I'm mistaken, there is no 'mouse' in runescape bots. It simply says to the java client, "Hey, you're asking for the mouses position! Let's lie to you.". What you really want to do is just lie to the program constantly.

kazclub - *July 25, 2013, 7:14 am*

(Jul 25, 2013 07:01 AM)Automatic Coding Wrote: *[CITE]* Unless I'm mistaken, there is no 'mouse' in runescape bots. It simply says to the java client, "Hey, you're asking for the mouses position! Let's lie to you.". What you really want to do is just lie to the program constantly.
"lie to the program"
?
This got me thinking.
When I first looked hooks I really didn't get how to use them but after "lie to the program", hook seems to be the answer.
Thank you!

Stryker™ - *July 25, 2013, 8:08 am*

well C++ is really the wrong language for a runescape bot, runescape is written in java code and java supports something called reflection, the runescape bots use reflection in order to interact with the game mechanics. you can not use C++ to manipulate a java game's memory due to the fact that all java code is run in the java runtime environment or what i like to call it the "java jail".

Tate - *July 25, 2013, 8:14 am*

Youll probably have to hook the exes rendering and make your program an extension of the exe. If its d3d its easy, just set up a wrapper and hook begin and endscene. If its win32 it shouldnt be too hard, youll just have to hook main or the render function

kazclub - *July 25, 2013, 9:04 am*

(Jul 25, 2013 08:08 AM)Stryker™ Wrote: [CITE] well C++ is really the wrong language for a runescape bot, runescape is written in java code and java supports something called reflection, the runescape bots use reflection in order to interact with the game mechanics. you can not use C++ to manipulate a java game's memory due to the fact that all java code is run in the java runtime environment or what i like to call it the "java jail".

I don't want to make bot for Runescape. RuneBot is well known program and for me the easiest way to explain what I want to find out.