

Winmine-Trainer

Project 2 of Rensselaer Polytechnic Institute's Malware Analysis Course (CSCI 4976). Runs a trainer that allows you to talk to a winmine.exe instance and allows you to automatically win, show layout of tiles, etc.

How to Use

Running trainer.exe opens up a console window and a winmine.exe instance. Running the commands should work as expected. Closing the console window will also kill the winmine.exe. The following operations are supported:

1. Extract layout of the tiles
2. Make the mines visible in game
3. Freeze the timer
4. Render mines inert
5. Auto win!

Note: pausing the timer only works after the first bomb has been pressed

How to Build

Notice! Only works on MSVC (for now)!

Everything compiles fine on MinGW but for some reason the dll's won't inject...

```
mkdir build
cd build
cmake ..
msbuild ALL_BUILD.vxcproj
# NOTE: it might be necessary to copy winmine.exe into the current directory
# of the binary (probably in the Debug folder). CMake currently fails at moving
# winmine.exe to the current binary dir...
```