INDEX

A

About text field, Trainer generator dialog, 9 accessing memory in injected DLL, 145-146 for writing and reading, 122-124 Action Message Format (AMF), 169 actor functions, 216 actuation, 216, 223 Address column Event Properties dialog, 55 OllyDbg disassembler pane, 27 addresses, memory. See memory addresses Address Space Layout Randomization (ASLR), 128 bypassing in injected DLL, 146 - 147bypassing in production, 128 - 130disabling for bot development, 128 in Process Explorer, 56, 57 Adobe AIR hooking, 169 decode() function, 172-173, 174-175 encode() function, 171-172, 174 - 175placing hooks, 173-175 RTMP, assessing, 169-170 Adobe AIR.dll, 173-175 airlog tool, 170 alignment in numeric data, 68 of variables, in data structures, 70 - 71ambient light, adding, 190-192 AMF (Action Message Format), 169

anti-cheat software, 245-246 anti-cheat rootkit, defeating, 261 - 262binary validation, defeating, 259 - 261bot footprints, managing, 250-256 ESEA Anti-Cheat toolkit, 247 GameGuard toolkit, 248-249 heuristics, defeating, 262-263 PunkBuster toolkit, 246-247 screenshots, defeating, 258 signature-based detection, evading, 256-257 VAC toolkit, 247-248 Warden toolkit, 249-250 anti-crowd-control hacks, 218 anti-debugging techniques, 251, 255 - 256arithmetic instructions, 90–92 A* search algorithm, 234 cost, 233 creating node, 234-237 creating path list, 239-240 score, 234 uses for, 240-241 writing search function, 237-239 ASLR. See Address Space Layout Randomization (ASLR) Asm2Clipboard plug-in, 42 assembly code copying, 42 tracing, 32-33 viewing and navigating in OllyDbg, 27-29 assembly language, 78. See also x86 assembly language assembly patterns, searching for, 19 - 21

AStarNode class, 234-236 AT&T syntax, 80 autocombo, 219 autododge, 219 autokite bots, 244 automatic healer, 218, 225-228, 230 - 232autonomous bots, 221-222. See also control theory; state machines cavebots, 241-243 complex hypothetical state machine, 228–230 error correction, 230–232 healer state machine, 225-228 pathfinding with search algorithms, 232-234 warbots, 243-244 autoreload, 219 autosnipe bots, 244 autowall bots, 244

B

ban waves, 246 Bigger Than scan type, Cheat Engine, 6 binary arithmetic instructions, 90 binary validation, 248, 259-261 bits, EFLAGS register, 84 Blue Screen of Death (BSOD), 256 bots. See also autonomous bots; extrasensory perception (ESP) hacks anti-crowd-control hacks, 218 anti-debugging techniques, 251, 255 - 256automatic healer, 218, 225-228, 230 - 232detecting debuggers, 251–254 detecting visual cues, 205-206 disabling ASLR for development, 128 emulating keyboard, 211-215 footprints, managing, 250-256 game updates, dealing with, 101 - 104

intercepting network traffic, 206–211 monitoring memory, 204–205 obfuscation, 251, 255–256 sending packets, 215–217 spell trainers, 219 branching, 92–94 breakpoints, 30, 34, 38 Breakpoints window, OllyDbg, 26 BSOD (Blue Screen of Death), 256 BYTE data type, 67 bytes, machine code, 78

C

C++, 66 callee, 94-95 caller, 94-95 callHook() function, 154 call hooking, 153-156. See also Adobe AIR hooking calling conventions, 95 for call hooks, 155 __cdec1, 95, 155 fastcall, 95 __stdcall, 95 thiscall, 95, 217 for trampoline functions, 168 for VF table hooks, 156-158 CALL instruction, 94–95 call stack overflow, 255-256 viewing, 30 x86 assembly language, 86-88 Call stack window, OllyDbg, 26 capacity of std::vector, 109 casting spells. See spells cavebots, 241-243 cdecl convention, 95, 155 Changed Value scan type, Cheat Engine, 7 characters. See also enemies health bars, monitoring with bots, 204-205 pausing execution when health drops, 39-42 player health, finding with OllyDbg, 99–101

