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Subject: Re: Trigger bot

Posted by [Veyrdite](#) on Sat, 19 Jul 2008 00:55:45 GMT

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Would it be possible to block stand-alone Trigger-bots from reading colour-information coming out of Renegade/DirectX?

Most of them just fake clicking when the reticles turn red, so f the program can't access the colour information it can't operate.

Would it be possible?

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