
Subject: Aimbots...

Posted by [IRON FART](#) on Fri, 25 Mar 2005 05:40:16 GMT

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How much does RenGuard protect against aimbots that lock onto a certain color to track enemies?

I've come across some of these a while ago that were used with CS and UT, but they aren't game-specific at all. They can be used in any game, any version. They could even be used out of game. You just chose a certain color that you want it to lock onto, and the aimbot will track that color.

Subject: Aimbots...

Posted by [Oblivion165](#) on Fri, 25 Mar 2005 07:49:55 GMT

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Doesnt protect from it at all.

Subject: Aimbots...

Posted by [Blazer](#) on Fri, 25 Mar 2005 10:33:19 GMT

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Theres no way to block a color clickbot. Fortunately, they are all but worthless. If you dont believe me feel free to download one and try it yourself. It might be a small advantage in a sniper-only server, against people who arent moving very much, but thats about it

Subject: Aimbots...

Posted by [IRON FART](#) on Fri, 25 Mar 2005 19:35:52 GMT

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Ok then. I'm glad to hear it.

Subject: Aimbots...

Posted by [Crimson](#) on Fri, 25 Mar 2005 20:35:38 GMT

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Pure mode will prevent skins from being used. But clickbots are worthless.

Subject: Aimbots...

Posted by [Fooker](#) on Sat, 26 Mar 2005 01:03:18 GMT

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try telling these morons that then lol

** no links of this sort, moron **

Subject: Aimbots...

Posted by [joaorp](#) on Sun, 27 Mar 2005 13:56:13 GMT

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CrimsonPure mode will prevent skins from being used. But clickbots are worthless. Hmm, I was thinking... and wouldn't a click bot made using the recticle colour of renegade work? I mean it turns from yellow to green or red depending if is friend or foe. Meaning it would be flawless if one made a aimbot using the recticle to once it turns red to shoot. Anyway There should be some way to stop aimbots, blocking them on memory, though it would probably block some other important stuff.

Anyway this renguard program hasn't help me much.... Since most players say I use Big head and stuff.. even after I got renguard

Subject: Aimbots...

Posted by [RTsa](#) on Sun, 27 Mar 2005 18:05:01 GMT

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Quote:wouldn't a click bot made using the recticle colour of renegade work? That's a good question. Also, since RG allows skins in non-pure mode, it would be possible to create a skin of one color and use a clickbot. A SS would of course prove one cheats, but if you have RG, most people think you don't cheat.

Subject: Aimbots...

Posted by [Majiin Vegeta](#) on Sun, 27 Mar 2005 18:52:23 GMT

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joaorpCrimsonPure mode will prevent skins from being used. But clickbots are worthless. Hmm, I was thinking... and wouldn't a click bot made using the recticle colour of renegade work? I mean it turns from yellow to green or red depending if is friend or foe. Meaning it would be flawless if one made a aimbot using the recticle to once it turns red to shoot. Anyway There should be some way to stop aimbots, blocking them on memory, though it would probably block some other important stuff.

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i cannot remember correctly but wasnt it you brother who created a clickbot in .net ?

Subject: Aimbots...

Posted by [joaorp](#) on Sun, 27 Mar 2005 19:03:04 GMT

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Yes he made a click bot.. .net is not a programming language though, he made it in C++ and then remade it in C# and released it. framework.net is a plataform that contain libraries of many programming languages made by microsoft. But yeah... glad he didn't make it using the recticle otherwise it would be flawless as I said.
