
Subject: Re: OMG is aimbot here to stay ? *sigh*
Posted by [Jerad2142](#) on Fri, 23 Feb 2007 06:44:40 GMT
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0x90 wrote on Thu, 22 February 2007 15:26 exactly... its getting the nearest player (or the one hovered via esp)... then Commands->Get_Bone_Position to get the position of the HEAD bone of this player and finally Commands->Force_Camera_Look to force-aim at this position. plus its doing this every frame so its aiming highly-accurate at the enemies head. thats all... a basic aimbot is just so easy.

regards

I never though of that, but it does make sense. And beings I do program scripts I can say that would work.
