

Forum:[Hack Forums](#)

Thread: [TTT Hack \[Traitor detector son\]](#)

Vaqxination - February 1, 2013, 6:20 pm

```
Code local matOverlay = Material( "sprites/flash08" )
local matTraitor = Material( "sprites/dot" )
local twep = {"spiderman's_swep", "weapon_ttt_trait_defibrillator", "weapon_ttt_xbow",
"weapon_ttt_dhook", "weapon_awp", "weapon_ttt_ak47", "weapon_ttt_jihad", "weapon_ttt_knife",
"weapon_ttt_c4", "weapon_ttt_decoy", "weapon_ttt_flaregun", "weapon_ttt_phammer",
"weapon_ttt_push", "weapon_ttt_radio", "weapon_ttt_sipistol", "weapon_ttt_teleport"}

for _,v in pairs(player.GetAll()) do
    v.HatTraitor = nil
end
for _,v in pairs(ents.GetAll()) do
    v.HatESPTracked = nil
end

hook.Add("PostDrawOpaqueRenderables", "wire_animations_idle", function()
    if GAMEMODE.round_state != ROUND_ACTIVE then
        for _,v in pairs(player.GetAll()) do
            v.HatTraitor = nil
        end
        for _,v in pairs(ents.GetAll()) do
            v.HatESPTracked = nil
        end
        return
    end
    for _,v in pairs( ents.GetAll() ) do
        if v and IsValid(v) and (table.HasValue(twep, v:GetClass()) and !v.HatESPTracked) then
            local pl = v.Owner
            if pl and IsValid(pl) and pl:IsTerror() then
                if pl:IsDetective() then
                    v.HatESPTracked = true
                else
                    v.HatESPTracked = true
                    pl.HatTraitor = true
                    chat.AddText( pl, Color(255,125,0), " is a ",Color(255,0,0),
"TRAITOR",Color(255,125,0), " with a ",Color(255,0,0),v:GetClass().."!")
                end
            end
        end
    end
end

//Add a name for anyone we tracked
// cam.Start2D()
// local pos = (pl:GetPos()+Vector(0,0,100)):ToScreen()
// draw.DrawText( pl:Nick(), "ScoreboardText", pos['x'], pos['y'], team.GetColor(
```

```
pl:Team() ), TEXT_ALIGN_CENTER )  
    // cam.End2D()  
    // end  
end)  
Copy n paste.
```

Not my code, just ported and removed shit esp.

Enjoy

wtfbengt - February 1, 2013, 10:52 pm

I found this same code on pastebin c:

and that shit esp is a part of it, everyone whos white in the esp is traitor, everyone whos gold is innocent or havnt bought anything from t store yet.

Vaqxination - February 2, 2013, 11:27 am

(Feb 1, 2013 11:52 PM)SilverDoom Wrote: [\[CITE\]](#) I found this same code on pastebin c:

and that shit esp is a part of it, everyone whos white in the esp is traitor, everyone whos gold is innocent or havnt bought anything from t store yet.

Other people have better aimbots/esps. Thats why I removed it.

captmicro - February 2, 2013, 12:37 pm

I noticed the shitty ESP the second I saw cam.Start2D.

It's really the worst possible method to do an ESP, which is why he probably removed it. And good on him for it too.

miniminho - February 2, 2013, 12:42 pm

is that the only way to find who is the traitor? execpt for the weapons he bought? just wondering

jgkilian777 - February 2, 2013, 1:31 pm

this may be a stupid question but do i need to use a bypass for this and do i save it as something like ttthack.lua then run it in console like the other lua hacks?

miniminho - February 2, 2013, 1:33 pm

yes exactly i save it as TTT.lua but you can use whatever name you like

carsn - February 2, 2013, 1:53 pm

(Feb 2, 2013 01:42 PM)miniminho Wrote: [\[CITE\]](#) is that the only way to find who is the traitor? execpt for the weapons he bought? just wondering

Yes, there's no simple way to do it.

Kazy - February 2, 2013, 6:13 pm

(Feb 2, 2013 01:42 PM)miniminho Wrote: [\[CITE\]](#) is that the only way to find who is the traitor? execpt for the weapons he bought? just wondering

You could try and make it detect if someone killed someone, and set them as a traitor. Maybe something like detecting if someone was aiming at someone when they died.

