
Subject: OMG is aimbot here to stay ? *sigh*
Posted by [DutchKingCobra](#) on Thu, 22 Feb 2007 00:32:48 GMT
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Hi all,
i didn't play renegade for about 8 months,
but since a week im playing again,
mostly on the jelly-server.

I noticed that some guys had *Magic Shots*,
and i don't mean rarely but all the time,
so i scoured the Internet for more info on this highly effective aim-bot.
i found several programs, and tested them,
and one of the programs had a highly effective aim-bot.

I was searching for a way to stop them from using aim-bot on me.!!!
but now im afraid that it's not possible,
possibly not even with RG1.04.???

Please share your thoughts with me on this.!
does anyone knows if it will be countered with RG1.04?.
I sure hope so.

I really like playing renegade ,
but this aim-bot sh*t s*cks big-time .

So all you aim-bot users ,
be a soldier and aim yourself.

well peace y'all
DKC

Subject: Re: OMG is aimbot here to stay ? *sigh*
Posted by [Blazer](#) on Thu, 22 Feb 2007 01:00:55 GMT
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There are several ways to stop the most effective* aimbot.

1. RenGuard can stop the program which allows them to use the aimbot
2. Aimbots can be countered server-side by a mod that spawns invisible players next to everyone, thus the aimbot aims at it since its the "closest player".

An aimbot that is harder to stop are ones that hook into directx, also known as a "color aimbot", which basically requires modified models that have a certain color head, the aimbot then tracks to this color. This aimbot is not really effective as it is not fast or accurate enough, and requires custom models to work properly, which RG blocks as well.

Short answer: Yes, aimbots can be stopped.

Subject: Re: OMG is aimbot here to stay ? *sigh*
Posted by [Viking](#) on Thu, 22 Feb 2007 01:13:08 GMT
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Only if the people with it are using RG... Which they never are or they get around it somehow.

Subject: Re: OMG is aimbot here to stay ? *sigh*
Posted by [Blazer](#) on Thu, 22 Feb 2007 01:27:14 GMT
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That's why I said it can also be countered server-side

Subject: Re: OMG is aimbot here to stay ? *sigh*
Posted by [Viking](#) on Thu, 22 Feb 2007 01:45:06 GMT
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O RLY?! How is that server side cheat detector coming?

Subject: Re: OMG is aimbot here to stay ? *sigh*
Posted by [Blazer](#) on Thu, 22 Feb 2007 01:54:25 GMT
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Ask BI, they are the ones working on it.

Subject: Re: OMG is aimbot here to stay ? *sigh*
Posted by [Goztow](#) on Thu, 22 Feb 2007 07:57:55 GMT
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It will be included in BIATCH.

Subject: Re: OMG is aimbot here to stay ? *sigh*
Posted by [=HT=T-Bird](#) on Thu, 22 Feb 2007 12:42:49 GMT
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Goztow wrote on Thu, 22 February 2007 01:57It will be included in BIATCH.
Which will be available as a public beta once the readme file is done.

Subject: Re: OMG is aimbot here to stay ? *sigh*
Posted by [Jerad2142](#) on Thu, 22 Feb 2007 18:50:56 GMT
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If I understand correctly, doesn't aim bot just use Renegade's AI to aim for you (beings if you play with it enough Renegade's AI can become extremely accurate). If so you would need a program to detect if the soldier was being controlled by ai or not.

Subject: Re: OMG is aimbot here to stay ? *sigh*
Posted by [Blazer](#) on Thu, 22 Feb 2007 21:17:50 GMT
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No...actually the built-in aimbot isn't very accurate. The aimbot that *cheat name removed* uses makes use of some scripts.dll calls according to the author.

Subject: Re: OMG is aimbot here to stay ? *sigh*
Posted by [cmatt42](#) on Thu, 22 Feb 2007 22:06:15 GMT
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Goztow wrote on Thu, 22 February 2007 02:57BIATCH
Am I the only one that thinks that's hilarious?

Subject: Re: OMG is aimbot here to stay ? *sigh*
Posted by [Ox90](#) on Thu, 22 Feb 2007 22:26:47 GMT
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Blazer wrote on Thu, 22 February 2007 22:17No...actually the built-in aimbot isn't very accurate. The aimbot that *cheat name removed* uses makes use of some scripts.dll calls according to the author.

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

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.

Subject: Re: OMG is aimbot here to stay ? *sigh*
Posted by [Carrierll](#) on Fri, 23 Feb 2007 17:56:26 GMT
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cmatt42 wrote on Thu, 22 February 2007 16:06 Goztow wrote on Thu, 22 February 2007 02:57 BIATCH
Am I the only one that thinks that's hilarious?

I think it's good, when it autobans it should say "YOU GOT BIATCH'ED, BIATCH!"

Subject: Re: OMG is aimbot here to stay ? *sigh*
Posted by [Veyrdite](#) on Fri, 23 Feb 2007 23:22:45 GMT
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so an aimbot can be flawed if your using a crap set of bones to cheat yourself? cheatvscheat = stalemate banning. autobitch for them
