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Subject: Re: Auto Aim Feature

Posted by [Jerad2142](#) on Sun, 09 Nov 2008 18:10:28 GMT

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Canadacdn wrote on Fri, 07 November 2008 14:45Zack wrote on Wed, 05 November 2008 13:28Wouldn't people get confused and ban for AimBot? :\

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Explain a bit more. I haven't played SP recently

No. The idea here is to have the feature available for mods and things like that, not building it into the actual game. Anyway, I see a problem with this script. Couldn't someone potentially cheat by applying it to each character in a custom objects.ddb?

Oh come on Mitch, if thats how scripts.dll worked thousands of people would have attached M00\_Damage\_Modifier to their characters so that they could run around invincible. Only scripts that are attached on the HOST effect other clients.

R315r4z0r wrote on Sat, 08 November 2008 18:52If this can be done it would be pretty cool to put it in the TT patch. Or hand it over to one of the mod teams like APB, AR or Reborn as I'm sure they could find some use for this.

Well, ummm beings I asked for it I probably had some things in mind. I mean really now, why do more excluding of the real Renegade community.

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