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Thread: [Forgotten How To Do This](#)

Demoralise - February 20, 2017, 3:38 am

A while ago I coded a program which would prevent execution of the output file if another process was active on the computer - for example my file would not execute if Norton was running for example. I would add the process n360.exe to the list for example and my file would be not be executed if Norton 360 was running on the computer my file was attempting to be executed on. I coded something like this a while back but I can't remember how. Could somebody please remind me on how to do this?

Moon - February 20, 2017, 3:44 am

The obvious way would be to check if the process is running using either:

"Process.GetProcessesByName" if you know the application name, or "Process.GetProcessesById" if you know the ID.

After that you'll just make a condition I guess.

FunctionDev - February 20, 2017, 3:47 am

Here is a mockup of mine. Mine is backwards tho, showing that if a process is not open, then text displaying that the game is not open pops up, but if the process is open, then it displays a different type of text showing what to do.

(ITS A MOCKUP OF A RUST CHEAT I WAS THINKING OF WORKING ON, SO ITS REALLY SHITTY BUT PERFECT TO EXPLAIN HERE)

```
Code using System;
using System.Collections.Generic;
using System.Linq;
using System.Net;
using System.Text;
using System.Threading.Tasks;
using System.Diagnostics;
using System.ComponentModel;
```

```
namespace Rustcheat
{
    class Program
    {
        static void Main(string[] args)
        {
            string process = "RustClient";
            Process[] pname = Process.GetProcessesByName(process);
            if (pname.Length != 0)
            {
                Console.WriteLine("Press Q to inject the cheat!");
                string key = Console.ReadKey().Key.ToString();
                if (key.ToUpper() == "Q")
                {
                    Console.Clear();
                    Console.WriteLine("Cheat is Injected! Please wait until you hear the beep!");
                }
            }
        }
    }
}
```

```
System.Threading.Thread.Sleep(5000);
Console.Beep();
Console.Clear();
Console.WriteLine("You can now close the cheat");
System.Threading.Thread.Sleep(100);
Console.WriteLine("Press the MiddleMouse button to open the menu!");
Console.Read();
```

```
}
```

```
else
```

```
{
```

```
    Console.WriteLine("Rust is NOT OPEN! Please open RUST and reopen the cheat!");
    Console.Read();
```

```
}
```

```
}
```

```
}
```

```
}
```