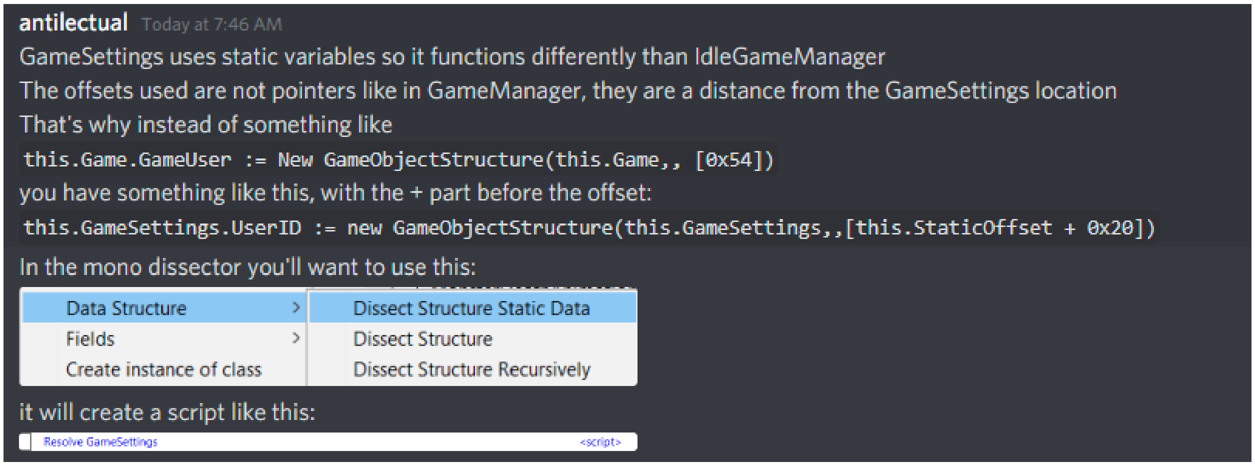


antilectual Today at 7:46 AM

GameSettings uses static variables so it functions differently than IdleGameManager

The offsets used are not pointers like in GameManager, they are a distance from the GameSettings location

That's why instead of something like

```
this.Game.GameUser := New GameObjectStructure(this.Game,, [0x54])
```

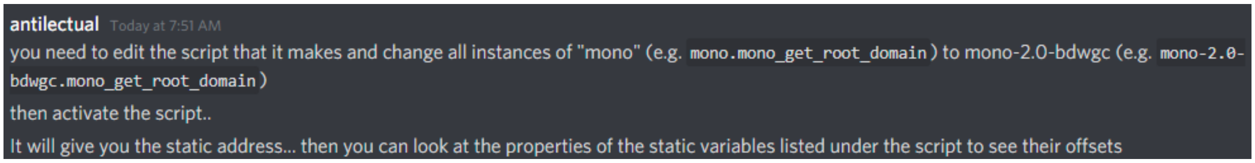
you have something like this, with the + part before the offset:

```
this.GameSettings.UserID := new GameObjectStructure(this.GameSettings,,[this.StaticOffset + 0x20])
```

In the mono dissector you'll want to use this:

it will create a script like this:

Resolve GameSettings <script>



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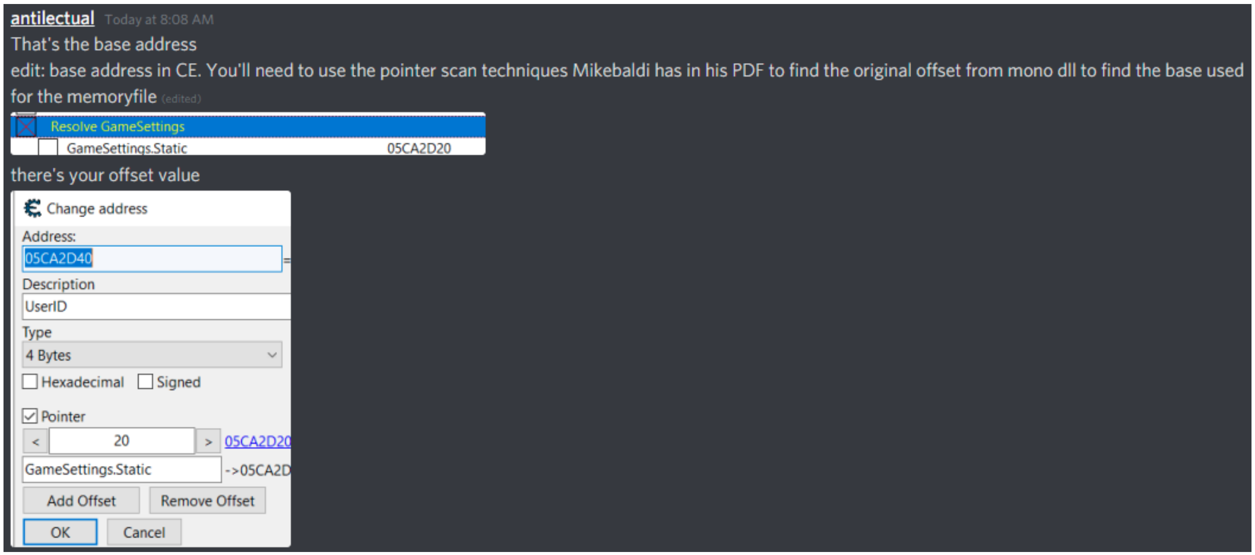
you need to edit the script that it makes and change all instances of "mono" (e.g. `mono.mono_get_root_domain`) to mono-2.0-bdwgc (e.g. `mono-2.0-bdwgc.mono_get_root_domain`)

