

Forum:[Hack Forums](#)

Thread: [Internal Cheat](#)

Dotexe - March 18, 2020, 9:07 am

Hello,

I need someone who does have experience with internal cheats (C#). I don't want to use External as the WPM/RPM is really slow, also it's really easy to get it detected because of the open process handle. I'm not working with Valve's clown anticheat so far but fairly certain i will have a headaches when i try to hook CSGO functions.

UniveX - March 19, 2020, 5:44 am

Not sure, but afaik you can't manual map a c# dll, only load it via standard injection and call the entry point manually, and thus, even if you won't have open handle, your .dll will be visible in the game modules and also several .net libraries will get loaded to the process, so I don't think it is gonna be more safer than having an open handle, both of these can be detected fairly easy.

As for hooking in C#, try looking at WhiteMagic library on github, it has both VTable hook and detours and can be done fairly simple, so try to giving it a shot. There are also sources on github with C# internals cheats for CS:GO with interface hooks if you look a bit deeper. :)

Have a nice day,
UniveX

Dotexe - March 19, 2020, 5:50 am

(Mar 19, 2020 05:44 AM)UniveX Wrote: [\[CITE\]](#) Not sure, but afaik you can't manual map a c# dll, only load it via standard injection and call the entry point manually, and thus, even if you won't have open handle, your .dll will be visible in the game modules and also several .net libraries will get loaded to the process, so I don't think it is gonna be more safer than having an open handle, both of these can be detected fairly easy.

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Have a nice day,
UniveX
Thanks a lot mate <3