

Forum:[Hack Forums](#)

Thread: [Im unsure what to do next](#)

dex73r - February 17, 2015, 6:28 pm

So, hello there, everyone! before all of you say - go learn some or you will send me some tutorials for absolute beginners, i want to know, does exist kind of tutorials for "more experienced" i kinda trained from tutorials and did a lot of my stuff - but im totally unsure how to progress more now , the image is just for you to understand how hard i trained, i started like umm month ago, in programming and i really like it, its fun and it makes me feel good, but when i dont know where to learn more, what do i have to do? i can find around whole internet stuff like buckys video tutorials, tutorials for beginners, microsoft elder sir's tutorials and many more.

i started to program because i want to create bots and some cheats, hacks and stuff like this, i would go for c++ but i really love GUIs :S, anyone who could recommend me way to learn is appreciated! thanks for your effort ?

XxXIs2kxcosmoXxX - February 17, 2015, 6:31 pm

To be completely honest you are going to find some ebooks, pay someone for lessons, or some online course. You probably know everything but you don't know how to use all of the things you know. And you need to find out what you want to learn more about like game programming or software making etc....

dex73r - February 17, 2015, 6:43 pm

(Feb 17, 2015 07:31 PM)XxXIs2kxcosmoXxX Wrote: [\[CITE\]](#) To be completely honest you are going to find some ebooks, pay someone for lessons, or some online course
Ebook - isnt it just youtube tutorials in depth? thanks for reply anyways!

Hiiro - February 17, 2015, 6:44 pm

What have you learnt already?

It'd help for people to give you suggestions and point you in the correct direction if we know how much knowledge you have of the language.

dex73r - February 17, 2015, 6:52 pm

(Feb 17, 2015 07:44 PM)Austrix Wrote: [\[CITE\]](#) What have you learnt already?

It'd help for people to give you suggestions and point you in the correct direction if we know how much knowledge you have of the language.

Actually, i did quite a lot of trainers for games, i did my (simple) browser cause i play one game where its forbidden to have window like "Hackforums.net" they would ban me instantly, then i did few generators for i.e mac adress, unique disk id , just to practice it :P and i also created one trainer with register + login (i have to activate accounts first, then someone can use the trainer) and i guess thats all so far, thanks for your reply, i appreciate it .

// yeah i also did autoupdater for my program and few bots which just reads info about beatmap in game "osu" and i would love to improve it into something better, with info stored in beatmaps (thats ofcourse gamehacking section, im sorry for taking it here)

// i guess i should but i ask anyways - should i go for c++ ? I mean, i love GUIs, and if there is way to have GUI in c++, im definitely going for it.

Hiiro - February 17, 2015, 7:14 pm

(Feb 17, 2015 07:52 PM)dex73r Wrote: [\[CITE\]](#) Actually, i did quite a lot of trainers for games,i did my (simple)browser cause i play one game where its forbidden to have window like "Hackforums.net" they would ban me instantly, then i did few generators for i.e mac adress, unique disk id , just to practice it :P and i also created one trainer with register + login (i have to activate accounts first, then someone can use the trainer) and i guess thats all so far, thanks for your reply, i appreciate it .

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EDIT: You can see the designer at 3:50

[Video: <https://www.youtube.com/watch?v=WPbvVBGi5oI>]

Zettabit - February 17, 2015, 7:22 pm

(Feb 17, 2015 08:14 PM)Austrix Wrote: [\[CITE\]](#) Of course you can have a GUI in c++ but it's not like drag and drop like you can with Visual Studio, although you can create a Qt GUI Application in Qt Creator with c++ which has a small designer.

EDIT: You can see the designer at 3:50

[Video: <https://www.youtube.com/watch?v=WPbvVBGi5oI>]

You can use Visual Studio to create C++ GUI's, but that would require VisualC++ to be installed on the system.

The C++ designer in Visual Studio is just like the ones for the .NET framework.

Hiiro - February 17, 2015, 7:58 pm

(Feb 17, 2015 08:22 PM)Zettabit Wrote: [\[CITE\]](#) You can use Visual Studio to create C++ GUI's, but that would require VisualC++ to be installed on the system.

The C++ designer in Visual Studio is just like the ones for the .NET framework.I didn't know that, I always thought you had to create the GUI from scratch with Visual Studio. :P

Odus - February 18, 2015, 2:12 am

(Feb 17, 2015 07:43 PM)dex73r Wrote: [\[CITE\]](#) Ebook - isnt it just youtube tutorials in depth? thanks for reply anyways!

Generally speaking, I advise against YouTube tutorials since more often than not, they teach bad practises.

Everyone's different so I can't speak for you against Adam but one way to set into motion what you've learned is to study and play around with existing sources (nothing ridiculous like malware, crypter, etc.) or set yourself an objective slightly higher than your ability then research the parts you don't know. But everyone's different, like I said.

dex73r - February 18, 2015, 6:27 am

Thank you everyone! I will try to improve, next project is image uploader just like puu.sh or prntscr - lightshot!

Corios - February 18, 2015, 9:22 am

(Feb 17, 2015 08:22 PM)Zettabit Wrote: [\[CITE\]](#) You can use Visual Studio to create C++ GUI's, but that would require VisualC++ to be installed on the system.

The C++ designer in Visual Studio is just like the ones for the .NET framework.
That's c++/CLI, which IS .net designer as you're making the form in managed while writing in a disgusting form of c# and c++ mixed, its not just c++.

And an eBook is an electronic book, so no an eBook isn't a YouTube video :P