

Forum:[Hack Forums](#)

Thread: [Making a bot for a java/browser game](#)

yasje - February 3, 2014, 3:00 am

Hello all,

I am playing a game called: Tibiame

and i want to make a bot for it. There is already one exists, but i wonder how he made it?

i noticed some programs like: Kemulator? and uopilot?

Are there more ways to make a bot for it?

i want to make something like this:

[img]http://tibiame-bot.com/img/bot5.png[/img]

i hope you guys can help me out!

Cheers! ?

Terry A. Davis - February 4, 2014, 11:00 am

Personally, I'm thinking C# would be better.

However, you said it uses Java which would mean it starts the Java process on your end (Like Minecraft, CoD, BF, Minesweeper)

Therefore, you could inject values like a trainer of sorts, you would need to use CheatEngine or similar to get the offsets of course. But once that is out of the way you'd make a simple program in pseudo code like this:

```
int main()
{
writememory(0xffffffff,100/*health*/);
writememory(0xeeee,999/*Damage*/);
}
```

Get what I am saying?

Feminist - February 4, 2014, 11:07 am

You can use reflection or injection to make a bot like that, or you could simply just make your own client (if its a simple game) by RCE the client and seeing how the packets and etc are handled.

(Feb 4, 2014 12:00 PM)Perfect Cell Wrote: [\[CITE\]](#) Personally, I'm thinking C# would be better.

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Sorry, you're not going to be doing that for Java.

Also, OP, you should have posted this in the Java section

monkaS - February 4, 2014, 1:52 pm

Could you not just decompile the code and find out yourself?

Deko - February 4, 2014, 2:50 pm

You can use Pixel detection or reflection or injection.

Pixel detection is only useful if the image can stay constant and the game is 2d imo.

yasje - February 4, 2014, 2:52 pm

(Feb 4, 2014 02:52 PM)Ceaseless Wrote: [\[CITE\]](#) Could you not just decompile the code and find out yourself?

how do i do that?

its full of jar files and dll.

yasje - February 4, 2014, 2:55 pm

(Feb 4, 2014 12:07 PM)Feminist Wrote: [\[CITE\]](#) You can use reflection or injection to make a bot like that, or you could simply just make your own client (if its a simple game) by RCE the client and seeing how the packets and etc are handled.

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Thankyou for the post, and yes it could be by java to but i thought maybe it can do in other codes?

but thats smart never heard of refelection.

and injection is an created bot by dll right?

and what you mean by rce the client? use wireshark and see their package sends?

yasje - February 4, 2014, 3:09 pm

it looks likes this:

http://dd6xle2n4vut.cloudfront.net/com.cipsoft.tibiame_6.png

Orianthi - February 4, 2014, 3:13 pm

(Feb 4, 2014 03:52 PM)yasje Wrote: [\[CITE\]](#) how do i do that?

its full of jar files and dll.

First step: <http://jd.benow.ca/>

Second Step: <http://www.youtube.com/watch?v=ByLUeem7680>

Enjoy.

Orianthi - February 4, 2014, 3:14 pm

(Feb 4, 2014 04:09 PM)yasje Wrote: [\[CITE\]](#) it looks likes this:

http://dd6xle2n4vut.cloudfront.net/com.cipsoft.tibiame_6.png

Dude I seen already a C++ thread, Java, and AutoIT thread. Choose one language.

yasje - February 4, 2014, 3:20 pm

(Feb 4, 2014 04:13 PM)Ace700 Wrote: [\[CITE\]](#) First step: <http://jd.benow.ca/>

Second Step: <http://www.youtube.com/watch?v=ByLUeem7680>

Enjoy.

Thankyou i gonna watch it, and check all the hunderds of jar files haha :P

yasje - February 4, 2014, 3:21 pm

(Feb 4, 2014 04:14 PM)Ace700 Wrote: [\[CITE\]](#) Dude I seen already a C++ thread, Java, and AutoIT thread. Choose one language.

its hard to choose, injection or client cant choose

3 Kings - February 4, 2014, 3:44 pm

Java based online games are easy to make bot clients for (just look at RS).

Orianthi - February 4, 2014, 3:58 pm

(Feb 4, 2014 04:21 PM)yasje Wrote: [\[CITE\]](#) its hard to choose, injection or client cant chooseWell then maybe start with a language you know. AutoIt is ment to know some coding.

Deko - February 4, 2014, 3:59 pm

If you don't have experience then go with Image/Pixel detection, it seems like the perfect game for it.

yasje - February 4, 2014, 3:59 pm

(Feb 4, 2014 04:44 PM)3 Kings Wrote: [\[CITE\]](#) Java based online games are easy to make bot clients for (just look at RS).

ok thankyou for your reply and what does rs means btw?

SIM-2015410 - February 4, 2014, 9:44 pm

(Feb 4, 2014 04:59 PM)yasje Wrote: [\[CITE\]](#) ok thankyou for your reply and what does rs means btw? I think he means runescape - lots of people have made bots for that ?

yasje - February 4, 2014, 11:53 pm

Ahh runescape true, but runescape is kinda 2/3d and tibiame is just 2d you cant turn around or something :P

i gonna do java client + gui, but odnt know where to start but i will search and search to make a bot for a web browser ?

wutax - February 5, 2014, 5:49 am

Are you sure that the bot you posted was made in Java?

So this is a browser game and to play it you need the java applet right? Every time you use an

applet it gets stored in a temporary folder. Try to catch it and then you can modify it on your own.
(delete META-INF folder inside)

yasje - February 5, 2014, 5:56 am

(Feb 5, 2014 06:49 AM)wutax Wrote: [\[CITE\]](#) Are you sure that the bot you posted was made in Java?

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(delete META-INF folder inside)

1. that screenshot isnt made with java, its made in C# and has his own kemulator.
2. yes its trough java applet. one more question where is temporary files? i forgotten how to go there. i use firefox to play that game.

wutax - February 5, 2014, 1:53 pm

On windows 7 that should be

"C:\Users\USERNAME\AppData\Local\Temp"

i guess, but firefox could store it somewhere else.

yasje - February 5, 2014, 3:10 pm

(Feb 5, 2014 02:53 PM)wutax Wrote: [\[CITE\]](#) On windows 7 that should be

"C:\Users\USERNAME\AppData\Local\Temp"

i guess, but firefox could store it somewhere else.
got it!

c:>user>appdata/local/*name of the game*

still dont know how to modify them? :P

there tons of jpgs files and some xmls and some dat files...

wutax - February 6, 2014, 1:45 am

well done. next step is to decompile the class files. I recommend JD which can be downloaded here:

<http://jd.benow.ca/>

the project will also be obfuscated. to make it a bit easier to read, use JDO (

<https://github.com/fileoffset/JDO>)

next you have to delete the META-INF in order to get it working.

yasje - February 6, 2014, 3:10 am

(Feb 6, 2014 02:45 AM)wutax Wrote: [\[CITE\]](#) well done. next step is to decompile the class files. I

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<https://github.com/fileoffset/JDO>)

next you have to delete the META-INF in order to get it working.

there is no meta-inf folder glady :P

i gonna download and read tuts i hope i can work it out :P

Thanks for the help!

I tried and i tried, i cant go further... unfortunately :(

there are no class files in dat folder...

