

Forum:[Hack Forums](#)

Thread: [Creating Effective and Undetectable Macros](#)

fungulusmulus - August 5, 2024, 1:55 pm

Hello, I would like to start by saying that I am fully aware that there is google and also artificial intelligence that could help me. I've tried quite a lot: python and various libraries, various macro recorders, Logitech macro recorder, C++, someone might argue that I haven't tried everything. Yes, I definitely agree with that, but I still decided to ask one of you, someone more experienced. Don't know of anything that could bring a macro into the game? Specifically, it is Metin2, I don't have much time to play now because of personal matters and in the future, school. So I decided to go this route. I don't intend to make money from it, and I don't intend to send out the final version, if any. It's purely for me. I will easily drown a few hours in it, I just want to know if you know about something like this. I'm going to keep looking and maybe I'll come up with an idea. Thanks and have a nice day to whoever at least read this

Klonopin - August 5, 2024, 4:46 pm

what are you trying to be undetected from? like what anticheat does the game use

notagh0st - August 5, 2024, 6:58 pm

Some examples of some of the code you've tried would really help. Have you tried some macros code and it works when not playing the game, but fails when you play the game? Or could you just not get the code itself to work in general?

Cooligan - August 6, 2024, 2:37 am

Good on ya for actually trying to get a members help rather than resorting to AI like the majority of people would. ?

fungulusmulus - August 6, 2024, 5:57 am

(Aug 5, 2024 04:46 PM)Klonopin Wrote: [\[CITE\]](#) what are you trying to be undetected from? like what anticheat does the game use

Yes, the thing is that it becomes an admin check to see if you happen to be moving like a bot or have other tweaks, specifically the HLbot program

(Aug 5, 2024 06:58 PM)notagh0st Wrote: [\[CITE\]](#) Some examples of some of the code you've tried would really help. Have you tried some macros code and it works when not playing the game, but fails when you play the game? Or could you just not get the code itself to work in general?

I found out that if I turn on everything as an administrator, AutoHotKey won't work, but a keylogger written in a visual studio that writes logs to the log.json and then runs a code that plays the macro itself with inputs from the log.json so it plays into the game. So I've already solved this problem. Now I have run into the problem that I will have to solve the screen recording at certain points and until the text changes, the sequence will repeat. Another thing is movement. Because the original idea was that I would record 10 runs, from which one is always chosen and will never be repeated 2 times in a row, but I found out that it's not that easy because when you move the character's view by pressing RMB, you rotate around like in wowk, because the recorded coordinates can't be done, because the mouse doesn't really move anywhere and it gets stuck on constant rotation around I also thought of pulling the map itself from the game files and making a red/purple distinctive stripe in it, on which the program would run.

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I can't say that AI doesn't help me, but I still think that the human factor is better

Klonopin - August 6, 2024, 6:53 am

(Aug 6, 2024 05:57 AM)fungulusmulus Wrote: [\[CITE\]](#) Yes, the thing is that it becomes an admin check to see if you happen to be moving like a bot or have other tweaks, specifically the HLbot program

to avoid flags from the admins humanize the macros, or don't abuse them to then be flagged by the admins.

jeannyetal - August 6, 2024, 6:57 am

(Aug 6, 2024 05:57 AM)fungulusmulus Wrote: [\[CITE\]](#) Yes, the thing is that it becomes an admin check to see if you happen to be moving like a bot or have other tweaks, specifically the HLbot program

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AHK is not working because of the elevation, this is expected. I assume keeping a handle to game process is out of question, you only left with input simulation using SendInput(winapi).

Rotating your characters view is easy. You need to calculate a path, not coordinate(if you want a smooth movement).

Create a function to calculate view angles when given a rotation it should give you relative x, y coordinate where you can move your mouse to.

Also using some type of image recognition would help. There are already trained models or you can use opencv type solution to search for an image on your viewport.

Good luck

Klonopin - August 6, 2024, 7:05 am

Just pray the AntiCheat isn't hooking the mouse/key inputs

fungulusmulus - August 6, 2024, 7:36 am

(Aug 6, 2024 06:57 AM)jeannyetal Wrote: [\[CITE\]](#) AHK is not working because of the elevation, this is expected. I assume keeping a handle to game process is out of question, you only left with input simulation using SendInput(winapi).

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Good luck

Thanks for tip

(Aug 6, 2024 07:05 AM)Klonopin Wrote: [\[CITE\]](#) Just pray the AntiCheat isn't hooking the mouse/key inputs

Fortunately it doesn't

Update: I thought what I will probably do, that I will record the original screen with a screenshot and then wait for the program to write that the screen agrees with the one from the screenshot and then I will just record keystrokes. It solves the problem of an immobile mouse and also the fact that the water position is always changing. Maybe it will fail in the next few hours and I will try another method. We'll see. Anyway, I appreciate every advice from you and thank you for joining the conversation

Update: For those who are interested, if there is someone like that, I was caught by an admin in the game and after automating a third of the dungeon, I was stopped and was advised not to continue with the project. Which I appreciate, but on the other hand, I have to say that I enjoyed it. Anyway, if there is someone with an idea that I could do or gain experience there, please let me know. Thanks for the advice to everyone and I'm going to continue with the white hat tutorial :) Nice day to everyone