

Forum:[Hack Forums](#)

Thread: [Projects to code in C++](#)

C++ - November 20, 2019, 2:11 pm

Interesting ideas, something like: creating a cheat for CS:GO

realsunjester - November 20, 2019, 2:13 pm

how about, creating a cheat for CS:GO, except for some other game that doesnt suck anal leakage.

C++ - November 20, 2019, 2:16 pm

(Nov 20, 2019 03:13 PM)realsunjester Wrote: [\[CITE\]](#) how about, creating a cheat for CS:GO, except for some other game that doesnt suck anal leakage.

anal leakage

rolf

realsunjester - November 20, 2019, 2:24 pm

(Nov 20, 2019 03:16 PM)WeeE Wrote: [\[CITE\]](#) anal leakage

rolf

could always try a remote admin tool, thats all the rave these days (and since 1998 lol *cough*netbus*cough*)

C++ - November 20, 2019, 2:30 pm

(Nov 20, 2019 03:24 PM)realsunjester Wrote: [\[CITE\]](#) could always try a remote admin tool, thats all the rave these days (and since 1998 lol *cough*netbus*cough*)

thats cool, the problem is i'm still a noob in c++ and I feel there's so much to learn before coding an rat

just changed from c# to c++ so yeah...

realsunjester - November 20, 2019, 2:35 pm

(Nov 20, 2019 03:30 PM)WeeE Wrote: [\[CITE\]](#) thats cool, the problem is i'm still a noob in c++ and I feel there's so much to learn before coding an rat

just changed from c# to c++ so yeah...

yikes from c# to c++ is a little backwards but thats okay. good news is that you can use the .net framework with c++ if that makes you more comfortable.

<https://docs.microsoft.com/en-us/cpp/dotnet/dotnet-programming-with-cpp-cli-visual-cpp?view=vs-2019>

"managed c++"

C++ - November 20, 2019, 2:58 pm

(Nov 20, 2019 03:35 PM)realsunjester Wrote: [\[CITE\]](#) yikes from c# to c++ is a little backwards but thats okay. good news is that you can use the .net framework with c++ if that makes you more comfortable.

<https://docs.microsoft.com/en-us/cpp/dotnet/dotnet-programming-with-cpp-cli-visual-cpp?view=vs-2019>

"managed c++"
why you think its going backwards?

thanks for the .net framework

realsunjester - November 20, 2019, 3:39 pm

(Nov 20, 2019 03:58 PM)WeeE Wrote: [\[CITE\]](#) why you think its going backwards?

thanks for the .net framework
most "core classes" (programming schools) teach c++ before any .NET stuff

Mayuko - November 20, 2019, 3:41 pm

You could try to learn GNU C first, C programming on GNU's pretty straightforward.
No need to rush, take your time to understand what you're doing, a lot of people forgot thst nowadays.

Anyway :
- play with protocols (IRC, HTTP, FTP servers and clients) => you'll learn sockets
- some parsers?
- gnu binaries rewriting.

Enjoy!

Pawnhub - November 21, 2019, 3:29 am

(Nov 20, 2019 03:35 PM)realsunjester Wrote: [\[CITE\]](#) yikes from c# to c++ is a little backwards but thats okay. good news is that you can use the .net framework with c++ if that makes you more comfortable.

[.NET Programming with C++/CLI \(Visual C++\) | Microsoft Docs](#)

"managed c++"

It may be a little backwards in terms of newer languages but since he's wanting to write a cheat for a game with vac anticheat mostly he's heading in the right direction with c++ since he can write to the kernal to bypass some anticheats level of detection.

I'll quote something that helped me understand it a bit.

Quote:Valve AntiCheat aka VAC is made by Valve and has been around since the early days of Counter Strike. It is used mostly in Source Engine games, but any games published to Steam can have it implemented. It's primary detection mechanism is signature scanning. VAC is a usermode anticheat, it does not have a kernel mode driver.

C++ - November 21, 2019, 6:01 am

(Nov 20, 2019 04:39 PM)realsunjester Wrote: [\[CITE\]](#) most "core classes" (programming schools) teach c++ before any .NET stuffl wish my school was like that, we had very little C(scanf,printf and for loops) then we moved on to C#

For me C# is much easier than C++. In c++ there's more stuff to learn than C#

realsunjester - November 21, 2019, 10:23 am

(Nov 21, 2019 07:01 AM)WeeE Wrote: [\[CITE\]](#) I wish my school was like that, we had very little C(scanf,printf and for loops) then we moved on to C#

For me C# is much easier than C++. In c++ there's more stuff to learn than C#

That's true, but also, C++ has more control

C++ - November 21, 2019, 11:30 am

(Nov 21, 2019 11:23 AM)realsunjester Wrote: [\[CITE\]](#) That's true, but also, C++ has more control
I agree with that too, more reasons why I want to learn C++.

Tilcayo - November 22, 2019, 2:37 am

(Nov 20, 2019 03:30 PM)WeeE Wrote: [\[CITE\]](#) thats cool, the problem is i'm still a noob in c++ and I
feel there's so much to learn before coding an rat

just changed from c# to c++ so yeah...

Actually game hacking uses similar things to what a rat does, sockets, memory read / write etc, so
it's no easier than making a rat tbh

Eb0la - November 23, 2019, 6:47 am

Looking for someone to implement webinjects into my botnet stub (c++). It should replace ads with
own ones in common browsers. PAID

BradleyJ - November 25, 2019, 12:53 am

I think you can write memory manipulation and GUI programs in C++. That will also help in revision
and to learn more about the language. I am currently learning sysinternals.

C++ - November 25, 2019, 11:15 am

(Nov 25, 2019 01:53 AM)BradleyJ Wrote: [\[CITE\]](#) I think you can write memory manipulation and GUI
programs in C++. That will also help in revision and to learn more about the language. I am currently
learning sysinternals.

Thanks for the advice sir!