Subject: Auto Aim Feature
Posted by Jerad2142 on Wed, 05 Nov 2008 19:14:02 GMT
View Forum Message <> Reply to Message

In single player, if you play on easy, it automatically makes it so your weapon will shoot at any enemy inside your circular reticle. I was wondering if you could add in a command to make it so that individual weapons could have this auto aim if it was scripted to have it. This would be used to make tracking weapons easier to use, like the rocket launcher, combined it with a weapon time charge and you would have a pretty cool setup.
Commands->Easy_Auto_Aim_Weapon("Rocket Launcher",1);
I just think this would be a nice add in feature for some of our mods.

Subject: Re: Auto Aim Feature
Posted by Genesis2001 on Wed, 05 Nov 2008 19:28:18 GMT
View Forum Message <> Reply to Message

Wouldn't people get confused and ban for AimBot? :\

o_0

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

Subject: Re: Auto Aim Feature
Posted by Jerad2142 on Wed, 05 Nov 2008 19:41:50 GMT
View Forum Message <> Reply to Message

Opps, guess its called "Aiming Assistance"

Well not hit (AA is on in both pics)

File Attachments
1) ScreenShot01.png, downloaded 990 times

Subject: Re: Auto Aim Feature
Posted by Jerad2142 on Wed, 05 Nov 2008 19:43:39 GMT
View Forum Message <> Reply to Message

