

Forum: [Hack Forums](#)

Thread: [Emulate mouse movement ingame for the purpose of controlling recoil](#)

Protótype_ - March 15, 2017, 2:56 pm

How would one achieve this?

I've messed about with:

Code `Cursor.Position = (New Point(MousePosition.X, MousePosition.Y + 5))` to set the cursor position.

And this works when not ingame. [In this case Rust, csgo, fullscreen or fullscreen windowed]

But when I go ingame, it does not and has no effect.

I assume the game is blocking this type of input

Has anyone got a solution?

- Cheers boyos

Zilog80 - March 15, 2017, 5:17 pm

It's an assumption, but maybe in game uses Direct Input (from DirectX API) for mouse stuff, and thats is why does not work.

Update

NVM my previous reply.

Try to use `mouse_event` API instead Cursor

C#:

PHP Code

`<?php`

```
[DllImport("user32.dll", CharSet = CharSet.Auto, CallingConvention = CallingConvention.StdCall)]
public static extern void mouse_event(uint dwFlags, uint dx, uint dy, uint cButtons,
UIntPtr dwExtraInfo);
private const uint MOUSEEVENTF_LEFTDOWN = 0x02;
private const uint MOUSEEVENTF_LEFTUP = 0x04;
private const uint MOUSEEVENTF_RIGHTDOWN = 0x08;
private const uint MOUSEEVENTF_RIGHTUP = 0x10;
```

Bonus-Track: very advadced stuff (you need to know what you are doing)

<http://pastebin.com/rj4YcW4C>

Bookmarked for futher uses

webinjectsformgrabberhvinc - March 15, 2017, 5:34 pm

SendMessage/PostMessage API. Use ilspy++ to read what messages are sent to simulate a mouse click.

Ainaj - March 15, 2017, 7:42 pm

Most games get their input directly from the mouse driver itself (DirectInput, part of DirectX). I'm not sure of a way to get around that, but most games have an option to disable 'RawInput' such as csgo.

Menalix - March 16, 2017, 1:03 am

Use `SendInput` our the deprecated api `mouse_event`, will work whether the game is fullscreen or

not, and raw input enabled or not.

Visual Freedom - March 16, 2017, 6:13 am

A more costly way is to use a microcontroller emulating the mouse. If you are interested, send me a message and I give you all links.

Protótype_ - March 16, 2017, 11:53 am

My method works when raw input is off now which is fine in games that have the option to turn raw input off, however I need this for a game that doesn't have the option [Rust]

Does anyone have an example of something that could get around this? whether it be `sendinput`, `mouse_event` or some other way?

Or could someone point me at some documentation of these methods?

webinjectsformgrabberhvinc - March 17, 2017, 11:57 am

God damn you're all fucking morons.

Protótype_ - March 17, 2017, 1:00 pm

(Mar 17, 2017 11:57 AM)webinjectsformgrabberhvinc Wrote: [\[CITE\]](#) God damn you're all fucking morons.

Care to elaborate?

AnarchyCoder - March 19, 2017, 7:16 am

Angles to pixels in CS:GO looks like this I believe:

Code Public Function AngleToPixel(ByVal viewAngles As Vector3D, ByVal AimAngles As Vector3D) As Vector3D

Dim newAngle As New Vector3D

newAngle = viewAngles - AimAngles

newAngle.Normalize()

newAngle.X /= (0.022F * m_Sensitivity)

newAngle.Y /= (0.022F * m_Sensitivity)

Return New Vector3D(newAngle.Y, -newAngle.X, 0.0F)

End Function

And you need to clamp them if you're using ABSOLUTE flag.