

Forum: [Hack Forums](#)

Thread: [CS:GO events](#)

HVNCSP - January 11, 2016, 8:14 am

Hey. Is there any way to handle cs:go events with C#? By events I mean player kills another player, player dies, round starts, round ends. This kind of stuff. I want to make a statistics program to myself but I don't know if this is even possible.

Any thoughts?

And, if there is a way, can it be VAC Banned?

sdk - January 11, 2016, 8:53 am

Game State Integration.

Valve Link:

https://developer.valvesoftware.com/wiki/Counter-Strike:_Global_Offensive_Game_State_Integration

C# Wrapper: <https://github.com/rakijah/CSGSI/>

Mode: EZ

mapleanton - January 11, 2016, 9:11 am

I know this isn't what you ment, but take this as an alternative:

You can search for kills pointer, add a loop and raise your own c# event when the number of kills changes

Code

```
int kills;
```

```
kills = Readpointer(killsPointer);
```

```
While(true)
```

```
{
```

```
int k = (int)Readpointer(killsPointer);
```

```
if(k != kills){
```

```
// Raise event
```

```
kills = k;
```

```
if(KillsChanged != null) KillsChanged(k);
```

```
}
```

```
}This is how I did it for a game. (Not CS:GO though)
```

Note that infinite loops use lots of CPU

HVNCSP - January 11, 2016, 10:06 am

(Jan 11, 2016 09:53 AM)sdk? Wrote: [\[CITE\]](#) Game State Integration.

Valve Link:

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C# Wrapper: <https://github.com/rakijah/CSGSI/>

Mode: EZ

Hmm, that works in every server? The server should not have some config in there for that to work?

(Jan 11, 2016 10:11 AM)mapleanton Wrote: [\[CITE\]](#) I know this isn't waht you ment, but take this as an alternative:

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kills = k;

if(KillsChanged != null) KillsChanged(k);

}

}This is how I did it for a game. (Not CS:GO though)

Note that infinite loops use lots of CPU

That is not what I meant. Like you said it will consume a lot or resources, and I don't want that :/

Thanks for the answers.

8miles - January 11, 2016, 10:07 am

this?

<http://public.ebot.wedeho.be/>

i think it shows how many kills etc after the game and esl uses this.

Pm me if you need help with any stuff

HVNCSP - January 11, 2016, 10:11 am

(Jan 11, 2016 11:07 AM)MrScrubLord Wrote: [\[CITE\]](#) this?

<http://public.ebot.wedeho.be/>

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Pm me if you need help with any stuff

Something like that but that works with the CLIENT and not with the SERVER. I want to somehow connect the C# program to the game so it can count kills, deaths, headshots, etc.

sdk - January 11, 2016, 10:15 am

(Jan 11, 2016 11:11 AM)kr3nks Wrote: [\[CITE\]](#) Something like that but that works with the CLIENT and not with the SERVER. I want to somehow connect the C# program to the game so it can count kills, deaths, headshots, etc.

Do what I said. You can join any server, the config is client sided, you can paste it to the dir programmatically in the beginning. Then Just as long as the players in game it will start a server and you can connect, I havent done too much testing around but I just recently got one to work. You can actually get quite a bit of info off that, Kills/Assits/Deaths/MVPs/Ammo/Guns(loadout) etc.

HVNCSP - January 11, 2016, 10:27 am

(Jan 11, 2016 11:15 AM)sdk? Wrote: [\[CITE\]](#) Do what I said. You can join any server, the config is client sided, you can paste it to the dir programmatically in the beginning. Then Just as long as the players in game it will start a server and you can connect, I havent done too much testing around but I just recently got one to work. You can actually get quite a bit of info off that, Kills/Assits/Deaths/MVPs/Ammo/Guns(loadout) etc.

Yeah, now I got it! ?

Just ran the test program in the github readme and it worked. This shit is awesome! :D

Thanks ?