char data type, 67 Cheat Engine, 3, 5–6 automatically locating string addresses with, 102 cheat tables, 7-8 correct address, determining, 7 first scan, running, 6 installing, 4 Lua scripting environment, 18 - 22memory modification, 8-11 next scan, running, 7 pointer scanning with, 14-18 scan types, 6 std::list, determining whether data is stored in, 112-113 std::map, determining whether data is stored in, 117 trainer generator, 9-11 VF tables, 78 zoom factor, finding, 197 cheat tables, Cheat Engine, 7-8 Cheat Utility plug-in, 42–43 CheckRemoteDebuggerPresent() function, 251 classes, 74-78 class instances, 76 CloseHandle() function, 122, 138 closing mutexes, 59-60 CMP instruction, 92 code caves, 134 loading DLLs, 143-146 thread hijacking, 138–142 thread injection, 134-138 code injection, 133-134 bypassing ASLR in production, 128 - 130DLLs, 142-146 with thread hijacking, 138-142 with thread injection, 134-138 code patches, creating, 31–32 column configurations, Process Monitor, 51 combat, automating, 243-244 command line plug-in, OllyDbg, 43 - 44command syntax, x86 assembly language, 79-81

Comment column, OllyDbg disassembler pane, 28 complex hypothetical state machine, 228-230 conditional breakpoints, 34, 38 conditional statements, 93 constant ratio of health, adjusting for, 230-231 control-critical routines, timing, 254 control flow hacks, 31 control flow manipulation, 149–150. See also Adobe AIR hooking; Direct3D hooking call hooking, 153-156 IAT hooking, 160-165 jump hooking, 165-169 NOPing, 150-152 VF table hooking, 156–160 control theory, 222 combining with state machines, 225 complex hypothetical state machine, 228-230 error correction, 230-232 healer state machine, 225-228 control windows, OllyDbg, 25-26 cooldowns, displaying enemy, 200-201 copying assembly code, 42 copy-on-write protection, 126 corpses, bot behavior toward, 229, 240 correct address, determining in Cheat Engine, 7 CPU window, OllyDbg, 26-30, 40 crashing debuggers, 255 CreateRemoteThread() function, 129, 130, 134, 138 CreateToolhelp32Snapshot() function, 120, 141 creature data, knowing structure behind, 106-107 critical game information, displaying, 198 - 201crowd-control attacks, 218 cryptographic functions, hooking, 170

CS register, 85 C-style operators, OllyDbg, 34–35 custom behaviors for cavebots, scripting, 243

D

dark environments, lighting up, 190 - 192data modification instructions, 89 data structures, 71-73 data types, 66 classes and VF tables, 74–78 numeric data, 67–69 OllyDbg, 36 string data, 69–71 unions, 73-74 DBG_RIPEXCEPTION handlers, checking for, 253 debugging. See also OllyDbg anti-debugging techniques, 255 - 256debug drivers, checking for, 254 debug strings, printing, 253 detecting debuggers, 251–254 Process Monitor, 52–53 __declspec(naked) convention, 168 decode() function, hooking, 172–173, 174 - 175Decreased Value By scan type, Cheat Engine, 7 Decreased Value scan type, Cheat Engine, 7 dependencies, DLL, 145 dependency loading, 160 depositor, 242 destination operand, 80 detection, avoiding. See anti-cheat software device->SetRenderState() function, 192 Dijkstra's algorithm, 233-234 Direct3D 9, 176 Direct3D hooking, 175–176. See also extrasensory perception (ESP) hacks detecting visual cues in games, 205 - 206drawing loop, 176–177

finding devices, 177–181 optional fixes for stability, 184 writing hook for EndScene(), 182 - 183writing hook for Reset(), 183–184 directional lighthacks, 190-191 disabling ASLR, 128 disassembler pane, OllyDbg, 27-29, 42 Disassembly column, OllyDbg disassembler pane, 28 dispatchPacket() function, 210 display base, 27 DLL (dynamic link library), injecting, 142-146 DllMain() entry point, 144-145 DLLs option, Process Explorer pane, 57 Domain Name System (DNS) cache scans, 248 DOS header, 160-161 DrawIndexedPrimitive() function, 194, 195, 196, 200 drawing loop, Direct3D, 176-177 DS register, 85 dump pane, OllyDbg, 29-30 DWORD data type, 67, 145–146 dynamically allocated memory, 6, 11, 12 dynamic link library (DLL), injecting, 142-146 dynamic lure, 242-243 dynamic structures, 105 std::list class, 110–113 std::map class, 114-118 std::string class, 105–108 std::vector class, 108-110

