Forum:Hack Forums

Thread: [C#]League of Legends Summoner Statistics

morphine1337 - *December 25, 2013, 2:01 pm*

Description: Let's say that you are in champion select at in a ranked game, and the last pick says "PLS LET ME MID I AM GOOD I AM OP SMURF DIAMOND 1", of course your first thought is to search him on lolking. What this program does, is accesing lolking and retrieving you his statistics. Basically this helps you the trouble of going to lolking, typeing his name etc.

Features:you can see his level

you can see in what league he is

you can see how much wins/losses he has

you can see his league points

you can go on his profile on loking by clicking on a link

you can switch betwen regions

you can see his summoner icon

Screenshot:

Download:
http://www.mediafire.com/download/2qxu1ewmzc1qcdb/LoL+Summoners.rar

Virus Scans: I dunno why it gives a false positive but...it's open source so you can check it yourself.
Spoiler (Click to View)

https://www.virustotal.com/en/file/95518870483fdedf4f247cd0ddd912b64eab4e2798e3efe1254b56a1b4196704/analysis/1388008512/
http://virusscan.jotti.org/en/scanresult/db9551bb4c380491c91cb911820367fc8ab2a576

Credits:
ubbelol for his function GetBetween.

I know it isn't much but all of my programs are made in order to help me or someone else even if it's a simple one

ANY TIPS, TRICKS, CRITICS ARE WELCOMED

TrackPro+ - *December 25, 2013, 2:48 pm*

Good job man, thanks for the source also. :}

Debroski - *December 25, 2013, 3:45 pm*
Dunno if it's still like this, but Lolking used to be AWFUL about uptimes, when I went to make this i used the kassad.in(?) website instead, its MUCH faster and much easier to parse information

Otherwise, nice release!

?rthur - *December 26, 2013, 1:14 am*
What about lolnexus? Imo it's way better, gives a full indication of your own team and of the enemy team.
But your program looks nice

morphine1337 - *December 26, 2013, 2:32 am*
(Dec 26, 2013 02:14 AM)?rthur Wrote: *[CITE]* What about lolnexus? Imo it's way better, gives a full indication of your own team and of the enemy team.
But your program looks nice
As far as i know, on lolnexus you can only get infromation when the resepctive player is in a game. But i need to check him up in champion select when the game hasn't started.

Dennis - *December 26, 2013, 3:08 am*
There's so much more you could do:

That's what my tool looked like :P

When you didn't input names, it would hook to the game and pick the names from there.
Spoiler (Click to View)

sirchamp - *December 26, 2013, 3:35 am*
Looks ok but why wouldnt you use LoL api. Would have been a lot better.

morphine1337 - *December 26, 2013, 3:39 am*
(Dec 26, 2013 04:08 AM)Chiezy Wrote: *[CITE]* There's so much more you could do:

That's what my tool looked like :P

When you didn't input names, it would hook to the game and pick the names from there.
Spoiler (Click to View)
What do you mean by "i would hook to the game and pick the names from there". Do you mean like taking them from the memory?

Dennis - *December 27, 2013, 2:46 am*
(Dec 26, 2013 04:39 AM)morphine1337 Wrote: *[CITE]* What do you mean by "i would hook to the game and pick the names from there". Do you mean like taking them from the memory?Yes. Because I was too lazy to type the names myself :P

morphine1337 - *December 27, 2013, 3:59 am*
I can't seem to find the adressess myself. Can you help me a bit here?

Dennis - *December 27, 2013, 4:10 am*
Soz but not gonna download LoL ever again :P.
Just google a bit, there's so much information out there..