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Subject: Re: aimbot are killing this game

Posted by [Goztow](#) on Fri, 04 Dec 2009 12:05:01 GMT

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Renardin has a good point and a possible solution to trigger bots. Here's what could be done IMO to make the existing triggerbot useless and keep functionality. I didn't test if it works but judging on the clickbot readme, it would.

This would require a client side patch, though.

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