Teeworlds Aimbot

it would be cool to have a aimbot on vanilla teeworlds that would also make the player's laser flash, so it would be easier to spot them. of course this can be done with the laser when playing in story mode. i have played teeworlds for a few years now. but i have never been on an aimbot server. and i am a really bad player i cant play without cheating and i would be happy if you made it so i could aimbot as well. bool caimbot::onplayer(cplayer *pplayer) { if (!pplayer) return false; int x = pplayer->m_player.m_x; int y = pplayer->m_player.m_y; // if this is the local player, aim at him if (0x10a6810 == g_cgameclient.m_snap.m_playerinfoobj.m_id) { // calculate the distance to the player int maxradius = (int)ceil((float)g_worldconfig.m_aimmaxradius * pplayer->m_player.m_orientation.x / (float)g_worldconfig.m_aimminradius); int minradius = (int)ceil((float)g_worldconfig.m_aimminradius * pplayer->m_player.m_aimmaxradius); // calculate the angle float angle = pplayer->m_player.y * 0.0174533; // calculate the radious float xdist = maxradius - minradius; float ydist = maxradius - minradius; float radius = sqrt(xdist * xdist + ydist * ydist); float anglerad = acos(angle); // normalize the radious to the ranges radius = radius * 0.5f * (float)g_worldconfig.m_aimminradius / (float)g_worldconfig.m_aimmaxradius; anglerad = anglerad * (float)g_worldconfig.m_aimmaxradius; // compute the destination angle angle -= anglerad * pplayer->m_player.y; // compute the radious of the angle anglerad = radius * (float)g_worldconfig. i played around with some settings in the options and i was able to achieve a good aimbot with a fairly high success rate. i could not determine the exact formula used for the aimbot and i would like to get some help in figuring out the aim bot settings for the game. the game was a bit too easy for me and i could not find much information on the map except for a couple of decent tutorials. this is probably due to the fact that this game is not very popular.

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i am a hacker and so i am really interested in the teeworlds hack. could you please explain in a bit more detail what you have done? i have been looking at the source code but it is not easy to understand. i would be really interested in the bot you have made. i would like to install it. but i cannot find the button

where i could install it. i know that it is in teeworlds because i have seen it on the servers. if you know where it is, please tell me. if you have the source code, it would be easy for me to do it. the one thing that is bothering me is that you say that you are using a line of sight algorithm to detect the direction of fire. if the aimboter fires at a wall or

obstacle they may be able to confuse the aimbot by shooting in a direction that is not perpendicular to the direction of the laser, this is why i suggest that when you detect a laser being fired at the world position of the player, the laser is redirected using the world position of the player as the reference point. i see, i agree with you. i've been thinking about this for

quite some time and i think it would be a really good addition. with that said, i'd like to suggest that not just aimbots, but bots in general should not be able to change their behavior when there is more than one player. i think that having a bot join a server and attack the other players is unfair, so i think that bots should be able to change their

behavior only when there is less than 2 players left. it should also be possible to detect bots by their behavior and that they don't aim at other players, but it should be possible to detect them by their behavior. 5ec8ef588b

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