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Subject: Re: Cheater on N00b Stories

Posted by [saberhawk](#) on Sat, 25 Sep 2010 15:28:34 GMT

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R315r4z0r wrote on Fri, 24 September 2010 23:53Goztow wrote on Fri, 24 September 2010

09:36R315r4z0r wrote on Fri, 24 September 2010 15:01

As for an aimbot... I dunno. I've never heard of a working one before.

Under what rock have you been living?

In Renegade? I've never seen a working aimbot. Ever.

And even if there was a working one, it's impossible to correct the aiming by leading the bullets of the sniper. You would miss ever single shot unless the target was standing still.

Extracting the velocity information isn't hard. Once you have that, it's a tiny bit of vector math to adjust your target direction to account for possible movement. A cool modification to that would be feeding velocity information to a per-player self-training neural network so that it "learns" how specific players move in reaction to the aimbot firing. Good thing I despise players using cheats in multiplayer games.

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