Will hit

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

o_0

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

Well, beings 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 965 times
```

Subject: Re: Auto Aim Feature
Posted by Genesis2001 on Wed, 05 Nov 2008 20:07:33 GMT
View Forum Message <> Reply to Message

Ah. Basically you're saying to drop the reticle dot o_0

lol

Wouldn't be bad to try it and see if it works. If it's rejected in MP, then oh well. :\

Subject: Re: Auto Aim Feature
Posted by Jerad2142 on Wed, 05 Nov 2008 20:17:46 GMT
View Forum Message <> Reply to Message

Zack wrote on Wed, 05 November 2008 13:07Ah. Basically you're saying to drop the reticle dot o_0

lol

Wouldn't be bad to try it and see if it works. If it's rejected in MP, then oh well. :\
Well thats not what its actually doing, the game just removes the dot because thats not where you have to aim, because it will hit any enemy that comes into contact with the outer circle.

Subject: Re: Auto Aim Feature
Posted by mrÃ£Ã§Ä·z on Wed, 05 Nov 2008 22:34:03 GMT
View Forum Message <> Reply to Message

i already got banned for to many headshots... (haha EKT)

+ the Aim Assistence = bye bye madrackz

Subject: Re: Auto Aim Feature
Posted by ErroR on Thu, 06 Nov 2008 09:34:42 GMT
View Forum Message <> Reply to Message

Some games have a bigger crosshair for some (eg. tracking roket launcher), and yeah it helps if the crosshair is bigger, no dot and maybe a delayed tracking shot.

Subject: Re: Auto Aim Feature
Posted by Jerad2142 on Thu, 06 Nov 2008 15:48:31 GMT
View Forum Message <> Reply to Message

ErroR wrote on Thu, 06 November 2008 02:34Some games have a bigger crosshair for some (eg. tracking roket launcher), and yeah it helps if the crosshair is bigger, no dot and maybe a delayed tracking shot.
I have always wanted to add in something like the UT rocket launcher, but with Renegade's tacking system the rockets can be a bitch to get to lock on to infantry, thats mostly why I was

hoping for this.

Subject: Re: Auto Aim Feature
Posted by _SSnipe_ on Thu, 06 Nov 2008 15:52:40 GMT
View Forum Message <> Reply to Message

Quote: because it will hit any enemy that comes into contact with the outer circle.

Bad idea with custom reticles. ill download the huge ones for download!

Subject: Re: Auto Aim Feature
Posted by Jerad2142 on Thu, 06 Nov 2008 15:55:36 GMT
View Forum Message <> Reply to Message

SSnipe wrote on Thu, 06 November 2008 08:52Quote: because it will hit any enemy that comes into contact with the outer circle.

Bad idea with custom reticles. ill download the huge ones for download!
LOL, I know you know that the reticle is just a texture SSnipe, and changing the texture won't change how the player's aiming system works.

Subject: Re: Auto Aim Feature
Posted by Jamie or NuneGa on Fri, 07 Nov 2008 17:42:46 GMT
View Forum Message <> Reply to Message

this is pretty much aimbot in a lesser form.

Subject: Re: Auto Aim Feature
Posted by Caveman on Fri, 07 Nov 2008 18:34:36 GMT
View Forum Message <> Reply to Message

Nune wrote on Fri, 07 November 2008 17:42this is pretty much aimbot in a lesser form.

Yes but it will be server side so it would effect everyone making it fair.

Subject: Re: Auto Aim Feature
Posted by Genesis2001 on Fri, 07 Nov 2008 19:21:34 GMT
View Forum Message <> Reply to Message

Server-Sided + Server/Weapon specific from what I read.

Subject: Re: Auto Aim Feature
Posted by Canadacdn on Fri, 07 Nov 2008 21:45:14 GMT
View Forum Message <> Reply to Message

Zack wrote on Wed, 05 November 2008 13:28Wouldn't people get confused and ban for AimBot? :\

o_0

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

No. The idea here is to have the feature available for mods and things like that, not building it into the actual game. Anyway, I see a problem with this script. Couldn't someone potentially cheat by applying it to each character in a custom objects.ddb?

Subject: Re: Auto Aim Feature
Posted by CarrierII on Fri, 07 Nov 2008 21:53:24 GMT
View Forum Message <> Reply to Message

I think the TT anti-cheat will smell a custom objects.ddb a mile off.

Subject: Re: Auto Aim Feature
Posted by GEORGE ZIMMER on Fri, 07 Nov 2008 21:53:35 GMT
View Forum Message <> Reply to Message

If they really wanted, they could just aimbot anyways.

Subject: Re: Auto Aim Feature
Posted by EvilWhiteDragon on Sat, 08 Nov 2008 07:03:31 GMT
View Forum Message <> Reply to Message

Cabal8616 wrote on Fri, 07 November 2008 22:53If they really wanted, they could just aimbot anyways.
That should be harder than it is now, as certain much needed locations will have changed, so at least 0x90 would need to find the new locations for everything to work.

Subject: Re: Auto Aim Feature
Posted by R315r4z0r on Sun, 09 Nov 2008 01:52:59 GMT
View Forum Message <> Reply to Message

If this can be done it would be pretty cool to put it in the TT patch. Or hand it over to one of the mod teams like APB, AR or Reborn as I'm sure they could find some use for this.

Subject: Re: Auto Aim Feature
Posted by Jerad2142 on Sun, 09 Nov 2008 18:10:28 GMT

Canadacdn wrote on Fri, 07 November 2008 14:45Zack wrote on Wed, 05 November 2008 13:28Wouldn't people get confused and ban for AimBot? :\

o_0

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

No. The idea here is to have the feature available for mods and things like that, not building it into the actual game. Anyway, I see a problem with this script. Couldn't someone potentially cheat by applying it to each character in a custom objects.ddb?
Oh come on Mitch, if thats how scripts.dll worked thousands of people would have attached M00_Damage_Modifier to their characters so that they could run around invincible. Only scripts that are attached on the HOST effect other clients.

R315r4z0r wrote on Sat, 08 November 2008 18:52If this can be done it would be pretty cool to put it in the TT patch. Or hand it over to one of the mod teams like APB, AR or Reborn as I'm sure they could find some use for this.
Well, ummm beings I asked for it I probably had some things in mind. I mean really now, why do more excluding of the real Renegade community.