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Thread: [Request for Assistance: Escape From Tarkov DMA Project Help Needed](#)

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Hello, developers!

I'm working on a new project that involves using DMA hardware (Direct Memory Access) to interact with Escape from Tarkov (EFT) data. This project is still in the early stages, and I'm relatively new to development, so I'm looking for assistance and guidance from more experienced developers to help me move things forward.

The project is written in C# and is broken down into three main directories:

Loot-API Directory:

This directory is responsible for managing and pulling loot data from the game. I'm still working on fully understanding the structure here, but it seems to rely on DMA memory reads to identify item spawn points and player locations.

Backend-DMA Directory:

This is the core of the DMA functionality. It handles direct memory access and data extraction from the game's memory. It also ensures data integrity and provides the necessary hooks for the frontend and API to work properly.

Frontend-DMA Directory:

This portion of the project is designed to display and interact with the data gathered by the backend. It's currently a very simple interface, but I want to expand its functionality to show real-time data updates.

How to Get Involved

Feel free to leave a comment below, or reach out directly if you're willing to help. I can provide more details about the project files and specific issues I'm encountering.

Thank you in advance for taking the time to read this and for any guidance you can offer. Your help means the world to me as I navigate my first major development project!

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