

Forum:[Hack Forums](#)

Thread: [Vintage Story Utility Client](#)

Mmwelp - May 16, 2021, 11:00 pm

The game in question: <https://www.vintagestory.at>

I'll pay \$50 for the client if it contains all of the base features (including the specified configuration settings!), plus another \$50 (\$100 total) if it contains all of the base features & at least 2/3rds of the stretch goal features (can be negotiated to even fewer than 2/3rds in the event that >1/3rd of the stretch goals are impossible to implement). Payment will be sent through PayPal.

If you only want to make a client with the base features & ignore all the stretch goals, that's fine - just know that I'll only pay \$50 for all the base features without the additional \$50 bonus for the stretch goals. I'll send half of the payment up front after you specify which you'll be working on - the base features or the base features & stretch goals - and you link me to one or more utility clients you've made for sandbox games first so I know you're legit. We can use a middleman if you want.

The client should be pay-to-use. Whatever amount of money you charge is up to you. This should help cover the cost of the time spent making the client. All I ask is that the payment be one-time, not a recurring subscription of any kind, unless you offer both a monthly subscription and a permanent "lifetime access" option for no more than \$100 USD maximum. The client should be feature-complete within 45 days of accepting this commission if you're only going to include the base features, or 90 days if you're going to include both the base features and at least 2/3rds of the stretch goals. I reserve the right to pay less if you're 1+ week(s) or month(s) late.

The client should appear to servers as if it's a vanilla client when connecting. The client shouldn't steal or alter anyone's account or character details or information in any way.

Let's come up with a name for the client that we both agree on. Every utility should be bindable to any key. Which ones are and aren't bound to a key by default are up to you unless otherwise specified.

I'd like the interface to look & work like Wurst's does in minecraft, EG press a key to open an alphabetically organized list of hacks, then click the ones you want to enable or click the icons next to them to adjust their settings, like so: <https://cdn.imgchest.com/files/j7kzc8xez7m.png>

Base Features

<https://pastebin.com/uvL4W7Wu>

Stretch Goals

<https://pastebin.com/Li4DCYfz>

[contract=tid]Start Contract[/contract]