E

EAX register, 81 EBP register, 83 EBX register, 82 ECX register, 82, 157 EDI register, 83 EDX register, 82 EFLAGS register, 84, 92 EIP register, 83, 139 emulating keyboard, 211-215 enableLightHackDirectional() function, 190 - 191encode() function, hooking, 171–172, 174 - 175EndScene() function jump hooking, 178–181 stability of, 184 writing hook for, 182–183 endSceneTrampoline() function, 181 enemies. See also extrasensory perception (ESP) hacks cooldowns, displaying, 200–201 critical game information, displaying, 198-201 predicting movements of, 241 texture, changing, 195-196 entropy, 5, 7 Environment tab, Process Explorer Properties dialog, 58 error correction, 230-232 **ESEA** (E-Sports Entertainment Association), 247 ESEA Anti-Cheat toolkit, 247 ESI register, 83 ESP hacks. See extrasensory perception (ESP) hacks ESP register, 83 ES register, 85 Euclidean distance heuristic, 236 event class filters, Process Monitor, 51 - 52event log, Process Monitor, 52-53 Event Properties dialog, 54-55 Exact Value scan type, Cheat Engine, 6 exception handlers, checking for, 253 execute protection, 125-128 Execute until return button, OllyDbg, 25 experience-tracking HUD, 200 exponent, float data type, 68 expressions, OllyDbg, 36-37 accessing memory contents with, 36 elements evaluated by, 35-36 expression engine, 33-36

pausing execution when health of character drops, 39 - 42pausing execution when name of player is printed, 37–38 supported data types, 36 extrasensory perception (ESP) hacks, 189-190 background knowledge, 190 floor spy hacks, 201-202 HUDs, 198-201 lighthacks, 190–192 loading-screen HUDs, 201 pick-phase HUDs, 201 range hacks, 201 wallhacks, 192-197 zoomhacks, 197-198

F

false positives, VAC toolkit, 248 __fastcall convention, 95 feedback loop, 222 file accesses, inspecting in Process Explorer, 60 Filesystem event class filter, 52 FILO (first-in-last-out), 86 filters, event class, 51-52 findItem() function, 116-117 findSequence() function, 175 first-in-last-out (FILO), 86 first-person shooter (FPS), xxii, 246 first scan, running in Cheat Engine, 6 flags, process access, 121 float data type, 67–68 floor spy hacks, 201-202 fog of war, 189. See also extrasensory perception (ESP) hacks footprints, managing, 250-256 Found intermodular calls window, OllyDbg, 40 FPS (first-person shooter), xxii, 246 FPU registers, 29 Frame column, Event Properties window, 54 frames, in Direct3D drawing loop, 176 Freeze interval, Trainer generator dialog, 9 freezing addresses, 8 main thread, 141 frontier, 233 FS register, 85 function calls, x86 assembly language, 94–95 function flowchart, OllyFlow, 45 function names, finding for IAT hooking, 163

G

GameActuators class, 225 game automation state machine, 223-224 GameGuard toolkit, 248-249 game updates, determining new addresses after, 101-104 general registers, 81-82 generic memory functions, 123-124 getAddressforNOP() function, 152 GetAsyncKeyState() function, 196 GetExitCodeThread() function, 129 GetModuleFileName() function, 144 GetModuleHandle() function, 129–130, 134, 144, 146-147 GetSystemTimeAsFileTime() function, 258 GetThreadContext() function, 139, 142 GetTickCount() function, 254 GetWindowThreadProcessId() function, 120 goal state, 238 Go To button, OllyDbg, 25 greedy best-first search algorithm, 233-234 GS register, 85 guard protection, 126

