

Forum:[Hack Forums](#)

Thread: [RenderSpy - Universal graphical hook for a D3D9-D3D12, OpenGL and Vulkan based games.](#)

fisica638 - October 20, 2023, 7:46 pm

RenderSpy

Universal graphical and input hook for a D3D9-D3D12, OpenGL and Vulkan based games.

RenderSpy allows you to hook up any supported graphics API, really easily. It also allows you several Hooks to Inputs. such as DirectInput.

The real use of RenderSpy is in the construction of cheats. or imgui implementation.

Graphics:

DirectX9 ?

DirectX10 ?

DirectX11 ?

DirectX12 ? Work in Progress

OpenGL ?

Vulkan ?

Inputs:

?DirectInputHook

?GetRawInputData

?DefWindowProc

?GetWindowLongPtr

?SetWindowLongPtr

?SetCursorPos

How to use?

Implement RenderSpy and Inject your dll into the target process, You can Use: ["NETBuilderInjection"](#) , to convert your .NET assembly into an injectable dll (follow the instructions in the repository).

Source Code: <https://github.com/DestroyerDarkNess/RenderSpy>

Internal Examples:

[Universal.FPS.Counter](#) A Universal FPS Counter for games

[RenderSpy.Imgui](#) Easily use imgui in your favorite game

External Examples:

[d3d11 SpriteText Render](#) Create a window with sharDX and render text in directx 11 using SpriteTextRenderer

Remember to leave a star for the Github repository. ?

Tentco - October 20, 2023, 8:11 pm

Can you add a wrapper for Desktop Duplication(DXGI)?

fisica638 - October 21, 2023, 7:50 am

(Oct 20, 2023 08:11 PM)Tentco Wrote: [\[CITE\]](#) Can you add a wrapper for Desktop Duplication(DXGI)?

It's not necessary for my project, but here's a good starting point anyway:

<https://github.com/microsoft/Windows-classic-samples/tree/main/Samples/DXGIDesktopDuplication#dxgi-desktop-duplication-sample>

<https://ponherm.wordpress.com/2021/06/17/direct3d12-%E3%82%92-c-%E3%81%8B%E3%82%89%E4%BD%BF%E3%81%86dxgi%E7%B7%A8/>

Right now my goal is to implement hooks for dx12 and vulkan, in addition, to also make some small classes that make drawing easier, since drawing text in dx11 and 12 is very complicated.

If you can help me create small classes for drawing, text, lines, circles, etc. using sharpdx in dx11 and dx12, I will be very grateful.

Tentco - October 21, 2023, 7:55 am

(Oct 21, 2023 07:50 AM)fisica638 Wrote: [\[CITE\]](#) It's not necessary for my project, but here's a good starting point anyway:

<https://github.com/microsoft/Windows-classic-samples/tree/main/Samples/DXGIDesktopDuplication#dxgi-desktop-duplication-sample>

<https://ponherm.wordpress.com/2021/06/17/direct3d12-%E3%82%92-c-%E3%81%8B%E3%82%89%E4%BD%BF%E3%81%86dxgi%E7%B7%A8/>

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Already used it in c++ was looking for a .NET wrapper thanks anyway.

fisica638 - October 21, 2023, 8:22 am

(Oct 21, 2023 07:55 AM)Tentco Wrote: [\[CITE\]](#) Already used it in c++ was looking for a .NET wrapper thanks anyway.

The second link you post has a wrapper in c#, if you try it, let me know if it works.

Tentco - October 21, 2023, 8:42 am

(Oct 21, 2023 08:22 AM)fisica638 Wrote: [\[CITE\]](#) The second link you post has a wrapper in c#, if you try it, let me know if it works.

Yeah saw it Thank You.

Local Celeb - October 23, 2023, 2:50 am

Nice work! What was the reason you needed this? ?

fisica638 - October 24, 2023, 6:03 am

(Oct 23, 2023 02:50 AM)Islati Wrote: [\[CITE\]](#) Nice work! What was the reason you needed this? ?

Reason: Internal Cheats, entirely written in C# or VB.NET.

Local Celeb - October 24, 2023, 7:24 am

(Oct 24, 2023 06:03 AM)fisica638 Wrote: [\[CITE\]](#) Reason: Internal Cheats, entirely written in C# or VB.NET.

Could I ask you to post a thread here on Hackforums about it sometime? That's the shit people like ?

Immortal - October 28, 2023, 2:00 pm

This is pretty cool I wanna find some time to play with this.

fisica638 - October 29, 2023, 1:02 pm

(Oct 28, 2023 02:00 PM)Immortal Wrote: [\[CITE\]](#) This is pretty cool I wanna find some time to play with this.

I left several examples, but if you find it difficult to use it, write to me. ?