
Subject: aimbot are killing this game

Posted by [Renarding6](#) on Thu, 03 Dec 2009 08:46:58 GMT

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what is the solution of TT against the aimbots?

Because I think I found one.

make "aim color" always the same color. Simple and all external aimbots will be disabled.
Everyone will need to patch and use renguard so.

what do you think?

Subject: Re: aimbot are killing this game

Posted by [MrC](#) on Thu, 03 Dec 2009 09:58:51 GMT

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Make it, test it and release it.

If this does work that would be an awesome solution till TT is released

Subject: Re: aimbot are killing this game

Posted by [YazooGang](#) on Thu, 03 Dec 2009 11:22:23 GMT

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What is an aimbot?

Subject: Re: aimbot are killing this game

Posted by [ErroR](#) on Thu, 03 Dec 2009 13:19:16 GMT

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no way, making it white on aim will get you confused about the range.

Subject: Re: aimbot are killing this game

Posted by [Renarding6](#) on Thu, 03 Dec 2009 14:05:10 GMT

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Your score can still tell you when you make a hit.

it would solve the aimbot problem.

I really want this fixed asap or in next TT patch. Is that possible?

We will do that for Reborn.

Subject: Re: aimbot are killing this game

Posted by [GEORGE ZIMMER](#) on Thu, 03 Dec 2009 14:49:39 GMT

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Shit happens, not much they can do. I see less aimbot than I do other hacks, then again I haven't played much AOW recently so I guess I can't say for sure.

Subject: Re: aimbot are killing this game

Posted by [Renardin6](#) on Thu, 03 Dec 2009 15:51:36 GMT

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well what do we wait to fight this?

The shit is real!

File Attachments

1) [aimbot.jpg](#), downloaded 1948 times



Subject: Re: aimbot are killing this game

Posted by [Spyder](#) on Thu, 03 Dec 2009 16:14:58 GMT

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Renardin6 wrote on Thu, 03 December 2009 16:51 well what do we wait to fight this?

The shit is real!

HACKER!

Subject: Re: aimbot are killing this game

Posted by [Renardin6](#) on Thu, 03 Dec 2009 16:32:53 GMT

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DimitryK wrote on Thu, 03 December 2009 10:14

HACKER!

Subject: Re: aimbot are killing this game

Posted by [raven](#) on Thu, 03 Dec 2009 17:23:05 GMT

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are you kidding me? do you know how much this would fuck with sniping let alone aiming in general...

Subject: Re: aimbot are killing this game

Posted by [Jamie or NuneGa](#) on Thu, 03 Dec 2009 17:31:41 GMT

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hes talking about trigger bots not aimbots, most trigger bots don't even work for ren properly anyway.

Subject: Re: aimbot are killing this game

Posted by [cmatt42](#) on Thu, 03 Dec 2009 17:44:25 GMT

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Click bots are the least of our worries, TBH.

Subject: Re: aimbot are killing this game
Posted by [DRNG](#) on Thu, 03 Dec 2009 18:36:55 GMT
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Subject: Re: aimbot are killing this game
Posted by [Goztow](#) on Fri, 04 Dec 2009 12:05:01 GMT
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Renardin has a good point and a possible solution to trigger bots. Here's what could be done IMO to make the existing triggerbot useless and keep functionality. I didn't test if it works but judging on the clickbot readme, it would.

This would require a client side patch, though.

Subject: Re: aimbot are killing this game
Posted by [EvilWhiteDragon](#) on Fri, 04 Dec 2009 12:28:29 GMT
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And then they change the aimbot to use the color 20px to the left/right up/down. No that's useful

Subject: Re: aimbot are killing this game
Posted by [Renardin6](#) on Fri, 04 Dec 2009 12:34:10 GMT
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well the aimbot is from 2007, if nobody updates it, it would be ok then. Even as a temporary solution, it would be great already.

Subject: Re: aimbot are killing this game
Posted by [dr3w2](#) on Fri, 04 Dec 2009 14:30:20 GMT
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raven wrote on Thu, 03 December 2009 11:23are you kidding me? do you know how much this would fuck with sniping let alone aiming in general...
LOL

Subject: Re: aimbot are killing this game

Posted by [Renardin6](#) on Fri, 04 Dec 2009 16:16:15 GMT

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andr3w282 wrote on Fri, 04 December 2009 08:30raven wrote on Thu, 03 December 2009 11:23are you kidding me? do you know how much this would fuck with sniping let alone aiming in general...

