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Aoe hack final 2011

07-29-2012 #1 Hi mpgh people I am requesting for age of empires: online hacks, the game has many improvements. But the resources are very low.. And when we build buildings are very slow:s I believe that together we can create a machine for this game. Let's go guys.. 08-06-2012 #2 tomorrow I will put some code for the cheat engine here.. | EDIT: Age of Empires online was quite fun, although I wouldn't recommend buying any premium cultures – if you know, you'll figure out how to use every premium-only item without a premium. In addition, anti-cheat protection simply includes: -IsDebuggerPresent check-a customerside CRC check-checking whether a byte in a specific memory block is set to either E9, EB or CC (int3 breakpoint instruction), anyway, here are some ch347cd035 in the auto assembly-format of the cheat engine. XLive Patch /*XLive Patch It's mandatory in order for all other cheats to work just nops and jmps - very weak anti-cheat system */xlive.dll + F370C: jmp xlive.dll + F3843 db 90 xlive.dll + F3646: db EB xlive.dll +F36A6: db 90 9 0 90 90 90 90 xlive.dll +F3614: DB EB get 10.000 in all resources /*Press Escape to get 10.000 resources basically checking what it does if the menu is opened, if true 10.000*/alloc (newmem, 2048) // Setting resources for 2kb must be labeled sufficient label (returnhere) ((return) label (original code) label (exit) label (amount) label (type_stone) label (type_food type_gold) label (type_wood) newmeme : Pushd // Push registers in Stack Mov [Amount], (Float) 10000 // Float! Push [Amount] Push type_wood // Pointer String Push to 01 // You are always player player 1 call rmSetPlayerResource // This function can be found as export "cough" It is called like this: rmSetplayerResource (int PlayerID, add pString Resource,Float Amount), 0c// Subtracted 3*0x04 bytes from the stack, then push back [amount] in push 3*0x04 0x0C push type_gold push 01 call rmSetPlayerResource Add esp, 0c [push amount] push type_stone push 01 call rmSetPlayerResource Add esp, 0c Push [Amount] Push type_food Push 01 Call rmSetPlayerResource Add esp,, 0c popall // pop first registers from stack saved registers for original code: mov edx, [ecx] mov eax, [edx + 74] // sig to make if you prefer exit : jmp amount here: db 00 00 00 type_wood - db 'wood' db 00 type_gold: db 'gold' db 00 type_stone: db 'stone' db 00 type_food: DB 'food' DB 00 Spartan.exe +2A8D9E: JMP News Return Here: Remove the fog of war and disclose the entire map/ Fog of war, blackmap removal + reveals the fog and black map of the praglnticmap, also reveals the entire map so you can see everything on the map, Basically MapHack add it to another code that is being executed while playing the game so that it can be installed, I recommend adding it 10.000 resources - code /*call Spartan.exe +451FC0 // trRevealEntireMap push 00 // Blackmap, 00 = Disabled Push 00 // Fog, = Disabled Call Spartan.exe +44DF20 // trSetFogAndBlackmap Add esp,08 freeze on population 1/* freeze freeze Deposits the population count at 1 on 1 so you can recruit as many units as you like */alloc (newmem, 2048)//2kb enough label (returnhere) label (exit) label (exit) should be newmem: // This memory is allocated, you read, write, access mov fx, Execute 01 original code: MOV [ADX+78], Apex Mov [EBP-0C], Apex Exit: JMP Return Here Spartan.exe +2F6866: JMP Newsme enp return here: MPGH people, if you can create a program like nfwsw hack for example, you put a link for a download here.. | Credit is concerned - supex0 - x0814328 edited by last x0814328; 08-07-2012 at 08:17 AM. 08-17-2012 #3 How does it work? I have no idea ----- post was added at 07:31 AM ----- last post was at 06:39 AM ----- auto assembly does not work for me error in line x it specified it is not valid 0 9-0 1-201 #4 iafire.com/?2hnzhs8u11bmsr 2 Here are a trainer 09-24-2012 #5 and exactly how we know how to use items given to us without premium help without paying for them. Can you please tell those of us who are ready to learn how to pay for the premium. Man where is the tutorial for doing your thing about this stuff. Last edited by Buttfinger; 09-24-2012 04:24 PM | 10-31-2012 #6 Agreement 30.10.2012– 21:00! 10-31-2012 #7 02-15-2013 #8 these codes do not work anymore? Em im not so good with this stuff some1 can get new code for this? And if you don't mind briefly explaining how to use them :P 02-15-2013 #9 they wont no longer work, would I like to please new people? today's liberal intellectuals, who are proud of the scientific methodology and 'comprehensive', are the narrowest-minded, self-righteous and hate-filled bigots in the history of humanity. No primitive tribe worshipped with 100 people. - George Lincoln Rockwell The people who march with us will certainly face abuse, misunderstanding, bitter hostility and possibly the brutality of conflict and danger. In return, we can only offer them the deep belief that they can live a great land that is fighting #10. 