H

halting problem, 250 handle manipulation options, Process Explorer, 59–60 handler functions, 208 handles, 56, 121, 210–211, 252 Handles option, Process Explorer pane, 57 Handles window, OllyDbg, 26 hardware breakpoints, checking for, 252 - 253hash validation, 247 heads-up display (HUD), 198-201 healer state machine, 225-228, 230-232 health of characters health bars, monitoring with bots, 204-205 health bars of enemies, displaying, 150-152 pausing execution upon drop in, 39-42 heap data, 16 heuristics, 233 defeating, 262-263 Euclidean distance, 236 Manhattan distance, 235 Hex dump column, OllyDbg disassembler pane, 27-28 hidden data, displaying, 198-201 Hidden option, Process Explorer pane, 57 hooking, 42, 149, 153. See also Adobe AIR hooking; Direct3D hooking; extrasensory perception (ESP) hacks call, 153-156 detecting visual cues in games, 205 - 206IAT, 160-165 intercepting network traffic, 206 - 211jump, 165-169 prewritten libraries, 169 signature-based detection, evading, 257 VF table, 156–160 zoomhacks, 198 hotkeys Patches window, OllyDbg, 32 Process Explorer, 57 Process Monitor, 52 for trainer, setting up, 10

hourly experience, finding, 200 HTTP (HyperText Transfer Protocol), 169 HTTPS (HTTP Secure), 169 HUD (heads-up display), 198–201

I

IAT (import address table) hooking, 160 - 165**IDIV** instruction, 92 IMAGE DOS HEADER structure, 161 IMAGE_IMPORT_DESCRIPTOR structure, 162 IMAGE OPTIONAL HEADER structure, 161 Image tab, Process Explorer Properties dialog, 57-58 IMAGE THUNK DATA structure, 162 immediate value, 80 import address table (IAT) hooking, 160 - 165import descriptors, 162 IMUL arithmetic instruction, 90–91 Increased Value By scan type, Cheat Engine, 7 Increased Value scan type, Cheat Engine, 7 index registers, 83 infinite loops, causing unavoidable, 255 in-game actions, bots for anti-crowd-control hacks, 218 automatic healer, 218, 225-228, 230 - 232emulating keyboard, 211-215 sending packets, 215-217 spell trainers, 219 in-game events, logging, 50-52 instructions, 79 arithmetic, 90–92 branching, 92–94 data modification, 89 function calls, 94-95 jump, 92–94 int data type, 67 Intel syntax, 80 interrupt handlers, checking for, 252 iterator, 120

J

jumpHookCallback() function, 168 jump hooking, 165–169, 178–181 jump instructions, x86 assembly language, 92–94

K

kernel-mode rootkit, GameGuard toolkit, 249 keyboard, emulating, 211–215 KEYEVENTF_KEYUP flag, 212 kiting, 222, 240–241

L

libraries, hooking, 169 lighthacks, 190–192 list class, 110-111 listItem class, 110-111 little-endian ordering, 67 loader lock, 144 loading-screen HUDs, 201 LoadLibrary() function, 143-144 Location column, Event Properties window, 54 logging events, Process Monitor, 50 - 52Log window, OllyDbg, 25 long data type, 67 long long data type, 67 looting, 229, 241-243 Lua scripting environment, Cheat Engine, 18-22 lure mode, 242

Μ

machine code, 78 main loop Direct3D drawing loop, 176–177 syncing with, 164–165 mana, avoiding wasted, 219 Manhattan distance heuristic, 235 mantissa, float data type, 68 massively multiplayer online role-playing games (MMORPGs), xxi-xxii, 198, 248 massive online battle arena (MOBA), xxii, 189, 197, 201, 206 memcpy() function, 136 memory, 65-66 classes and VF tables, 74-78 data structures, 71-73 numeric data, 67-69 string data, 69-71 unions, 73-74 memory access in injected DLL, 145-146 for writing and reading, 122 - 124memory addresses, 4 accessing with OllyDbg expressions, 36 correct, determining in Cheat Engine, 7 freezing, 8 new, determining after game updates, 101-104 rebasing at runtime, 128-129 static, 6 memory-based lighthacks, 192 memory dump of class data, 76 of code cave, 137 of data structures, inspecting, 70 - 71of numeric data, inspecting, 68 - 69of string data, inspecting, 70 memory forensics, 97–98 new addresses, determining after game updates, 101 - 104player health, finding with OllyDbg, 99-101 purpose of data, deducing, 98 - 99std::list class, 110-113 std::map class, 114-118 std::string class, 105-108 std::vector class, 108-110

