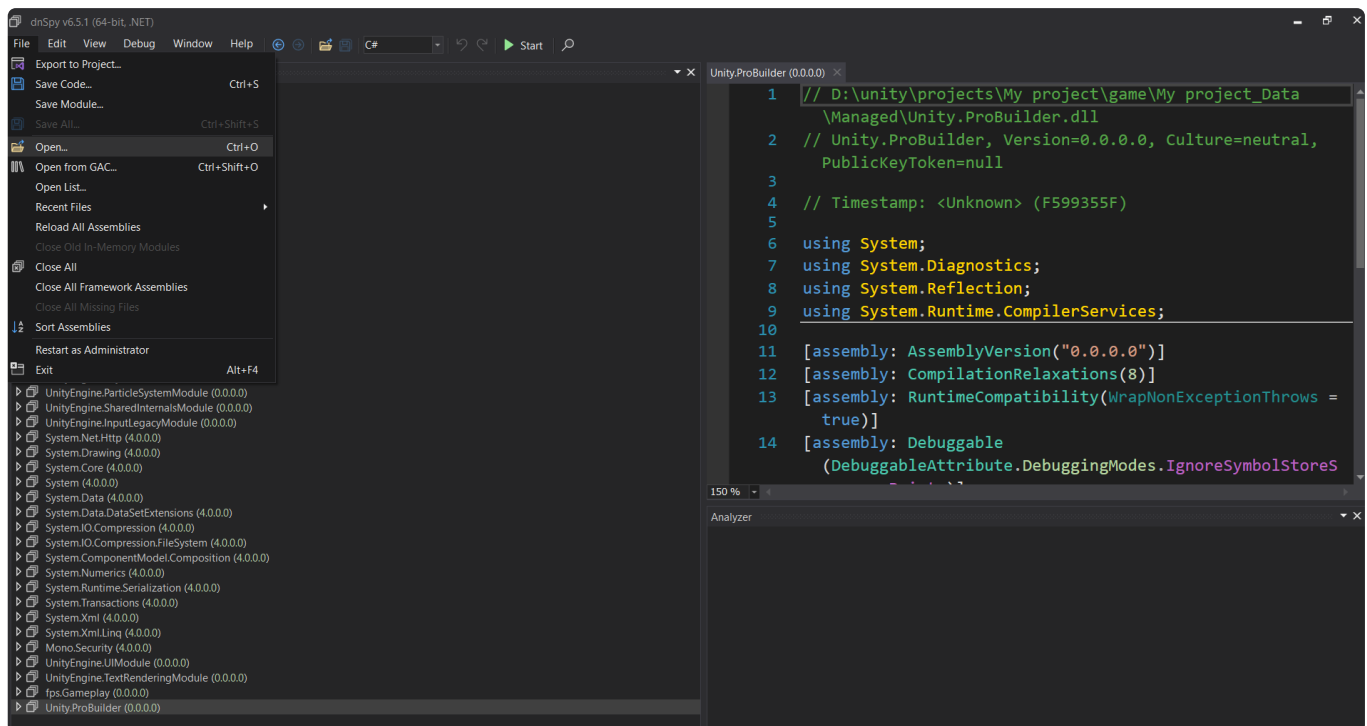
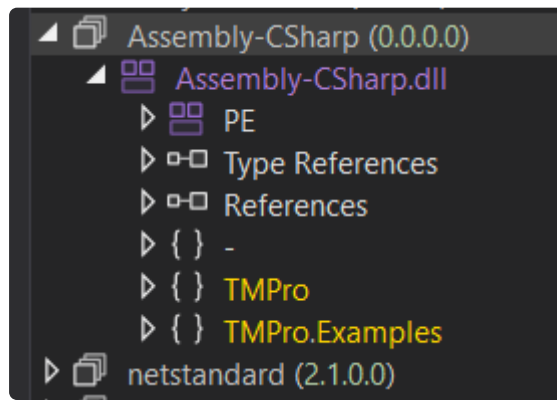


in order to get over the invisible barrier we need to somehow change the height of our jump.
and after doing some googling we can find a tool called [dnspy](#) and an updated version called [dnspyEX](#) both will allow us to decompile the game files and change the values.

