

Rockstar Purger

Works on Grand Theft Auto 5 and Red Dead Online. You can play solo sessions or private sessions with friends online. Other players cannot connect to your private session, so no more trouble with griefers or cheaters!

Functions:

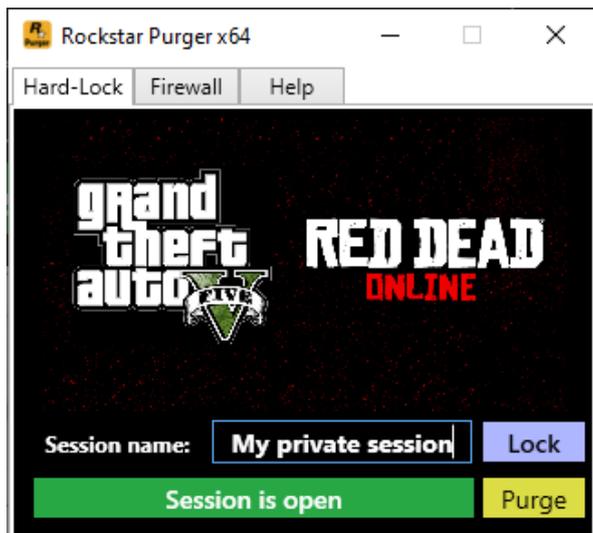
- Purging sessions by freezing the game process for a few seconds
- Locking sessions using firewall rules
- Creating individual private sessions
- Faking keyboard input to prevent being kicked when AFK.

Instructions:

Rockstar Purger tries to acquire game installation paths from registry. If that fails, you can edit the file **solo.ini**, which is created after exiting the program.

The file contains three lines of text, first line is the path to GTA5, second line is the path to Red Dead Online, and the third line is the session name you entered (if any).

This is what you get when you run the program, there are three tabs, **Hard-Lock**, **Firewall** and **Help**.

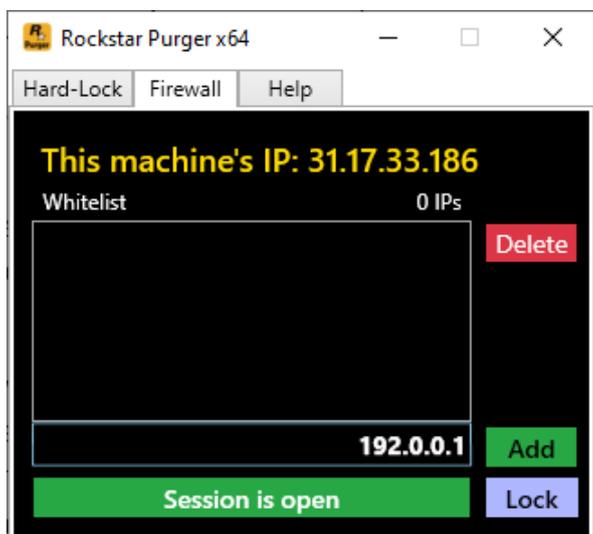


To play solo, just enter any session name, make sure the game is NOT running and hit the 'Lock' button.

Run your game and join online session. You should be the only one on the server.

To play with friends, give them a copy of **Rockstar Purger** and tell them to do the same, using the EXACT same session name. They will always join your session.

To empty a server with an open session, hit 'Purge'. This will freeze the game for some seconds, kicking all other players. Keep in mind, that after a few minutes other players will start joining again, so consider this a way to quickly get rid of griefers.



The firewall method is an alternative way to play solo. If you do not like the hard-lock method, try this.

To play solo, just click 'Lock' button. It doesn't matter if the game is running or not. If you are already online, wait a few seconds and everyone else should be kicked. This works with both games.

Playing with friends is not possible in Red Dead Online with this method, but it still works in GTA5.

To do so, enter the IP addresses of all your friends to the whitelist and tell your friends to do the same. You needn't add your own IP. Then click 'Lock' button. If you are on a LAN, just enter the local IPs instead.

How it works:

The hard-lock method creates a file called 'startup.meta' in the `x64\data` folder of both games. Basically, these are XML-files. A comment line with your chosen session name is added to those files. This makes the game using a different hash value (or whatever) in matchmaking and it will connect only to players using the exact same value. Every now and then the game will warn you about files in the game folder that don't belong there, but as we do not alter any of the original game files, there should be no problem with bans.

The firewall method just blocks port 6672 to prevent matchmaking except for whitelisted IPs.

Purging a session is done by freezing the game process for some seconds, this kicks everyone else from the session. But after some time, other players will join your empty session again.

You can even prevent the game from kicking you after being AFK for too long. Hit NUM7 (with Num-Lock on) to run a small script that presses A and D in turns, making the game think you are still there. Pressing NUM7 again will stop the script. This means you can fix yourself a coffee, take a shower, go to the toilet without being kicked.

Each action you take gives an acoustic response, so you can stay in the game full screen while accessing the functions. When you exit **Rockstar Purger**, any added firewall rules are restored and the 'startup.meta' files are deleted, so it leaves no traces behind.

Hotkeys:

Press **Scroll-Lock** to set/unset firewall rules (method 2).

Press **Pause** to purge the session.

Press **NUM7** to enable/disable AFK mode

Hard-locking does not have a hotkey, as you need to apply it while the game is not running.

Credits:

CodeSwine, for the IP whitelist idea

vanadiumcfx, for the 'startup.meta' idea