

---

Subject: All Admins read now.Real aimbot realised,Extremly important.

Posted by [ADM](#) on Thu, 10 Jul 2003 17:21:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Aim-bots would be useless in Renegade, as the architecture in which Renegade operates is far too complex for any bot to compete effectively against anyone human with it's AI. AI can't calculate the formula when the game script operates, Client - Lag - Host - Lag - Client X - Lag - Host - Lag - Client (X = Clients, Loop). The only exceptions are if the host used an aim-bot, which doesn't happen for obvious reasons.

So if an aim-bot were to exist, currently none do; they would be totally useless. In the case of sniping, where an aim-bot would be useful, it would also be useless due to the fact sniping is about timing; not aim.

This picture is 2 years old, and yet it proves nothing.

<http://www.btinternet.com/~ganners/149.jpg>

---