Subject: cheat or not a cheat
Posted by Havoc_elite on Mon, 07 Jul 2003 17:10:32 GMT
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Well, why not report it then??? Could just be me (I said this before BTW), but a working aim bot (in other words, it locks your gun onto the head of an enemy player and fires automaticly) is technicly not possible!
You would have to change the script for the ENTIRE GAME, wich is practicly impossible without screwing up the game script somewhere.
When you write a script like this (im not a Mod builder so this is just a simple explaind idea):

<SEARCH=HEAD>
<AUTO AIM=FOUND SEARCH>
<AUTO FIRE=FOUND SEARCH>
<ACTIVATION CODE=aim on>

Justr something like that, now if you would put that set of lines between the game script or a level script, you will be unable to play the game or the map, unless you can program so good you know exactly wich 20 lines you need to replace form all, lets say 4000.

Dont ask me what these guys use, maybe its experiance, maybe its just the lag kicking in... but when you just take a second to think clearly, you find that a working aimbot is almost the same as the pot of gold at the end of the rainbow, it was never realy proven it is there.