[VC] 【源码】LOL 无限视距 防御塔范围

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```
#include <Windows.h>
#include <stdio.h>
#include <TlHelp32.h>

HANDLE hProcess;

//开启视距
BOOL OpenSJ()
{
    char buff = 120;//开启视距代码
    //向其他进程写数据
    WriteProcessMemory(hProcess,//进程句柄
        (void*)0x5C005B,//视距基址
        &buff,
        1,//需要写入的数据大小
        NULL);
}

//关闭视距
BOOL CloseSJ()
{
    char buff = 119;//关闭视距代码
    //向其他进程写数据
    WriteProcessMemory(hProcess,//进程句柄
        (void*)0x5C005B,//视距基址
        &buff,
        1,//需要写入的数据大小
        NULL);
}

//显示防御塔攻击范围
BOOL ShowFW()
{
    char buff = 118;//开启防御塔攻击范围代码
    //向其他进程写数据
    WriteProcessMemory(hProcess,//进程句柄
        (void*)0xC7E31D,//防御塔攻击范围基址
        &buff,
        1,//需要写入的数据大小
        NULL);
}

//显示防御塔攻击范围
BOOL CloseFW()
{
    char buff = 117;//关闭防御塔攻击范围代码
    //向其他进程写数据
    WriteProcessMemory(hProcess,//进程句柄
        (void*)0xC7E31D,//防御塔攻击范围基址
        &buff,
        1,//需要写入的数据大小
        NULL);
}
```

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```
int main()
{
    system("mode 40,20");
    DWORD PID = 0;
    HANDLE hProcessSnap = CreateToolhelp32Snapshot(TH32CS_SNAPPROCESS, 0);
    PROCESSENTRY32 pe = { sizeof(PROCESSENTRY32) };
    Process32First(hProcessSnap, &pe);
    do
    {
        if (!strcmp(pe.szExeFile, "League of Legends.exe"))
        {
            PID = pe.th32ProcessID;
        }
    } while (Process32Next(hProcessSnap, &pe));
    CloseHandle(hProcessSnap);
    if (PID == 0)
    {
        printf("无法获取LOL的PID,请先进入游戏!\n");
        system("pause");
        return 0;
    }
    printf("League of Legends.exe PID为:%d\n", PID);

    hProcess = OpenProcess(PROCESS_VM_WRITE | PROCESS_VM_OPERATION, NULL, PID);
    if (hProcess == NULL)
    {
        printf("打开进程失败!请用管理员身份运行!\n");
        system("pause");
        return 0;
    }
    printf("打开进程成功!\n");
    printf("======================\n");
    printf("1.打开无限视距\n");
    printf("2.关闭无限视距\n");
    printf("3.显示防御塔攻击范围\n");
    printf("4.关闭防御塔攻击范围\n");
    printf("======================\n");
    int i;
    while (1)
    {
        scanf_s("%d", &i);
        switch (i)
        {
        case 1:
            OpenSJ();
            break;
        case 2:
            CloseSJ();
            break;
        case 3:
            ShowFW();
            break;
        case 4:
            CloseFW();
            break;
        default:
            CloseHandle(hProcess);
            return 0;
        }
    }
    system("pause");
    return 0;
}
```

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