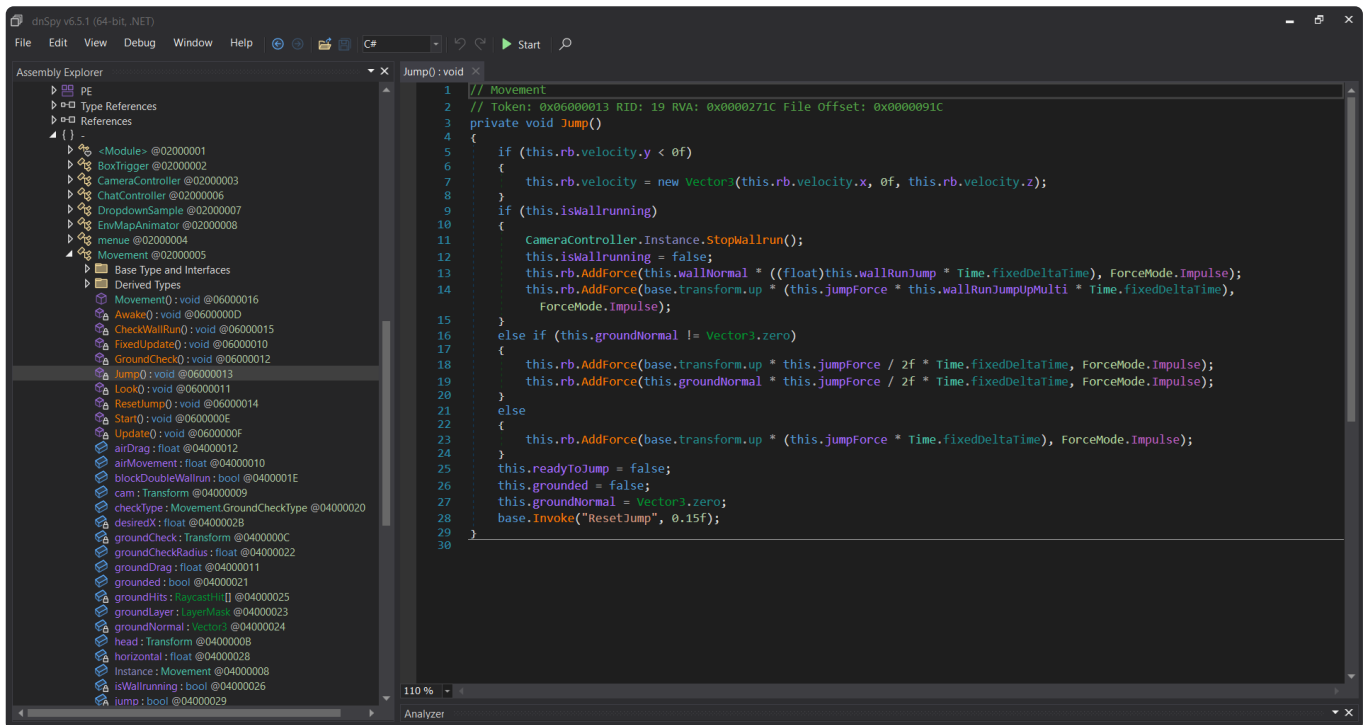


`\game\HackMe_Data\Managed\Assembly-CSharp.dll`

the `Assembly-CSharp.dll` will have all the scripts that we need to modify



after going through the different tabs we can find the **Movement** script and inside it we can find the **jump** function.



