

Forum:[Hack Forums](#)

Thread: [Possible to read data ingame?](#)

Jacksons - March 19, 2014, 1:49 pm

Hello all,

Is it possible to read data from an internet Javascript game for example runescape?

Greets,

Jack

node.js - March 19, 2014, 2:27 pm

Can you explain a little more what you are trying to do?

GunzPk - March 19, 2014, 2:49 pm

Runescape isn't programmed in JavaScript, its programmed in Java, they're different. But to answer your question, it is possible to grab data from the RuneScape client, just depends on exactly what type of data you're attempting to grab.

Jacksons - March 19, 2014, 2:56 pm

Well, It's about eldevin game, I need to find out if it's bad or good farm.

When that percentage is above 0.00% i want that it will do something different then when it's staying it 0.00% for like 20-30 seconds.

clrlslwi - March 19, 2014, 3:03 pm

(Mar 19, 2014 02:56 PM)jack023 Wrote: [\[CITE\]](#) Well, It's about eldevin game, I need to find out if it's bad or good farm.

When that percentage is above 0.00% i want that it will do something different then when it's staying it 0.00% for like 20-30 seconds.

Yeah it's possible, but it's not going to be a simple thing to do.

Eldevin is a very big game (thousands upon thousands of classes), and you'll be reversing everything yourself.

Some time ago, I started making a Eldevin bot and I wrote a little tool using reflection so I could load/flip through all the objects in the game. Took me a couple of hours to reverse huge chunks of the game (had an entity list, and I knew how their UI system worked for the most part). I suggest doing that.

This is NOT going to be an easy thing to do though, it'll probably take you weeks if not months to have a fully functioning bot (depends on how much time you put into it, and your experience with this type of thing).

Jacksons - March 19, 2014, 3:25 pm

Alright, not really nice to hear :(

Let's find another way then on how to fix it, any idea to find out if i need otune the farm or can just harvest it?

