

Forum:[Hack Forums](#)

Thread: [Ragnarok Online and OllyDBG \[C#\]](#)

quincytynes - January 15, 2015, 5:54 am

Hi,

I have plenty of programming experience in C# and recently I have been playing a game (ragnarok online) on a private server. I always liked things like RATS and Obfuscators and all that sort jazz and even wrote a RAT for fun 2 years ago ?.

So now I was curious if I could read (not modify) the positions of players / mobs in the game. After some googling I found ollydbg but when I attach ollydbg to the game it crashes ollydbg and the game. Reading memory with C# is going fine but it doesn't provide the tools ollydbg does.

So can anyone give me some pointers on how to continue ? This is my first time using ollydbg, its even my first time trying to do something with memory and processes. This is my first time posting here so if I did something wrong please tell me.

--edit--

I also saw the c# forum but this is not a programming question but more a question related to where I should start with hacking / attaching a memory reader.

Dezzz - January 15, 2015, 8:12 am

Use cheat engine to find where the player positions are stored

<https://www.youtube.com/user/L4DL4D2EUROPE>

That guy has some pretty good videos to get you started

quincytynes - January 15, 2015, 8:19 am

Thanks for the reply, the channel looks like a good source of information for stuff like signature scanning etc. I think the game has some sort of protection against cheat engine because last time I checked I think the game didn't boot when cheat engine was open or shut itself down when cheat engine is opened.

I will verify that in a sec after re-installing the game on a different computer with a vpn on it. I heard they might have ip bans and hardware id bans and I don't want to lock myself out of the game.

Dezzz - January 15, 2015, 8:28 am

(Jan 15, 2015 09:19 AM)quincytynes Wrote: [\[CITE\]](#) Thanks for the reply, the channel looks like a good source of information for stuff like signature scanning etc. I think the game has some sort of protection against cheat engine because last time I checked I think the game didn't boot when cheat engine was open or shut itself down when cheat engine is opened.

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You could possible use a virtual machine

I'm not sure if that will actually bypass hardware id bans but it's worth a try

quincytynes - January 15, 2015, 9:42 am

Yeah already thought of that, currently testing out if the game works on a VM because I don't know if the virtual gpu can handle that. Luckily its a old game and supports software rendering so it will probably work.

Also thanks again for the channel it has a ton of good information :) will report back with some more information in a bit.

quincytynes - January 20, 2015, 6:43 am

Yup seems like cheat engine is blocked by the harmony engine, need some sort of bypass for it. Currently writing my own c# program that reads out memory and is scanning for signatures, will report on how that turns out.