LOL

+1

Subject: Re: aimbot are killing this game

Posted by [Jerad2142](#) on Fri, 04 Dec 2009 16:18:58 GMT

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Renardin6 wrote on Fri, 04 December 2009 09:16andr3w282 wrote on Fri, 04 December 2009 08:30raven wrote on Thu, 03 December 2009 11:23are you kidding me? do you know how much this would fuck with sniping let alone aiming in general...

LOL

+1

QFT

Subject: Re: aimbot are killing this game

Posted by [Spyder](#) on Sat, 05 Dec 2009 09:48:23 GMT

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How about a semi-transparent crosshair?

If you target the enemy it will still turn red, but also blend in with the background color. That way you cannot have the same red color over and over. It would take a lot of time to create a proper aimbot for that.

Subject: Re: aimbot are killing this game

Posted by [EvilWhiteDragon](#) on Sat, 05 Dec 2009 12:03:17 GMT

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DimitryK wrote on Sat, 05 December 2009 10:48How about a semi-transparent crosshair?

If you target the enemy it will still turn red, but also blend in with the background color. That way you cannot have the same red color over and over. It would take a lot of time to create a proper aimbot for that.

This would indeed be a better solution. Still possible to create an clickbot for, but a lot harder than just filtering 1 pixel for 1 colour code.

Subject: Re: aimbot are killing this game
Posted by [Renardin6](#) on Sat, 05 Dec 2009 13:25:32 GMT
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Can we expect such fix in TT patch then?

Subject: Re: aimbot are killing this game
Posted by [Ghostshaw](#) on Sat, 05 Dec 2009 13:47:33 GMT
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No. Taking transparency into account really isn't very hard, and anyway triggerbots barely work in ren anyway due to slowness of firing/bullet velocity. As for actual aimbots, the only one is *cheat name removed*AFAIK and that one no longer works.

Subject: Re: aimbot are killing this game
Posted by [TD](#) on Sat, 05 Dec 2009 14:00:48 GMT
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These triggerbots should only work well for sniping and close range infantry/vehicle battling. But for mid and far ranges they probably won't work anyway, because of the bullet/shell travel times.

Subject: Re: aimbot are killing this game
Posted by [EvilWhiteDragon](#) on Sat, 05 Dec 2009 15:18:10 GMT
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Ghostshaw wrote on Sat, 05 December 2009 14:47No. Taking transparency into account really isn't very hard, and anyway triggerbots barely work in ren anyway due to slowness of firing/bullet velocity. As for actual aimbots, the only one is *cheat name removed*AFAIK and that one no longer works.

Not really hard...

No but there is only 1 'advanced' cheat for ren. Just doing this would make old cheats obsolete any way.

Subject: Re: aimbot are killing this game
Posted by [RTsa](#) on Mon, 07 Dec 2009 13:58:26 GMT
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Clickbot works quite well when using a sniper/pic/rave (and maybe pistoling?). Making the crosshair somewhat transparent would solve that issue. I wouldn't necessarily like the change in my crosshair, but if it weeds out clickbot users, I'm for it.

edit: though if there is a way to detect external mouse/keyboard usage and send it to the server

that'd be awesome. (for example, if server gets a message about that every time that über enemy havoc kills someone the mods could ban the guy)

Subject: Re: aimbot are killing this game

Posted by [saberhawk](#) on Mon, 07 Dec 2009 15:53:09 GMT

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RTsa wrote on Mon, 07 December 2009 08:58Clickbot works quite well when using a sniper/pic/rave (and maybe pistolng?). Making the crosshair somewhat transparent would solve that issue. I wouldn't neccessarily like the change in my crosshair, but if it weeds out clickbot users, I'm for it.

edit: though if there is a way to detect external mouse/keyboard usage and send it to the server that'd be awesome. (for example, if server gets a message about that every time that über enemy havoc kills someone the mods could ban the guy)

There are incredibly easy ways of bypassing a semi-transparent crosshair with the existing clickbots out there.

There also isn't a way of detecting "external mouse/keyboard usage".

Subject: Re: aimbot are killing this game

Posted by [Spyder](#) on Mon, 07 Dec 2009 20:03:31 GMT

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I have it!

Let's remove the entire crosshair.

Subject: Re: aimbot are killing this game

Posted by [Omar007](#) on Mon, 07 Dec 2009 21:49:10 GMT

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I can tell you that sucks epicly xD

Subject: Re: aimbot are killing this game

Posted by [saberhawk](#) on Mon, 07 Dec 2009 22:24:22 GMT

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DimitryK wrote on Mon, 07 December 2009 15:03I have it!

Let's remove the entire crosshair.

Won't help any; this technique sorta depends on the crosshair being partially removed in the first place.

