

Forum:[Hack Forums](#)

Thread: [Grabbing values out of Unity game.](#)

JuicyProgramming - February 12, 2017, 10:53 am

Hello,

Doing a little fun project on a chance calculator for Governor of Poker 3 where I would like to automatically grab my cards and the cards on the table and calculate the chance of getting combinations.

GOP 3 uses Unity and I was wondering if there is a way to easily grab values that are being used in-game?

Link to the game: <https://web-live.gop3.nl/>

Thanks in advance.

w4zt3d - February 13, 2017, 9:19 am

Just hack it w/ unity code

if its a standalone modify the assembly-csharp.dll w/ Reflector

JuicyProgramming - February 13, 2017, 10:24 am

(Feb 13, 2017 10:19 AM)w4zt3d Wrote: [\[CITE\]](#) Just hack it w/ unity code

if its a standalone modify the assembly-csharp.dll w/ Reflector

Sorry but I dont quite understand what you mean with "Just hack it w/ unity code" could you maybe explain?

DaftHacker - February 13, 2017, 12:15 pm

(Feb 12, 2017 11:53 AM)MCFC Wrote: [\[CITE\]](#) Hello,

Doing a little fun project on a chance calculator for Governor of Poker 3 where I would like to automatically grab my cards and the cards on the table and calculate the chance of getting combinations.

GOP 3 uses Unity and I was wondering if there is a way to easily grab values that are being used in-game?

Link to the game: <https://web-live.gop3.nl/>

Thanks in advance. You could hook into the games memory using cheat engine and once you find the static addresses and you want to make your own program you would use [ReadProcessMemory](#) to read the memory and [WriteProcessMemory](#) to write to the memory, if the game is browser based follow this tutorial: https://www.youtube.com/watch?v=kdC1_0ZIM7E

JuicyProgramming - February 13, 2017, 1:42 pm

(Feb 13, 2017 01:15 PM)DaftHacker Wrote: [\[CITE\]](#) You could hook into the games memory using cheat engine and once you find the static addresses and you want to make your own program you would use [ReadProcessMemory](#) to read the memory and [WriteProcessMemory](#) to write to the memory, if the game is browser based follow this tutorial:

https://www.youtube.com/watch?v=kdC1_0ZIM7E

Thanks alot for your reply. The game works with poker cards. I tried some different ways to find it but I cant seem to find it. Any suggestions?

DaftHacker - February 13, 2017, 3:32 pm

(Feb 13, 2017 02:42 PM)MCFC Wrote: [\[CITE\]](#) Thanks alot for your reply. The game works with poker cards. I tried some different ways to find it but I cant seem to find it. Any suggestions? I would recommend trying the steam/desktop version of the game, trying to hack the browser based version

just makes it a bit harder, if you've never used cheat engine i would recommend this playlist:
<https://www.youtube.com/watch?v=EzZ259yac-4&list=PLF7E7487FE8AEA4D2>

JuicyProgramming - February 14, 2017, 8:47 am

(Feb 13, 2017 04:32 PM)DaftHacker Wrote: [\[CITE\]](#) I would recommend trying the steam/desktop version of the game, trying to hack the browser based version just makes it a bit harder, if you've never used cheat engine i would recommend this playlist:

<https://www.youtube.com/watch?v=EzZ259yac-4&list=PLF7E7487FE8AEA4D2>

Thanks! With these tutorials I found the card value (2,3,4,5 etc) :). Is there an easy way to find their types (Hearts, Diamonds, Spades and Clubs)?

LETMETAKEASELFIE - February 14, 2017, 12:36 pm

The same way you found the card numbers, they'll most likely be close where you found the value address. They could be using any value to represent HDSC, it could be string, int etc etc so you'd just have to do some digging really.

Also MUFC!

Good luck.

JuicyProgramming - February 14, 2017, 2:26 pm

(Feb 14, 2017 01:36 PM)LETMETAKEASELFIE Wrote: [\[CITE\]](#) The same way you found the card numbers, they'll most likely be close where you found the value address. They could be using any value to represent HDSC, it could be string, int etc etc so you'd just have to do some digging really.

Also MUFC!

Good luck.

Found it. https://en.wikipedia.org/wiki/Standard_52-card_deck helped me with this. Thanks!