
Subject: Re: Auto Aim Feature

Posted by [Jerad2142](#) on Wed, 05 Nov 2008 19:43:39 GMT

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Will hit

Zack wrote on Wed, 05 November 2008 12:28: Wouldn't people get confused and ban for AimBot?
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o_0

Explain a bit more. I haven't played SP recently

Well, being it would be server controlled, you would essentially know if that weapon should be or if it should not be locking on easier.

But as you can see, this would make projectiles with IsTracking checked in Level editor a lot easier to use.

File Attachments

1) [ScreenShot03.png](#), downloaded 896 times