Subject: Re: aimbot are killing this game

Posted by [GEORGE ZIMMER](#) on Mon, 07 Dec 2009 22:44:16 GMT

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Saberhawk wrote on Mon, 07 December 2009 16:24DimitryK wrote on Mon, 07 December 2009 15:03I have it!

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Won't help any; this technique sorta depends on the crosshair being partially removed in the first place.

Then let's remove aiming altogether!

Subject: Re: aimbot are killing this game

Posted by [saberhawk](#) on Mon, 07 Dec 2009 22:55:49 GMT

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GEORGE ZIMMER wrote on Mon, 07 December 2009 17:44Saberhawk wrote on Mon, 07 December 2009 16:24DimitryK wrote on Mon, 07 December 2009 15:03I have it!

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Then let's remove aiming altogether!

We should just remove rendering altogether; if they can't see anything it becomes alot harder to write cheats that work via image processing!

Subject: Re: aimbot are killing this game

Posted by [Spyder](#) on Tue, 08 Dec 2009 07:34:18 GMT

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Saberhawk wrote on Mon, 07 December 2009 23:55GEORGE ZIMMER wrote on Mon, 07 December 2009 17:44Saberhawk wrote on Mon, 07 December 2009 16:24DimitryK wrote on Mon, 07 December 2009 15:03I have it!

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Can you do that?

Subject: Re: aimbot are killing this game

Posted by [EvilWhiteDragon](#) on Tue, 08 Dec 2009 08:24:59 GMT

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DimitryK wrote on Tue, 08 December 2009 08:34Saberhawk wrote on Mon, 07 December 2009 23:55GEORGE ZIMMER wrote on Mon, 07 December 2009 17:44Saberhawk wrote on Mon, 07 December 2009 16:24DimitryK wrote on Mon, 07 December 2009 15:03I have it!

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Can you do that?

Remove rendering all together? Yes, he can do that. It was one of the features in the alpha build I tested.

Subject: Re: aimbot are killing this game

Posted by [TD](#) on Tue, 08 Dec 2009 11:53:37 GMT

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Just delete your game.exe and scripts.dll, then download Brotherhood of Nod32 antivirus to stop this hack

Subject: Re: aimbot are killing this game

Posted by [CarrierII](#) on Tue, 08 Dec 2009 21:58:18 GMT

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EvilWhiteDragon wrote on Tue, 08 December 2009 08:24DimitryK wrote on Tue, 08 December 2009 08:34Saberhawk wrote on Mon, 07 December 2009 23:55GEORGE ZIMMER wrote on Mon, 07 December 2009 17:44Saberhawk wrote on Mon, 07 December 2009 16:24DimitryK wrote on Mon, 07 December 2009 15:03I have it!

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Can you do that?

Remove rendering all together? Yes, he can do that. It was one of the features in the alpha build I tested.

Subject: Re: aimbot are killing this game

Posted by [Renardin6](#) **on** Tue, 08 Dec 2009 23:12:08 GMT

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EvilWhiteDragon wrote on Sat, 05 December 2009 09:18Ghostshaw wrote on Sat, 05 December 2009 14:47No. Taking transparency into account really isn't very hard, and anyway triggerbots barely work in ren anyway due to slowness of firing/bullet velocity. As for actual aimbots, the only one is *cheat name removed*AFAIK and that one no longer works.

Not really hard...

No but there is only 1 'advanced' cheat for ren. Just doing this would make old cheats obsolete any way.

Let's make old cheats obsolete. We will see if something new is coming.

Subject: Re: aimbot are killing this game

Posted by [nikki6ixx](#) **on** Sat, 17 Jul 2010 02:17:18 GMT

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Renardin6 wrote on Thu, 03 December 2009 09:51well what do we wait to fight this?

The shit is real!

Preferred by nine out of ten Azazel's!

Subject: Re: aimbot are killing this game

Posted by [snpr1101](#) on Sat, 17 Jul 2010 02:36:12 GMT

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nikki6ixx wrote on Fri, 16 July 2010 21:17Renardin6 wrote on Thu, 03 December 2009 09:51well what do we wait to fight this?

The shit is real!

Preferred by nine out of ten Azazel's!

wat

Subject: Re: aimbot are killing this game

Posted by [nikki6ixx](#) on Sat, 17 Jul 2010 02:51:23 GMT

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snpr1101 wrote on Fri, 16 July 2010 21:36nikki6ixx wrote on Fri, 16 July 2010 21:17Renardin6 wrote on Thu, 03 December 2009 09:51well what do we wait to fight this?

The shit is real!

