
Subject: Trigger bot

Posted by [Jamie or NuneGa](#) on Sun, 13 Jul 2008 13:30:18 GMT

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You guys gonna block this, it is one of the slyest cheats around tbh

Subject: Re: Trigger bot

Posted by [Caveman](#) on Sun, 13 Jul 2008 13:47:24 GMT

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You have information of a trigger bot that actually works? Like properly?

Subject: Re: Trigger bot

Posted by [Homey](#) on Sun, 13 Jul 2008 14:19:43 GMT

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Yeah last I checked they are awful.

Subject: Re: Trigger bot

Posted by [Jamie or NuneGa](#) on Sun, 13 Jul 2008 14:54:53 GMT

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censored's one worked for me on multiplayer practice.

Subject: Re: Trigger bot

Posted by [havoc9826](#) on Sun, 13 Jul 2008 18:54:06 GMT

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censored just made a new one... anyone know anything about its effectiveness?

Subject: Re: Trigger bot

Posted by [IronWarrior](#) on Sun, 13 Jul 2008 19:26:34 GMT

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Thanks guys for giving the name of the makers so n00bs can search the internets for them.

Subject: Re: Trigger bot

Posted by [Jamie or NuneGa](#) on Sun, 13 Jul 2008 19:41:50 GMT

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tbh its not hard to find hacks for renegade on google, mandai's new one is effective but you have to train it yourself.

Subject: Re: Trigger bot
Posted by [havoc9826](#) on Sun, 13 Jul 2008 20:05:12 GMT
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His name's already been floating around the forums for months.

Subject: Re: Trigger bot
Posted by [IronWarrior](#) on Sun, 13 Jul 2008 20:18:13 GMT
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havoc9826 wrote on Sun, 13 July 2008 15:05His name's already been floating around the forums for months.

If you notice, most of that is in the server owners forums, dumbass.

Subject: Re: Trigger bot
Posted by [Jamie or NuneGa](#) on Sun, 13 Jul 2008 21:04:55 GMT
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IronWarrior wrote on Sun, 13 July 2008 21:18havoc9826 wrote on Sun, 13 July 2008 15:05His name's already been floating around the forums for months.

If you notice, most of that is in the server owners forums, dumbass.

Seen as I don't have access to server owners and I see 10, Id say...

IronWarrior got owned!

Subject: Re: Trigger bot
Posted by [cnc95fan](#) on Sun, 13 Jul 2008 22:30:55 GMT
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NuneGa wrote on Sun, 13 July 2008 14:41tbh its not hard to find hacks for renegade on google, mandai's new one is effective but you have to train it yourself.

That is true. I do not see the point on editing peoples posts and putting in a *cheat name removed* thing..

Subject: Re: Trigger bot
Posted by [Jamie or NuneGa](#) on Mon, 14 Jul 2008 01:28:05 GMT
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I've messed about with just about every single cheat in multi player practice, found em all easily using google.

Subject: Re: Trigger bot
Posted by [IAmFenix](#) on Thu, 17 Jul 2008 15:29:16 GMT
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Then you should help with TT, Nune

Subject: Re: Trigger bot
Posted by [BlueThen](#) on Thu, 17 Jul 2008 20:03:44 GMT
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Mandai's a pain in the ass.

Subject: Re: Trigger bot
Posted by [Jamie or NuneGa](#) on Fri, 18 Jul 2008 00:41:07 GMT
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doomkid21 wrote on Thu, 17 July 2008 16:29Then you should help with TT, Nune

I'm no coder!

Subject: Re: Trigger bot
Posted by [Goztow](#) on Fri, 18 Jul 2008 17:30:24 GMT
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BlueThen wrote on Thu, 17 July 2008 22:03Mandai's a pain in the ass.
Just a kid that needs attention.

Subject: Re: Trigger bot
Posted by [Veyrdite](#) on Sat, 19 Jul 2008 00:55:45 GMT
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Would it be possible to block stand-alone Trigger-bots from reading colour-information coming out of Renegade/DirectX?
Most of them just fake clicking when the reticles turn red, so f the program can't access the colour

information it can't operate.

Would it be possible?

Subject: Re: Trigger bot
Posted by [BlueThen](#) on Sat, 19 Jul 2008 01:04:24 GMT
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You could have the reticle change to random shades of red.

Subject: Re: Trigger bot
Posted by [Veyrdite](#) on Sat, 19 Jul 2008 02:33:10 GMT
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BlueThen wrote on Sat, 19 July 2008 11:04 You could have the reticle change to random shades of red.
It still has to look red, and so if it does it's detectable.
if R >= 150 & G <= 100 & B <= 100
