

Forum:[Hack Forums](#)

Thread: [C# Memory Allocation Reading/Divx Overlay](#)

CryptixHacking - December 4, 2018, 6:56 am

This is a release of a project I made for WoW "world of warcraft" which allows you to read any in game value from memory allocation and display on screen GUI within the game using divx overlay.

Though its created for WoW it can be easily altered to work for any game you wish on PC. Thus this is a easy way you can make game addon's using pure C#

So if you are interested in creating game addon's using native c# code you may want to check out my visual studio release source.

<https://hackforums.net/showthread.php?tid=5915305>

Even if you dont wish to create game addon's/Mods this may be a good learning source to easily create a memory allocation project with a working divx overlay library.

Download - <https://www.mediafire.com/file/d68mfzp57td4qvu/WoW-Addon-Creator.zip/file>

Requires Visual Studio 2010

When starting the project, make sure its set to Net Framework 3.5

Later go to project and set properties set Platform Target: x86

Also include those 2 dlls within the project as a Reference.

For help or questions feel free to ask on PM or post here on thread.

Note- For the divx overlay to work in game you must ensure the directx_overlay dll is injected into game executable.

To find correct memory address's to pull or edit you may need to use tools such as cheatengine on target executable.

HFDone - December 4, 2018, 7:28 am

wrong section ask to move it

CryptixHacking - December 4, 2018, 9:18 am

(Dec 4, 2018 08:28 AM)HFDone Wrote: [\[CITE\]](#) wrong section ask to move it

Correct section does not need moved

This is a c# project example source code release, This is the C# section of the forum.

Faith Connors - December 4, 2018, 10:03 am

(Dec 4, 2018 10:18 AM)CryptixHacking Wrote: [\[CITE\]](#) Correct section does not need moved

This is a c# project example source code release, This is the C# section of the forum.
actually this isnt the c# section, the c# section is a subsection of the .net/vb section
v nice share tho

Eagle 95 - December 4, 2018, 1:22 pm

(Dec 4, 2018 10:18 AM)CryptixHacking Wrote: [\[CITE\]](#) Correct section does not need moved

This is a c# project example source code release, This is the C# section of the forum.
Don't worry about it. People never read the name of C++ section to the end and assume C# is in there, too. ?

Moved.

gigajew - December 4, 2018, 4:26 pm

I like it, good job man! I will enjoy studying this

CryptixHacking - December 4, 2018, 5:11 pm

(Dec 4, 2018 05:26 PM)gigajew Wrote: [\[CITE\]](#) I like it, good job man! I will enjoy studying this
Thanks, Let me know if you have any questions or want more information about the code framework and how it works.

As I have already stated this example c# source shows how you can pull and show overlay data within the game WoW, But this code framework can work for any game that uses directx rendering.

the BlackMagic library is used to allocate and read/write game values from the processes memory addresses. The example provided simply grabs the string names of users in current party. You can play around with programs like cheatengine to find the editable memory addresses.

The directx overlay uses both a include CS file and a dll, If you wish to use directx overlay within the program then injecting the dx9_overlay into the game process is required.

But yes with a few simple code edits you can easily create just about any type of mod/addon you want for any PC directx game. Alternatively this could be used to not only create mods/addons for games but cheats that have in game GUI.

Also this code framework could be used for creating multiplayer frameworks for single player games.

With enough playing around on the games memory addresses and values its possible to inject and show other players within your game world. Though this requires some advanced networking and memory allocation knowledge it is possible.