memory manipulation, 119 accessing memory, 122-124 address space layout randomization, 128-130 memory protection, 124–128 process identifier, obtaining, 120 - 122Memory map window, OllyDbg, 26 memory modification, 8-11 memory monitoring with bots, 204 - 205memory offset, 80 memory on write breakpoint, 208 memory pointer, 11 memory protection, 124-128, 151 memory scanning, 3, 98. See also Cheat Engine; pointer scanning basic, 4-5 importance of, 4 memory modification, 8-11 new addresses, determining after game updates, 101-104 optimization of code, 22 player health, finding with OllyDbg, 99-101 purpose of data, deducing, 98 - 99MMORPGs (massively multiplayer online role-playing games), xxi-xxii, 198, 248 mnemonics, 78 MOBA (massive online battle arena), xxii, 189, 197, 201, 206 modifying memory values, 8-11 Module32First() function, 144, 174 Module32Next() function, 144, 174 Module column, Event Properties window, 54 Modules window, OllyDbg, 25 monitoring memory with bots, 204 - 205monsters, kiting, 240-241 mouse movements, emulating, 215, 240 MOV instruction, 89 multiclient patching, 30 mutexes, closing, 59-60

N

named pipes, locating, 60 name of specific player, pausing execution when printed, 37 - 38Names window, OllyDbg, 29 near calls, 153-154 near function call, 39 .NET processes, 59 Network event class filter, 52 new addresses, determining after game updates, 101-104 next scan, running in Cheat Engine, 7 nodes, 233, 234-238 no-operation (NOP) commands, 31, 32 NOPing, 150-152 lighthacks, 192 zoomhacks, 197-198 NtQueryVirtualMemory() function, 246, 257, 259 NtWriteVirtualMemory() function, 261-262 null terminator, 70 numeric data types, 67-69 numeric operators, OllyDbg, 34-35

0

obfuscation, 251, 255-256 observing game events detecting visual cues, 205-206 intercepting network traffic, 206 - 211monitoring memory, 204–205 obstacles, searches disrupted by, 233 - 234offset, 54 OllyDbg, 23–24 assembly code, 27–29, 32–33 call stack, viewing, 30 code patches, creating, 31-32 command line for, 43–44 control windows, 25-26 CPU window, 26-30 crashing debuggers, 255

dealing with game updates, 104 debugger buttons and functions, 25 expression engine, 33-37 memory, viewing and searching, 29 - 30memory dump of numeric data, 68 - 69memory dump of string data, 70 packet parser, finding, 207-208 Patches window, 31-32 patching if() statements, 46-47 pausing execution when health of character drops, 39 - 42pausing execution when name of player is printed, 37 - 38plug-ins, 42-46 register contents, viewing and editing, 29 Run trace window, 32-33 supported data types, 36 translating code cave assembly to shellcode, 135-136 user interface, 24-26 zoom limitation code, finding, 198 OllyFlow plug-in, 45-46 opcodes, 78 OpenProcess() function, 121-122 OpenThread() function, 142 operands binary arithmetic instructions, 90 **IDIV** instruction, 92 MOV instruction, 89 syntax, 80-81 unary arithmetic instructions, 90 operations, 79 operators, using in OllyDbg expression engine, 34-35 optimizing memory code, 22 ordering, little-endian, 67 order of variables, in data structures, 70 - 71OutputDebugString() function, 253

P

packets intercepting, 206-211 sending, 215-217 packing, 251 padding, 68 page protection, 125–126 pages, 124 parsing packets, 206-211 Patches window, OllyDbg, 26, 31–32 patching, multiclient, 30 patching if() statements, 46-47 Path column, Event Properties dialog, 55 pathfinding with search algorithms, 232-234. See also A* search algorithm path list, A* search algorithm, 239 - 240Pause button, OllyDbg, 25 pausing execution, 37-38, 39-42 pausing threads, 184 PEB (process environment block) structure, 146 PeekMessage() function, 184 PE header, 160-161 pick-phase HUDs, 201 PID (process identifier), 120-122 pipes, locating named, 60 Play button, OllyDbg, 25 player health, finding with OllyDbg, 99 - 101player versus player (PvP) combat, 243 - 244plug-ins, OllyDbg, 42-46 pointer chains, 11-12 pointer path, 11 Pointerscanner Scanoptions dialog, Cheat Engine, 14-16 pointer scanning, 11 basics of, 12-14 with Cheat Engine, 14-18 pointer chains, 11-12 rescanning, 17-18 Pong, 46-47