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wat

<http://www.mediafire.com/?5c7ofqsg0ndlfz1>

Subject: Re: aimbot are killing this game

Posted by [Starbuzzz](#) on Sat, 17 Jul 2010 03:19:52 GMT

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nikki6ixx wrote on Fri, 16 July 2010 21:51snpr1101 wrote on Fri, 16 July 2010 21:36nikki6ixx wrote on Fri, 16 July 2010 21:17Renardin6 wrote on Thu, 03 December 2009 09:51well what do we wait to fight this?

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wat

<http://www.mediafire.com/?5c7ofqsg0ndlfz1>

O SNAP SUMBODY HAS SUM EXPLANATIONS TO DO

edit:

anwyay nice upload nikki! Come on now Azazel what's all this about. You weren't on one of your "testing cheats sessions" were you?

Subject: Re: aimbot are killing this game

Posted by [nikki6ixx](#) on Sat, 17 Jul 2010 03:26:06 GMT

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Not my upload, but it works with my bump.

Subject: Re: aimbot are killing this game

Posted by [Clark Kent](#) on Sat, 17 Jul 2010 06:10:00 GMT

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Starbuzzz wrote on Fri, 16 July 2010 22:19nikki6ixx wrote on Fri, 16 July 2010 21:51snpr1101 wrote on Fri, 16 July 2010 21:36nikki6ixx wrote on Fri, 16 July 2010 21:17Renardin6 wrote on Thu, 03 December 2009 09:51well what do we wait to fight this?

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<http://www.mediafire.com/?5c7ofqsg0ndlfz1>

O SNAP SUMBODY HAS SUM EXPLANATIONS TO DO

edit:

anwyay nice upload nikki! Come on now Azazel what's all this about. You weren't on one of your "testing cheats sessions" were you?

That's funny shit. Never thought about someone going afk with that shit on. LOL, GG.

Subject: Re: aimbot are killing this game

Posted by [snpr1101](#) on Sat, 17 Jul 2010 07:14:21 GMT

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InB4 "I WAS JUST TESTING".

Subject: Re: aimbot are killing this game

Posted by [zeratul](#) on Sat, 17 Jul 2010 07:48:52 GMT

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sheeeeit u chetas iz fuked... if a (true)solution is come up with

Subject: Re: aimbot are killing this game

Posted by [Goztow](#) on Sat, 17 Jul 2010 08:04:21 GMT

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I wonder how Azazel would explain that...

Subject: Re: aimbot are killing this game

Posted by [Stefan](#) on Sat, 17 Jul 2010 08:21:35 GMT

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I love the smell of renedrama in the morning.

Subject: Re: aimbot are killing this game

Posted by [reborn](#) on Sat, 17 Jul 2010 08:57:06 GMT

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Is it actually confirmed as being him, though?

Subject: Re: aimbot are killing this game

Posted by [Goztow](#) on Sat, 17 Jul 2010 09:14:15 GMT

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Seeing as he isn't a moderator in NS anymore (<http://www.n00bstories.com/server/#>), I guess it is? Or isn't that list up to date?

Subject: Re: aimbot are killing this game

Posted by [snpr1101](#) on Sat, 17 Jul 2010 09:20:57 GMT

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Goztow wrote on Sat, 17 July 2010 04:14 Seeing as he isn't a moderator in NS anymore (<http://www.n00bstories.com/server/#>), I guess it is? Or isn't that list up to date?

He may not of been removed for that reason; he may of even left.

I do know that he is an administrator at the Matrix Sniper server if memory serves me right.

Subject: Re: aimbot are killing this game
Posted by [cAmpa](#) on Sat, 17 Jul 2010 09:24:57 GMT

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lmao!

Subject: Re: aimbot are killing this game
Posted by [Hypnos](#) on Sat, 17 Jul 2010 16:24:13 GMT

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I stand by my comment at the Jelly Forums stating that 0x90 should attach a file named "unban_arguement.txt" consisting of the following statement:-

"I was only testing your anti-cheat system to evaluate how effective it is on preventing cheaters from participating in your server."

Or something similar to that.

Subject: Re: aimbot are killing this game
Posted by [liquidv2](#) on Sun, 18 Jul 2010 04:41:31 GMT

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it was him
he's just a silly bitch

Subject: Re: aimbot are killing this game
Posted by [zeratul](#) on Sun, 18 Jul 2010 05:00:17 GMT

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!Force [playername] UninstRen
problem solved

Subject: Re: aimbot are killing this game

Posted by [Gohax](#) on Mon, 19 Jul 2010 05:49:48 GMT

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Lol, this is very ironic to me. He was always trying to see if he could get me with some cheat, always insisting that I had *cheat name removed* and whenever I ran 3.4, it was something else.

This actually makes me laugh pretty hysterically. Cool guy, but don't be a hypocrite Shadow lol.
