

Forum:[Hack Forums](#)

Thread: [Steam Bot \(WIP\) - plugin-based, multi-account steam bot](#)

Fafaffy - August 1, 2015, 9:06 am

Steam Bot

Hey, I'm releasing my WIP Steam Bot that I've been working on the past few days. It's pretty nifty, and polished though there are a few things that still need to be fixed (it's not perfect)

This is a steam bot which has the following features: Supports multiple accounts

Plugin based

Console window

This was made via .NET Framework 4.5.2, using C# WPF. The repository contains 3 projects each with it's own purpose: Steam Bot - The main application. This is where your GUI is, and where most of the logic resides

Steam Bot Interface - An interface used to allow and create plugins

Steam Bot Friends - An example plugin that shows the basics of creating a plugin, and how to go about it

Github Repository: <https://github.com/fafaffy/Steam-Bot>

Trello: <https://trello.com/b/SujFCqag/steam-bot>

Changelog (1.0.0.0): Initial release

Known issues/bugs: Plugins can't properly talk to their custom user control (yet)

Screenshots:

Spoiler [\(Click to View\)](#)

Please keep in mind this is not a perfect program, and I have a few hacky-done portions of the code that I fully intend to rewrite to be better. Enjoy~

?ovu - August 1, 2015, 9:22 am

Looks pretty cool. I don't really have a use for a Steam bot, but nice project!

Alpis - August 2, 2015, 2:23 pm

Impressive and interesting at the same time, nice work OP.

so.exe - August 6, 2015, 3:40 pm

Looks pretty cool. Hope to see more added soon.

Terry A. Davis - August 6, 2015, 10:56 pm

Why do I feel like you ripped this right from SneakyFox's tutorials?

PHP Code

```
<?php
if(callback.Result == EResult.OK)
{
    user.LogOn(new SteamUser.LogOnDetails()
    {
        Username = "Fafaffys",
        Password = "[Request]",
        AuthCode = ""
    });
}
```

Well, even without Steamguard, one could recover your account if those are correct.

Fafaffy - August 7, 2015, 1:56 am

(Aug 6, 2015 10:56 PM)Perfect Cell Wrote: [\[CITE\]](#) Why do I feel like you ripped this right from SneakyFox's tutorials?

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That was completely left in by mistake (and was used for testing) D:

Would you mind removing the password from public view?

As far as tutorials: I've done enough steam bots in the past to where most of this is my own. Although I did use the official Steamkit2 documentation for how to properly implement this.

Terry A. Davis - August 7, 2015, 2:19 am

(Aug 7, 2015 01:56 AM)Fafaffy Wrote: [\[CITE\]](#) That was completely left in by mistake (and was used for testing) D:

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As far as tutorials: I've done enough steam bots in the past to where most of this is my own. Although I did use the official Steamkit2 documentation for how to properly implement this.

You should totes send me the documentation, I can't find anything more than their samples, also, same goes for we should talk about Steambots, I have made a few and such with interagrations to a TeamSpeak server I host for giving server groups and what have you, we could maybe work on something some time.

Also at last check I can still see it on the git.

Cuby - August 8, 2015, 3:12 am

Nice.

Never seen before.

Will give it a try!

Thank for sharing :)

Hash G. - August 8, 2015, 3:14 am

Looks pretty dope I'll check this out.

SIM-2830142 - August 8, 2015, 3:16 am

This is impressive, i will use this in the future.

Thanks OP!

Terry A. Davis - August 8, 2015, 5:31 am

To the person wanting Steam Guard support just adapt this video:

https://www.youtube.com/watch?v=bCVJ9o_w0bw

tyutyu721 - April 15, 2016, 3:07 pm

i would love to see this work out do you need some help

zavi156156 - April 17, 2016, 8:47 pm

Looks nice, thanks i will use check it later :)

FuRnZ - April 20, 2016, 1:06 am

Well done.

Projects like this motivate me to keep coding. Thank you.

1tap - April 20, 2016, 5:27 am

This is neat, surprised this hasn't been used more.

Nice job op!

Fafaffy - April 21, 2016, 9:07 am

Wonder why this was revived. Anyway, I 404'ed the project due to personal reasons. I don't foresee myself working on this anymore, so I'll go ahead and close the thread. Thanks for the compliments, though.