Popup trainer on keypress field, Trainer generator dialog, 9 predicting enemy movements, 241 prewritten hooking libraries, 169 printf() call, 72, 73-74, 75 printing debug strings, 253 Process32First() function, 120 Process32Next() function, 120–121 process access flags, 121 PROCESS ALL ACCESS flag, 121 Process and thread activity event class filter, 52 PROCESS CREATE THREAD flag, 121 process environment block (PEB) structure, 146 Process Explorer, 49–50, 55–56 configuring colors, 56 handle manipulation options, 59 - 60hotkeys, 57 Properties dialog, 57-59 user interface and controls, 56 - 57process handles, obtaining, 121 process identifier (PID), 120–122 processInput() function, 215-216 processKeyboardInput() function, 216 Process Monitor, 49-50 configuring columns in, 51 debugging, 53-55 event class filters, 51–52 high-score file, finding, 55 hotkeys, 52 inspecting events in event log, 52 - 53logging in-game events, 50–52 Process Monitor Filter dialog, 50 Processname field, Trainer generator dialog, 9 processNextPacket() function, 210 processor registers, 81-86 Process profiling event class filter, 52 PROCESS VM OPERATION flag, 121, 122 PROCESS VM READ flag, 121 PROCESS VM WRITE flag, 121

Properties dialog, Process Explorer, 57–59 protection, memory, 124–128, 151 PunkBuster toolkit, 246–247, 257 purpose of data, deducing, 98–99 PvP (player versus player) combat, 243–244

R

range hacks, 201 reading from game memory, 119 accessing memory, 122–124 address space layout randomization, 128-130 memory protection, 124-128 process identifier, obtaining, 120 - 122ReadProcessMemory() function, 122–124 read protection, 125-128 **Real Time Messaging Protocol** (RTMP) assessing, 169–170 decode() function, hooking, 172-173, 174-175 encode() function, hooking, 171-172, 174-175 intercepting packets, 207 real-time strategy (RTS), xxii, 197, 201, 206, 243 rebasing addresses at runtime, 128-129 reconnaissance, 49-50 Process Explorer, 55-60 Process Monitor, 50–55 recv() function, 207-208 red-black tree, 114-115 References window, OllyDbg, 26, 28-29, 40, 100 refiller, 242 registers, processor, 81-86 registers pane, OllyDbg, 29 Registry event class filter, 51 Rescan pointerlist window, Cheat Engine, 17-18 responsive hacks, 203 anti-crowd-control hacks, 218 automatic healer, 218, 225–228, 230 - 232

detecting visual cues, 205-206 emulating keyboard, 211-215 intercepting network traffic, 206 - 211monitoring memory, 204-205 sending packets, 215-217 spell trainers, 219 rootkits defeating anti-cheat, 261-262 GameGuard toolkit, 248-249 root node, 113-114 RTMP. See Real Time Messaging Protocol RTS (real-time strategy), xxii, 197, 201, 206, 243 runtime flexibility, 229 Run trace window, OllyDbg, 26, 32-33

S

SBD. See signature-based detection (SBD) scan code, 214 scan types, Cheat Engine, 6 scan value, 4 score, 234 screenshots, 247, 258 scripting custom behaviors for cavebots, 243 scripting engine, Cheat Engine, 18-22 search algorithms, 232-234. See also A* search algorithm Security tab, Process Explorer Properties dialog, 58 segment registers, 84-86 send() function, 216-217 sending packets, 215-217 SendInput() function, 211-212, 215 SendMessage() function, 213-215 sensors, of a system, 222 Set/Change hotkey screen, Cheat Engine, 10 SetLight() member function, 192 SetProcessIsCritical() function, 256 shellcode, 134, 135-136, 138-141 short data type, 67 sign, float data type, 68