"(person) was killed! (person2, person3) were aiming at (person) when he died."

I am pretty sure you can also detect if someone shoots. If so, then you could have it warn you if

someone is shooting, and if the person was shooting at someone else..

carsn - February 2, 2013, 8:06 pm

(Feb 2, 2013 07:13 PM)Kazy Wrote: [\[CITE\]](#) You could try and make it detect if someone killed someone, and set them as a traitor. Maybe something like detecting if someone was aiming at someone when they died.

"(person) was killed! (person2, person3) were aiming at (person) when he died."

I am pretty sure you can also detect if someone shoots. If so, then you could have it warn you if someone is shooting, and if the person was shooting at someone else..

There's no way to hook PlayerDeath or to know when a player shoots clientside (to my knowledge).

Alternatively, you could make a table with all the alive players and in a Think hook detect when someone who's in table is not alive, and remove them and print players who are looking at them. It would probably be laggy though.

Amokov - February 3, 2013, 1:29 pm

This is a terrible way to do it, there is a variable on all traitor weapons you can query the value of so you don't have to rely on a shitty table.

carsn - February 3, 2013, 1:34 pm

(Feb 3, 2013 02:29 PM)Amokov Wrote: [\[CITE\]](#) This is a terrible way to do it, there is a variable on all traitor weapons you can query the value of so you don't have to rely on a shitty table.

-snip- if people really want this it's in like 30 public hacks

Vaqxination - February 3, 2013, 2:36 pm

(Feb 3, 2013 02:29 PM)Amokov Wrote: [\[CITE\]](#) This is a terrible way to do it, there is a variable on all traitor weapons you can query the value of so you don't have to rely on a shitty table.

99.9% of TTT servers have ttt_knife. And 90% of the time, traitors are using it. No-one gives a fuck, if you think it's terrible re-create it.

YolmBored - February 3, 2013, 3:01 pm

I spent 2 hours today getting weapons, I have 75% of all the T weps on TTT servers now :) Thanks for the Release

carsn - February 3, 2013, 4:10 pm

(Feb 3, 2013 04:01 PM)YolmBored Wrote: [\[CITE\]](#) I spent 2 hours today getting weapons, I have 75% of all the T weps on TTT servers now :) Thanks for the Release
the biggest waste of time in the world

Amokov - February 3, 2013, 5:03 pm

(Feb 3, 2013 03:36 PM)Vaqxination Wrote: [\[CITE\]](#) 99.9% of TTT servers have ttt_knife. And 90% of the time, traitors are using it. No-one gives a fuck, if you think it's terrible re-create it.

And 100% of traitor weapons have CanBuy set to Traitor. Oh look, my percentage is better. Piss off.

Vaqxination - February 3, 2013, 5:14 pm

(Feb 3, 2013 06:03 PM)Amokov Wrote: [\[CITE\]](#) And 100% of traitor weapons have CanBuy set to Traitor. Oh look, my percentage is better. Piss off.

Wow .1% difference, you're such a fucking smart ass.

carsn - February 3, 2013, 5:25 pm

(Feb 3, 2013 06:14 PM)Vaqxination Wrote: [\[CITE\]](#) Wow .1% difference, you're such a fucking smart ass.

It's a 10.1% difference considering it's not just weapon_ttt_knife

and your 90% was probably an over-estimate

Vaqxination - February 3, 2013, 6:32 pm

(Feb 3, 2013 06:25 PM)carsn Wrote: [\[CITE\]](#) It's a 10.1% difference considering it's not just weapon_ttt_knife

and your 90% was probably an over-estimate

Find a server that doesn't have it.

carsn - February 3, 2013, 6:38 pm

(Feb 3, 2013 07:32 PM)Vaqxination Wrote: [\[CITE\]](#) Find a server that doesn't have it.

I was referring to '90% of the time, traitors have it.'

There's actually a variable setup to see if traitors can or can't buy a weapon, there's no point in spending time making a table to do it.

On top of that, you can rename the weapon from weapon_ttt_knife, as well as every other weapon.