then activate the script..

It will give you the static address... then you can look at the properties of the static variables listed under the script to see their offsets



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That's the base address

edit: base address in CE. You'll need to use the pointer scan techniques Mikebaldi has in his PDF to find the original offset from mono dll to find the base used for the memoryfile (edited)

☒ Resolve GameSettings
□ GameSettings.Static 05CA2D20

there's your offset value

Change address

Address: 05CA2D40

Description: UserID

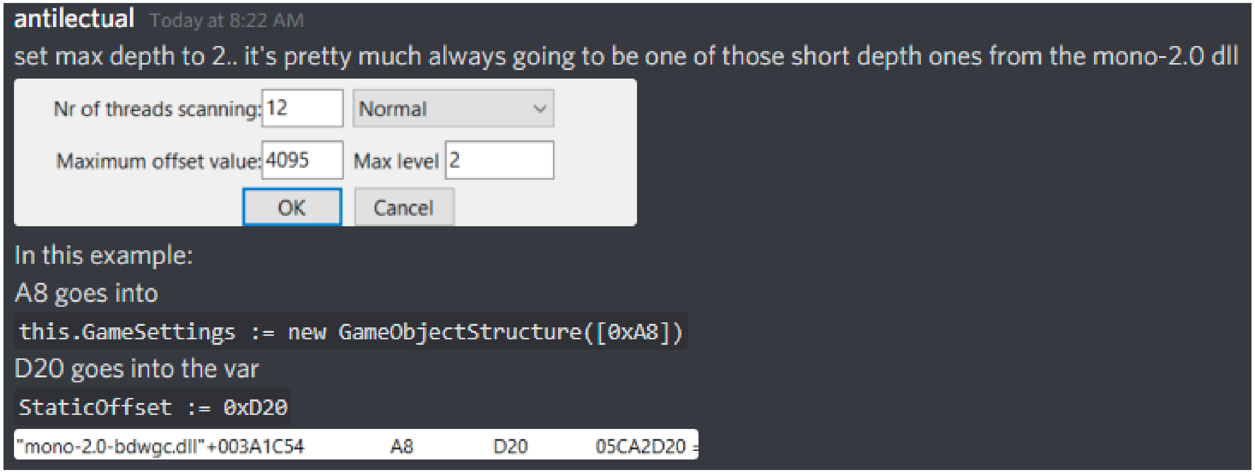
Type: 4 Bytes

□ Hexadecimal □ Signed

☑ Pointer

< 20 > 05CA2D20

GameSettings.Static ->05CA2D



antilectual Today at 8:22 AM

set max depth to 2.. it's pretty much always going to be one of those short depth ones from the mono-2.0 dll

Nr of threads scanning: 12 Normal

Maximum offset value: 4095 Max level 2

In this example:

