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Subject: Aimbot 4 REAL!!

Posted by [Dante](#) on Fri, 11 Jul 2003 09:04:18 GMT

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sadly... you all are clueless on this topic

it is possible, and i will NOT let out how it is done, but simple windows api programming will do the trick... seems WS didn't bother covering up every corner.

with all this talk, i decided... hell, lets see if it is even remotely possible to pull this talk off.

after about 20 minutes of easy programming, and 1 search on google for a "key" function, i had a semi-working aimbot.

now, thats 20 minutes, with about 3-4 hours, and say... some simple logic programming, i could have made serious death to anything in my reticle, tracked them, and then kept killing them.

so to all that think "hooking the opengl..." "just hook the window..." "Renegade blocks all this..." "well, its not really like that, you have to edit source code..." you are wrong.

im sorry to let you guys know this, but im not the only brain in the world that could easily find out how to do this, and im sorry to say, there is no custom skins, no bs textures, just standard Renegade, a small program, and a mouse. that is all it requires to have an aimbot in Renegade.

now, am i saying... "first one to get it rules the world?" no, i am simply implying that calling all these people idiots because it isn't possible should simply cease, but should NOT be the first resort to accuse of AIMBot... there are good players, there are elite players, there are cheaters... plain and simple.

~Dante

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