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Subject: Re: sniper hud

Posted by [Jerad2142](#) on Fri, 19 Jan 2007 05:36:32 GMT

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Renx wrote on Thu, 18 January 2007 22:06In your opinion it does.

Don't tell me what my opinion is, but speaking of aimbots, how do they work? Is it like the single player auto aim, or do they actually make you look and aim at the nearest enemy. If its like the single player auto aim, could it be rigged up to work on one specific weapon like through scripts.dll or not.

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