05-19-2020 #11 better to buy gold then banned with cheat engine I buy coin from celestboost.com 05-29-2020 #12 originally posted by x0814328 Hi mpgh People I am requesting for age of empires: online hacks, the game has many improvements. But the resources are very low.. And when we build buildings are very slow:s I believe that together we can create a machine for this game. Let's go guys.. Better connection to buy coins from your easy and safe. - Trang ch Your Diễn đàn > Luru Tr.A.> Luru. Infinity > Luru - Game Offline > Edge of Empire > Thảo luận 'Edge of Empire' invested by HD0DT, 4/4/11 | (You must be logged in or logged in to reply to the article!) Host Forum > Archive > | इतिहास > Archive - > Age of Empires 29 July 2009 >; by Seppe Macuyiko vanden Broucke Heritage Note: This program was very popular around 2010-2012, but has now fallen out of use, because most games have been compromised to prevent this issue. The source code and the final binary release have been moved to GitHub, as Google was wondering if it was malware and flagging my blog. Changelog Update (07-Nov-2017): Last update: Source code and binary moved to GitHub. Update (30-Jul-2011): A new update to the PalletTelers Dependency program is up. This release brings some important UI changes. The tool now loads and saves settings and hides in the notification area so that it can run and monitor the game in the background. I have reconstituted the blog post with the program's instructions to move to a separate page. Update (24-Apr-2011): A new update to my PalletStellerSspander program is up. This release fixes some bugs, and adds the ability to use the program in batch/console-mode. The Redmi contains usage details. The download link below leads you to the latest version. Update (08-Sep-2010): I have added an explanation for the new registry method. Also added link to DDRA implementation of Zari Kompa. Update (18-Apr-2010): A new version of the program is up again. This version includes the ability to wait for a game until the game starts instead of starting. It's useful when using lobby programs like Launcher or Garena that start playing for you. Update (27-Mar-2010): I've added a new version of the program that fixes the CD not found-issue when using patch 1.0C for winners. The task directory for the executor is to C:\0. Installed Path \0 Age 2 and Not C: \0 Installed Path \0 Age of Empires 2 \0 age2_x1 must be set to . Update (7-Feb-2010): I've added a new version of the program to fix a minor error that led to an exception when starting the game in some rare cases. Still download the link below. Introduction Recently I wanted to play an old favorite of mine: Age of Kings: Winner. The game Windows 98 (and NT4 as well, which was a pain to play the game at the time, but I retreat) was running all the way up to Windows Vista. However, with Windows 7 – which I've been running happily for a while – I stumbled upon a roadblock: the colors were all wrong. This is not an unusual problem. Many people have had problems while running games on Vista or Windows 7, this way you can describe it: basically, the colors are all off. It's the Age of Empires: The Rise of Rome, you can get this modern. Or force force that you can get DxWnd (DirectX >=7) to run the game in a window. I had no luck with it for the winners, however. For Starcraft, some tools are also floating around to fix the resolution/window/colors. For worms: Armageddon is working on a fix for cybershadow games (see here), so you might want to keep an eye out for it. This new found funny screen resolution method is (7 - mostly reliable but annoying). Was recently found on this platform. It's a weird solution, but every game I've tried seems to work on. Follow these steps exactly: Right click on your desktop and choose screen resolution. In the Screen Resolution window, click Advanced Settings. Another window will open - click on the Monitor-tab in that window. Now, leave these windows open, and start playing. New and/or reliable methods you'll find easier, newer and more reliable ways in this section. (8 - Reliable) Download a tool I killed to play directdra games in fullscreen without changing color. This tool will act as a launcher that puts itself in your notification area and automatically suspends all applications that are changing the colors of the game and will bring them back alive when you turn off the game (9 - reliable), thanks to this one reader comment. I discovered that Windows 7 really provides a compatibility hack to allow you to run old DirectDraw games in all its great colors. HKEY_LOCAL_MACHINE \ Software \0 Microsoft\0 DirectDraw \ Compatibility \0 Registry entry (or HKEY_LOCAL_MACHINE\0 Microsoft\0 DirectDraw \ Compatibility \0 64bit for Windows) includes entries for some popular games, such as Age of Empires and Starcraft. Then why aren't those games doing the right thing? It turns out that the IDs used in registry entries are very specific to the game version. You can follow up with this blogpost to find out all about this hack. If you don't want to download Prosimon to locate the application ID itself you can download a tool called w7ddpatcher.zip by Madlord (you'll have to go around Google). The source code is included, and looks clean. To use it, open w7ddpatcher.exe executor, and press the patch to add a DirectDraw application to the