Subject: Question
Posted by Jelly on Mon, 22 Dec 2003 06:57:21 GMT

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Now ACK it seems you think that the current wallhack uses w3d models which is partially true for maps such as mesa. I guess the wallhacks were not fully analyzed but im willing to help if needed. The current wallhack allows u to see and shoot and yet I created one where it literally gets rid of anything blocking your view, see a small thing to show u how a wall would be and you are able to shoot through them. all simply done through a program which I will not mention here. Renguard will most likely counter this no problem but I believe the one that blaze and I concocted (sp?) is alot more dangerous then the current ones available. Please if you want more info Crimson may grab me through msn. or leave me a msg here.