

Dumping game data for devs

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1 (original by Senko)

2 It is highly recommended that you read the guide at least once before executing what's written here.

3 This guide covers everything you need to know to dump all the data you need from Escape From Tarkov.

4 Legend

Code

```
**path** | **what**
----- | -----
`%gamedir` | Escape From Tarkov (Live) | `C:/games/EFT/ (Live)`
```

5 Creating the dumper

5.1 Theory

The game uses HTTP-secured protocol (TLS 1.2) to obtain data from the server (mostly of it not related to a raid). While the game's security is lacking, it does still block conventional tools for packet capturing. We also cannot just simply use altered assembly either, because the launcher (and the client as of 0.12.11) does an integrity check. As such, we can patch the assembly to bypass the security mechanisms in place to dump our

data. To be more specific, we alter the BattleEye, file consistency and certificate checking always return successfully. We also add logic for saving the data received from the server. We use the "swap exploit" by quickly replacing the assembly when the game starts to load our custom assembly. To be able to make patches, we deobfuscate the assembly. But since de4dot isn't capable of understanding the obfuscation algorithm fully, we use an additional specialized deobfuscator command. In addition, we save the assembly in the gamefiles before making modifications to fix a resolutionscope error.

5.2 Requirements

- Escape From Tarkov (Live)
- [dnSpy-net472](#)
- [de4dot](#)
- [AssetStudio](#)

5.3 1. Backup

1. Create %gamedir%/backup/
2. Copy-paste Assembly-CSharp.dll to %gamedir%/backup/
3. Rename Assembly-CSharp.dll in %gamedir%/backup/ to Assembly-CSharp.dll.bak
4. Copy-paste FilesChecker.dll to %gamedir%/backup/
5. Rename FilesChecker.dll in %gamedir%/backup/ to FilesChecker.dll.bak

5.4 2. Assembly-CSharp.dll

1. Clean the assembly (see the deobfuscation guide!)
2. DnSpy > File > Open... > Assembly-CSharp-cleaned-cleaned.dll
3. Apply request dumper patch (appendix 1.1)
4. Apply response dumper patch (appendix 1.2)
5. Apply ssl patch (appendix 1.3)
6. Apply battleeye patch (appendix 1.4)
7. DnSpy > File > Save Module
8. Cut-paste Assembly-CSharp-cleaned-cleaned.dll to %gamedir%/backup/
9. Rename Assembly-CSharp-cleaned-cleaned.dll in %gamedir%/backup/ to Assembly-CSharp.dll

5.5 3. FilesChecker.dll

1. DnSpy > File > Open... > FilesChecker.dll
2. Apply consistency multi patch (appendix 1.5)
3. Apply consistency single patch (appendix 1.6)
4. DnSpy > File > Save Module
5. Cut-paste FilesChecker.dll to %gamedir%/backup/
6. Copy-paste %gamedir%/backup/FilesChecker.dll.bak to %gamedir%/EscapeFromTarkov_Data/Managed/
7. Rename FilesChecker.dll.bak to FilesChecker.dll

5.6 4. Battlestate Games Launcher

5.7 90b273a49e37a7b0a2d89a43b9be3cf5-Full.webp

Exit the launcher when the game starts AND when the launcher is closed

6 Dumping server data

1. Start the game.

2. Copy-paste `%gamedir%/backup/Assembly-CSharp.dll` to `%gamedir%/EscapeFromTarkov_Data/Managed/` when the launcher closes.
3. `%gamedir%/HTTP_DATA/` appears when you reached the main menu.
4. Dump the data (appendix 2).
5. Close the game.
6. Replace `Assembly-CSharp.dll` with the original assembly.

7 Dumping asset data

1. Open AssetStudio.
2. AssetStudio > File > Load File > `%gamedir%/EscapeFromTarkov_Data/sharedassets2.assets`.
3. Switch from Scene Hierarchy to Asset List.
4. AssetStudio > Filter Type > what you look for (example: TextAsset).
5. Select the map files you want (example: bigmap2, RezervBase6).
6. AssetStudio > Export > Selected Assets.

8 Conclusion

Congratulations, you've succesfully dumped Escape From Tarkov's data.
In order to use it in Aki's database, you have 2 options:

- Manually convert the data.
- Use a tool like senko-debug to convert the data into a format the server accepts.

The data does contain sensitive information such as you account id, so be careful whom you share it with. senko-debug strips out the sensitive information when it converts the data to the right format. And no, the data dumped from the game server cannot be uploaded back to the game server.

9 Appendix 1: Code

All code is based on Escape From Tarkov 0.12.12.16069.

9.1 1.1. Request dumper patch

Code

```
// Token: 0x06001E99 RID: 7833 RVA: 0x001A54CC File Offset: 0x001A36CC
[postfix]
Class180.method_2()
{
```

```
    var uri = System.IO.Directory.GetCurrentDirectory() + "\\HTTP_DATA\\" + uri.Replace("\\", "\\");
    var file = uri.LocalPath.Replace('/', '.').Remove(0, 1);
    var time = DateTime.Now.ToString("yyyy-MM-dd HH:mm:ss");
    if (System.IO.Directory.CreateDirectory(path).Exists && obj != null)
    {
        System.IO.File.WriteAllText($"{path}req.{file}.txt", obj.ToString());
    }
}
```

Display More

9.2 1.2. Response dumper patch

Code

This discusses how you can obtain certain data with the dumper installed.

Code

****Type****

Startup locales		Start the game in the locale you want to dump.
Game locales		Select the locale in game settings.
Common data		Start
Assort		Open the trader you want to
Bots		Do an offline raid on a map containing that
Item events		Do the specific item
taining the game files in %MP%\Battlestate Games\EscapeFromTarkov\files`.		
Location (loot)		Rip from game files OR do an offline raid on that map.
Models		
Textures		
Audio		Rip from game files

Display More

Additional information	
Programming skills required	1
Technical knowledge requirement	High