

Forum:[Hack Forums](#)

Thread: [\[HELP\] Hardware game hacking](#)

RCrypto90 - September 11, 2023, 11:12 am

Hello community, i need some help, i want to start in Hardware but providers keep giving me information relevant to their hardware product only and only tell what is convenience for them of course.

At this point i have multiple hardware laying around and know 0 what to do with it.

What i have:

Leonardo Arduino R3 board

Raspberry Pi PICO W board

Raspberry Pi 4B - 1 Gb - 2.4 GHz - USB 3.0 - HDMI - BT - Wifi board

Any real help and guides would be appreciated, what is it that i have here, what else do i need, where do i start, how to get these things running etc.

Thank you in advance.

BiNBo - September 11, 2023, 12:18 pm

You're post doesn't give much information. What exactly are you trying to learn to do? Are you trying to get these to run games? Are you trying to run cheats for games on these? Are you just trying to learn how to program an Arduino? What exactly is your goal here?

Telling us what your goal is will help us to better help you.

h150 - September 13, 2023, 4:21 am

Yeah exactly, we need to know what is your goal, what you are exactly trying to do before we can help you

RCrypto90 - September 14, 2023, 5:04 pm

(Sep 11, 2023 12:18 PM)BiNBo Wrote: [\[CITE\]](#) You're post doesn't give much information. What exactly are you trying to learn to do? Are you trying to get these to run games? Are you trying to run cheats for games on these? Are you just trying to learn how to program an Arduino? What exactly is your goal here?

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(Sep 13, 2023 04:21 AM)h150 Wrote: [\[CITE\]](#) Yeah exactly, we need to know what is your goal, what you are exactly trying to do before we can help you

As title states, game hacking aimbot

BiNBo - September 14, 2023, 6:26 pm

(Sep 14, 2023 05:04 PM)RCrypto90 Wrote: [\[CITE\]](#) As title states, game hacking aimbot

So your title nor your original post doesn't state anything about an aimbot anywhere, and it's pretty clear you have no clue what you're even trying to talk about. If you want to learn to make your own aimbot you've got a long road ahead. My recommendation would be to start small and learn some basic programming concepts, then from there start learning how to actively read from and write to memory. After you've gained enough of a fundamental understanding, you shouldn't have too much

trouble making an aimbot for yourself.