

Forum:[Hack Forums](#)

Thread: [What do you think of Kernel Level Cheat Engine?](#)

Qiyana - December 20, 2023, 5:46 am

What do you think of Kernel Level Cheat Engine?

Would you buy it? or has something like this already been released?

Because with friends we found a way to run Cheat Engine at kernel level, so that means you can run it without triggering any anti-cheat on any game.

If there is no such thing on the market, how much per month would people be able to pay for it? Or how much is it worth?

Hackers - December 20, 2023, 5:57 am

(Dec 20, 2023 06:46 AM)Qiyana Wrote: [\[CITE\]](#) What do you think of Kernel Level Cheat Engine?

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What's the exact functionality and is this for a specific game? Just to be clear, people have gone down to the kernel to bypass cheat detection in the past, so I don't think it's something that has "never been released", but your specific cheat might be new. Now, for the specific "Cheat Engine" software, I do not know much about that at all. I would assume that most games in 2023+ have server side anti-cheats that don't require client side software for detection, but it's really both. The answer to how much it is worth depends on what game, what type of hack, and how often you can do it without being caught ever.

Qiyana - December 20, 2023, 6:05 am

(Dec 20, 2023 06:57 AM)nodes Wrote: [\[CITE\]](#) What's the exact functionality and is this for a specific game? Just to be clear, people have gone down to the kernel to bypass cheat detection in the past, so I don't think it's something that has "never been released", but your specific cheat might be new. Now, for the specific "Cheat Engine" software, I do not know much about that at all. I would assume that most games in 2023+ have server side anti-cheats that don't require client side software for detection, but it's really both. The answer to how much it is worth depends on what game, what type of hack, and how often you can do it without being caught ever.

Am talking about Cheat Engine app specifically, if we run it inside kernel level then none of the game anti cheats can detect it since its working above them visible area.

Cheat Engine is a proprietary, open source freeware memory scanner/debugger created by Eric Heijnen for the Windows operating system in 2008. Cheat Engine is mostly used for cheating in computer games and it fully supports Windows 10 all .exe applications.

You can manipulate, freeze, capture memory, server requests etc etc.. basically with this tool u can create cheats on any game may it be visual or even server sided memory manipulated attacks available using this tool u can do and find some crazy stuff.

Tentco - December 20, 2023, 6:06 am

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The fuck are you talking about? There's nothing like "kernel level CE", CE has a kernel-level debugger but there's nothing like running CE fully at kernel level. many cheats utilize kernel-level "drivers" to r/w memory and what mostly AC's tries to detect is usermode client(excluding vanguard, BattleEye etc...) since your shit driver won't be UD since Vanguard is loaded at boot-time.

Cheat engine is loaded at ring3 and most AC's of popular games loads at ring 0, so no idea what you're talking about.

I've only heard about using VMP for sig-scan bypass, renaming class name, HWND, modifying driver, sig'ing etc...

Qiyana - December 20, 2023, 6:07 am

(Dec 20, 2023 07:06 AM)Tentco Wrote: [\[CITE\]](#) The fuck are you talking about? There's nothing like "kernel level CE", CE has a kernel-level debugger but there's nothing like running CE fully at kernel level. many cheats utilize kernel-level "drivers" to r/w memory and what mostly AC's tries to detect is usermode client(excluding vanguard, BattleEye etc...) since your shit driver won't be UD since Vanguard is loaded at boot-time.

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Okay thanks for information, you are right am tripping ?