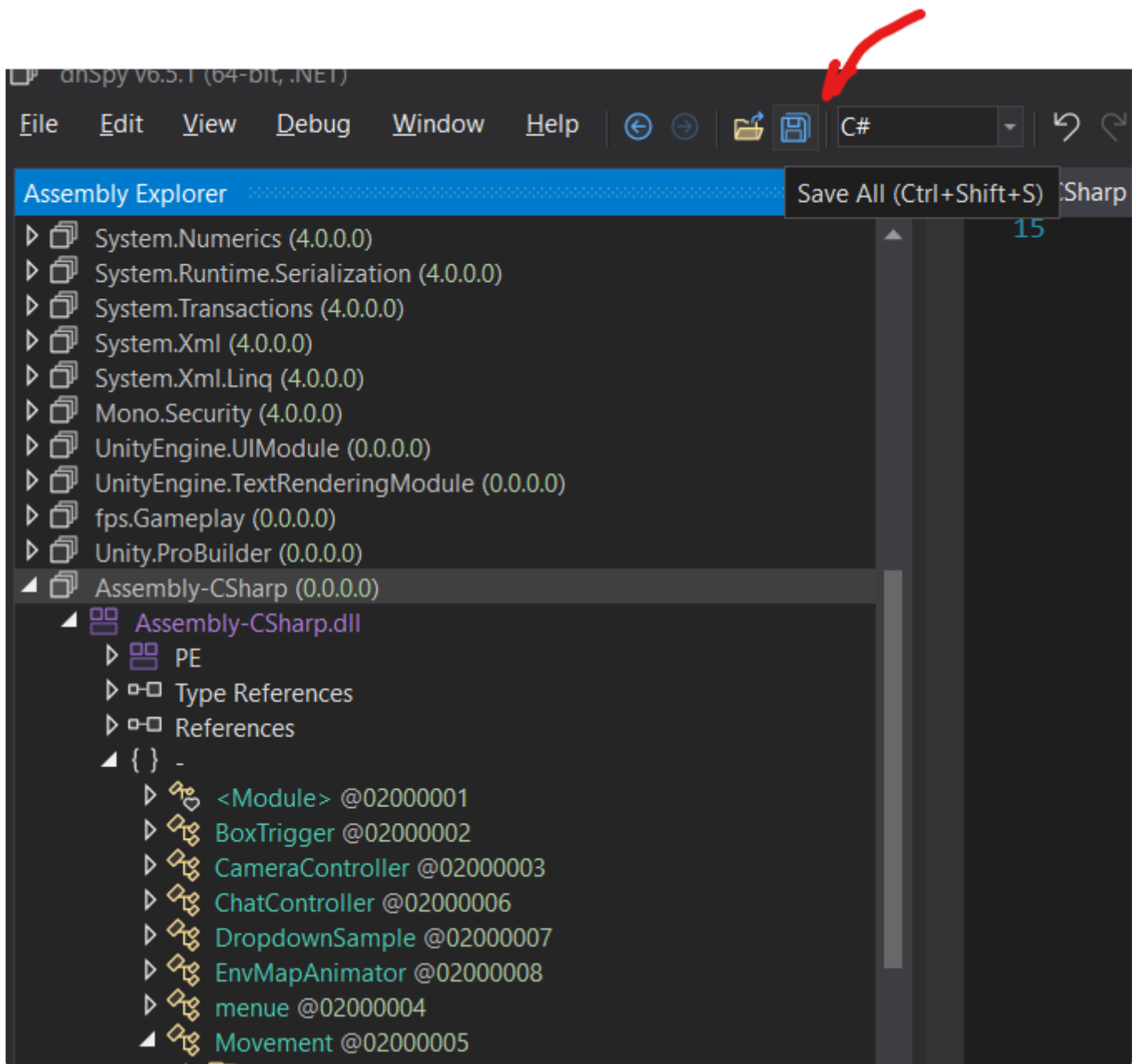
now we just need to edit the amount of force given to the player when he jumps.

- right-click
- Edit Method (C#)

```
1 using System;
2 using UnityEngine;
3
4 // Token: 0x02000005 RID: 5
5 public partial class Movement : MonoBehaviour
6 {
7     // Token: 0x06000013 RID: 19 RVA: 0x000271C File Offset: 0x0000091C
8     private void Jump()
9     {
10         if (this.rb.velocity.y < 0f)
11         {
12             this.rb.velocity = new Vector3(this.rb.velocity.x, 0f, this.rb.velocity.z);
13         }
14         if (this.isWallRunning)
15         {
16             CameraController.Instance.StopWallRun();
17             this.isWallRunning = false;
18             this.rb.AddForce(this.wallNormal * ((float)this.wallRunJump * Time.fixedDeltaTime), ForceMode.Impulse);
19             this.rb.AddForce(base.transform.up * (this.jumpForce * this.wallRunJumpUpMulti * Time.fixedDeltaTime) * 10, ForceMode.Impulse);
20         }
21         else if (this.groundNormal != Vector3.zero)
22         {
23             this.rb.AddForce(base.transform.up * this.jumpForce / 2f * Time.fixedDeltaTime, ForceMode.Impulse);
24             this.rb.AddForce(this.groundNormal * this.jumpForce / 2f * Time.fixedDeltaTime * 10, ForceMode.Impulse);
25         }
26         else
27         {
28             this.rb.AddForce(base.transform.up * (this.jumpForce * Time.fixedDeltaTime) * 10, ForceMode.Impulse);
29         }
30         this.readyToJump = false;
31         this.grounded = false;
32         this.groundNormal = Vector3.zero;
33         base.Invoke("ResetJump", 0.15f);
34     }
35 }
```

just to cover everything i added it to every case

now we need to click on the main **Assembly-CSharp.dll** in dnspy and save it.



now we are done just open the game and hit the mario block

