Subject: Re: *cheat name removed* Test
Posted by Ryu on Thu, 28 Dec 2006 09:36:42 GMT

0x90 wrote on Wed, 27 December 2006 17:30light wrote on Wed, 27 December 2006 22:49Considering the latest version of *cheat name removed* allows you to specify any key as the aimbot trigger (not just the shift) then testing for it is pretty much impossible, regardless of the team.

exactly. though, *cheat name removed* aimbot will only lock on targets in visible range (in your fov). so if no enemy is in your fov (behind you or something) it just wont aim at that target. so 180° spins arent possible anymore anyways. furthermore its possible to temp. disable *cheat name removed* right ingame at all.

regards,
0x90

I think we'll go back to the "old" method, If the Admins/Mods think they are getting pwned too much, ban! (Joking)