registry. After patching, the game should always work with the right colors, and you won't have to use the program every time you want to play the game (unless you change the executor for example by updating the game). (!): Note that this tool may not work with Windows Vista or XP. I've only tested it with Windows 7. If you're using XP, you're probably better off using my tool (see #8 above), because it probably doesn't come with those registry entries. In addition, the tool will not work out of the box for Empire 2 (and other SafeDisk using the game), as that game requires entry to age2_x1.icd instead of age2_x1.exe, as stated on this forum thread is. HKEY_LOCAL_MACHINE software to locate the correct application ID and edit the registry entry\0 Microsoft \ DirectDraw \ Take a look at MostRecentApplication Accordingly. \0 - Reliable for some games) A few days ago, I got my attention on this writeup of Zari Kompa. This coding wizard has a custom draw program.dll that wraps all DirectDraw calls and redirects them to the OpenGL surface. Tip of the hat to this guy. Download the DirectDraw Hack DLL binary from your site and put it in the same directory that the game executes that you are trying to run. It should work for Wing Commander, Starcraft 1, WarCraft 2, Fallout and Fallout 2. (!): DLL regrets, currently does (according to the last update for this blog post) working for Age of Empires No. 2. So I'm still brazenly plugging my equipment for that game (see #8 above). Technical explanation If you are interested in a short background on why this problem is happening, read on. When I first encountered this problem, I already knew a little about DirectX, GDI and Windows API. Basically, back in the day, DirectX (which handles a lot of graphics and multimedia workload in games and other programs) included a component called DirectDraw, which is used to provide 2D graphics. PC back then weren't really powerful. Everything had to be as soon as possible, even as color handling. So maintain a palette of 256 colors to something that Directdraw did for you. Like a painter, programmers could fill this palette with 256 colors they would use: ten greens for grass, 6 blues for water, and so on. Some of these 256 colors are static (but again, not always) and can't be changed. If you're interested in deep and dirty details: this page does a good job explaining it. That's the case now: if you're a fullscreen game, you don't want other programs screwing up the system palette, turning your beautiful chosen colors into ugly greens and red. And that's what's happening in Windows 7. If you read the system palette and static colors on MSDN, it states that however, because changing static colors can have an immediate and dramatic effect on all windows on display, an application should not call SetSystemPalette unless it has a maximum window and input focus. Alas, it's not implemented by Windows, and thus explorer.exe (which comes from Microsoft make you worse) and other programs will gladly call SetSystemPaletteUse and mess up the bad fullscreen DirectDraw game. I googled around a bit to see if I could get any clues. This message describes the same issue in Stackoverflow. This message is actually posted by The Maintenance of Insects: Armageddon. No-one provided an answer though. I opened Visual Studio (which was still installed) to quickly throw something together in VB.NET to WM_SYSCOLORCHANGE, WM_PALETTECHANGED, WM_PALETTEISCHANGING and WM_QUERYNEWPALETTE messages to stop and see where they're coming from. Basically, there are three fighting processes: (0) changing from the age of empires to the second extension (135458) device reference: 16847861 4508: age2_x1 found 256 pallet size scrigger [...] GDI+ window (917744) changed from device reference: changed: Process: 2452: Explorer found 256 pallet size scrir (65552) changed from device reference: 1744905863 Process: 540: csrss found 256 pallet size SCR [...] The game itself, Explorer.exe, and csrss.exe. I then wanted to create a program which would change the palette back every time one tried to change the process outside. There was a full list of tasks written a load and code, but it just didn't work out and turned out to be too difficult. Furthermore, I suspect that this method could work was beginning, but would still result in the palette changing time playful. I was browsing around on the Worms Armageddon forums, and discovered that someone wrote a DLL with the source code for this problem. The code was written in Delphi and easy enough to read: hold a process, find every thread, and send suspended messages to every thread. I converted this code to VB.NET and slapped it on a form that will hold every WM_PALETTECHANGED message to update my list of processes. Note that there is also a lesser known way to actually suspend the process with API calls, All threads, which are made by SysInternals psSuspend - and used in Process Explorer tools without reta not: public sharing function NtSuspendProcess (as ByVal ProcessHandle IntPtr) as full end function public sharing function NtResumeProces (IntPtr as ByVal ProcessHandle) Integer End Function Function Function Function Function