A8 goes into

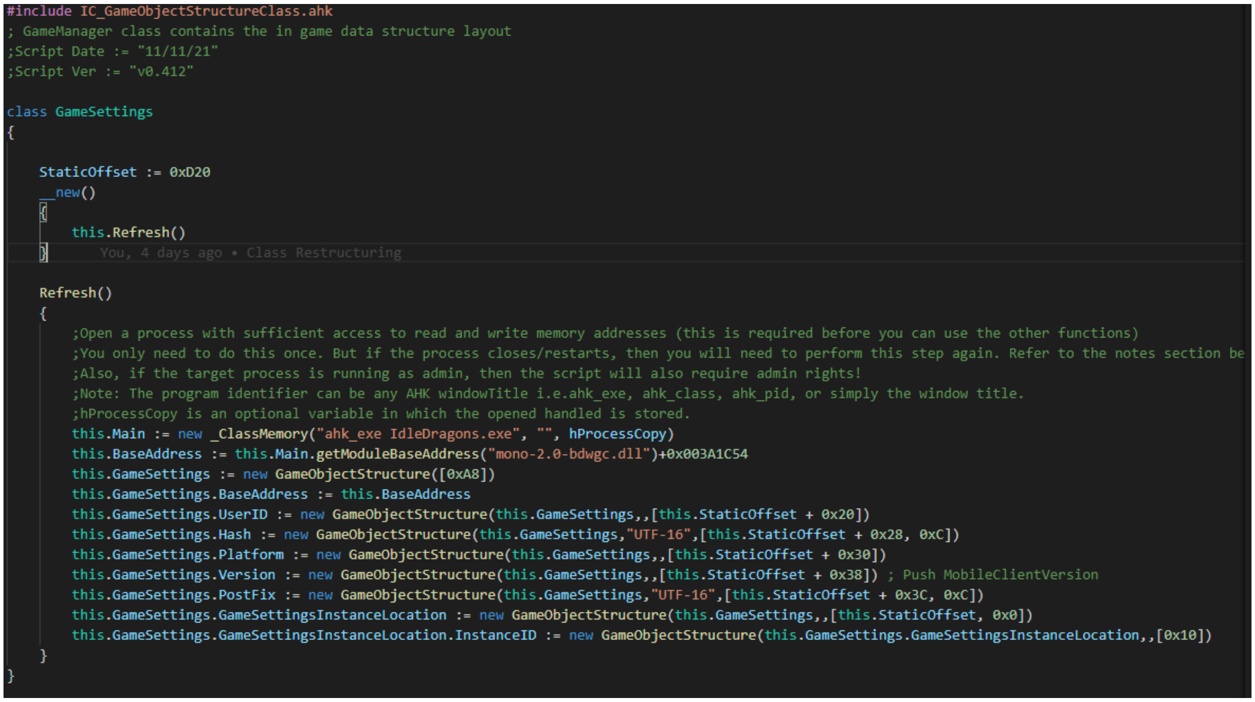
```
this.GameSettings := new GameObjectStructure([0xA8])
```

D20 goes into the var

```
StaticOffset := 0xD20
```

```
"mono-2.0-bdwgc.dll"+003A1C54    A8    D20    05CA2D20 =
```

GameSettings as described by these instructions:



```
#include IC_GameObjectStructureClass.ahk
; GameManager class contains the in game data structure layout
;Script Date := "11/11/21"
;Script Ver := "v0.412"

class GameSettings
{

    StaticOffset := 0xD20
    __new()
    {
        this.Refresh()
    }        You, 4 days ago • Class Restructuring

    Refresh()
    {
        ;Open a process with sufficient access to read and write memory addresses (this is required before you can use the other functions)
        ;You only need to do this once. But if the process closes/restarts, then you will need to perform this step again. Refer to the notes section be
        ;Also, if the target process is running as admin, then the script will also require admin rights!
        ;Note: The program identifier can be any AHK windowTitle i.e.ahk_exe, ahk_class, ahk_pid, or simply the window title.
        ;hProcessCopy is an optional variable in which the opened handled is stored.
        this.Main := new _ClassMemory("ahk_exe IdleDragons.exe", "", hProcessCopy)
        this.BaseAddress := this.Main.getModuleBaseAddress("mono-2.0-bdwgc.dll")+0x003A1C54
        this.GameSettings := new GameObjectStructure([0xA8])
        this.GameSettings.BaseAddress := this.BaseAddress
        this.GameSettings.UserID := new GameObjectStructure(this.GameSettings,,[this.StaticOffset + 0x20])
        this.GameSettings.Hash := new GameObjectStructure(this.GameSettings,"UTF-16",[this.StaticOffset + 0x28, 0xC])
        this.GameSettings.Platform := new GameObjectStructure(this.GameSettings,,[this.StaticOffset + 0x30])
        this.GameSettings.Version := new GameObjectStructure(this.GameSettings,,[this.StaticOffset + 0x38]) ; Push MobileClientVersion
        this.GameSettings.PostFix := new GameObjectStructure(this.GameSettings,"UTF-16",[this.StaticOffset + 0x3C, 0xC])
        this.GameSettings.GameSettingsInstanceLocation := new GameObjectStructure(this.GameSettings,,[this.StaticOffset, 0x0])
        this.GameSettings.GameSettingsInstanceLocation.InstanceID := new GameObjectStructure(this.GameSettings.GameSettingsInstanceLocation,,[0x10])
    }
}
```