signature-based detection (SBD) ESEA Anti-Cheat toolkit, 247 evading, 256-257 PunkBuster toolkit, 246-247 signatures, 246 single-instance limitation, 59-60 skillshots, 232 Sleep() function, 164–165, 227 Smaller Than scan type, Cheat Engine, 6 source operand, 80 Source window, OllyDbg, 26 spawning threads, 129 spells anti-crowd-control hacks, 218 complex hypothetical state machine, 228-230 spell trainers, 219 SS register, 85 stack frame, 87-89 stack overflow, 255-256 stack pane, OllyDbg, 30 stack trace, Process Monitor, 54-55 state machines, 223-224 automated healer, 225-228 combining with control theory, 225 complex hypothetical, 228-230 error correction, 230-232 Lua functions, adding, 229–230 runtime flexibility, 229 static addresses, 6 stdcall convention, 95 std::list class, 110-113 std::map class, 114-118 std::string class, 105-108 std::vector class, 108-110 Step into button, OllyDbg, 25 Step over button, OllyDbg, 25 stochastic systems, 230 string data, 21, 69-71, 100-101 string operators, OllyDbg, 35 Strings tab, Process Explorer Properties dialog, 58 struct member alignment, 71 structures, data, 71-73

subregisters, 83 SuspendThread() function, 142, 184 syncing with game threads, 164–165 systems, controlling behavior of, 222

T

targets, selecting, 240 TCP/IP tab, Process Explorer Properties dialog, 58 TEB (thread environment block), 146 templates for changing memory protection, 127 memory access functions, 123-124, 145-146 **TEST** instruction, 92 text strings, 21, 69-71, 100-101 texture of enemies, changing, 195-196 thiscall convention, 95, 156-158, 217 Thread32First() function, 141 Thread32Next() function, 141 thread environment block (TEB), 146 threads hijacking, 138–142 injection, 134-138 spawning, 129 Threads tab, Process Explorer Properties dialog, 58 Threads window, OllyDbg, 26 thunks, 162-163 timing control-critical routines, 254 Title field, Trainer generator dialog, 9 toggling z-buffering, 195 Trace into button, OllyDbg, 25 Trace over button, OllyDbg, 25 tracing with OllyDbg, 32-33, 39-42 trainer generator, Cheat Engine, 9 - 11trampoline functions, 165-168, 181 traversals IAT hooking, 162 VF tables. 156

U

unary arithmetic instructions, 90 unavoidable infinite loops, causing, 255 Unchanged Value scan type, Cheat Engine, 7 unions, 73–74 Unix syntax, 80 Unknown Initial Value scan type, Cheat Engine, 6 updates, determining new addresses after, 101–104 user interface, Process Explorer, 56–57 user-mode rootkit, GameGuard toolkit, 248–249

V

VAC toolkit, 247–248 Value Between scan type, Cheat Engine, 6 Value Type directive, Cheat Engine, 6 VF (virtual function) tables class instances and, 76–78 finding Direct3D devices, 177–181 hooking, 156–160, 182–183 traversals, 156 VirtualAllocEx() function, 136–137, 138 virtual functions, classes with, 75–76 VirtualProtectEx() function, 126–128 VirtualProtect() function, 127

W

WaitForSingleObject() function, 129, 138 wallhacks, 192 creating for Direct3D, 194–197 rendering with z-buffering, 193–194 warbots, 243–244 Warden toolkit, 249–250 waypoints, 222, 229 wchar_t data type, 67 window handle, fetching, 120 Windows window, OllyDbg, 26 WM_CHAR messages, 213–214 WORD data type, 67 WriteProcessMemory() function, 122–124, 136–137, 138 write protection, 125–128 writing to game memory, 119 accessing memory, 122–124 address space layout randomization, 128–130 code caves, 136–137 memory protection, 124–128 process identifier, obtaining, 120–122

X

x86 assembly language, 78–79 arithmetic instructions, 90–92 branching instructions, 92–94 call stack, 86–88 command syntax, 79–81 data modification instructions, 89 function calls, 94–95 jump instructions, 92–94 NOPing, 150–152 processor registers, 81–86 x86 Windows memory protection attributes, 125–126

Z

z-buffering, 192–195 zoom factor, 197 zoomhacks, 197–198