

Forum:[Hack Forums](#)

Thread: [Rapid Fire In Game](#)

Moon Rock - August 27, 2013, 8:48 pm

So I've made a c++ tool for cod but I want to make it so I press a button and it starts. I just made it so when you type something then press enter it starts to shoot. I know how to hide the window but I don't know how to set a button to start sorry but I don't know it all.

CODE:

```
Code #include <cstdlib>
```

```
#include <iostream>
```

```
#include <windows.h>
```

```
using namespace std;
```

```
int main()
```

```
{
```

```
    int x,y,i;
```

```
    cout << "When do I click now?" << endl;
```

```
    cin >> i;
```

```
    if (i < 10)
```

```
    {
```

```
        SetCursorPos(700,700);
```

```
        mouse_event(MOUSEEVENTF_LEFTDOWN, x, y, 0, 0);
```

```
        mouse_event(MOUSEEVENTF_LEFTUP, x, y, 0, 0);
```

```
        Sleep(100);
```

```
        mouse_event(MOUSEEVENTF_LEFTDOWN, x, y, 0, 0);
```

```
        mouse_event(MOUSEEVENTF_LEFTUP, x, y, 0, 0);
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        Sleep(100);
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        mouse_event(MOUSEEVENTF_LEFTDOWN, x, y, 0, 0);
```

```
        mouse_event(MOUSEEVENTF_LEFTUP, x, y, 0, 0);
```

[illegible]

[illegible]

[illegible]

```

    Sleep(100);
    mouse_event(MOUSEEVENTF_LEFTDOWN, x, y, 0, 0);
    mouse_event(MOUSEEVENTF_LEFTUP, x, y, 0, 0);
    Sleep(100);
    mouse_event(MOUSEEVENTF_LEFTDOWN, x, y, 0, 0);
    mouse_event(MOUSEEVENTF_LEFTUP, x, y, 0, 0);
}
else
{
    Sleep(100);
}
system("PAUSE");
return 0;
}

```

Feminist - August 27, 2013, 9:02 pm

First of all, put your shit in a loop. No need to have it thousands of times.

Secondly, register a hotkey or do a keyboard hook (google it) which controls rapid fire

You could easily do something like this:

```

DWORD WINAPI Notification(EVT e) {

if( e == code ) {
for( ... ) { rapidfire(); sleep(100); }
}

return 1;
}

```

<http://msdn.microsoft.com/en-us/library/windows/desktop/ms646309%28v=vs.85%29.aspx>

Moon Rock - August 27, 2013, 10:21 pm

Okay how can I make it so it presses and release the click without coordinates?

tflo - August 27, 2013, 11:37 pm

Try this:

```

Code #include <stdio.h>
#include <Windows.h>

#define KeyDown(Key) (GetAsyncKeyState(Key) & 0x8000)

int main()
{

    POINT p;

    puts("running rapid fire...");

    for (; KeyDown(VK_END) == NULL; Sleep(5))
    {

```

```

if (KeyDown(VK_NUMPAD1))
{
    GetCursorPos( &p );

    mouse_event(MOUSEEVENTF_LEFTDOWN, p.x, p.y, 0, NULL);
    Sleep(10);
    mouse_event(MOUSEEVENTF_LEFTUP, p.x, p.y, 0, 0);
    Sleep(25);
}
}

puts("closing rapid fire...");

Sleep(3000);

return 0;
}
Edit:

```

Press NUMPAD1 to fire rapidly and END to close the program. You can change these keys to any of your liking.

[http://msdn.microsoft.com/en-us/library/windows/desktop/dd375731\(v=vs.85\).aspx](http://msdn.microsoft.com/en-us/library/windows/desktop/dd375731(v=vs.85).aspx)

Moon Rock - August 27, 2013, 11:59 pm

please tell me what this is

Code #define KeyDown(Key) (GetAsyncKeyState(Key) & 0x8000)

tflo - August 28, 2013, 12:27 am

(Aug 27, 2013 11:59 PM)Mrvinc911 Wrote: [\[CITE\]](#) please tell me what this is

Code #define KeyDown(Key) (GetAsyncKeyState(Key) & 0x8000)

It is a preprocessor macro. Basically the left side is replaced with the right side before the program compiles.

<http://gcc.gnu.org/onlinedocs/cpp/Macros.html>

Moon Rock - August 28, 2013, 9:16 am

(Aug 28, 2013 12:27 AM)TFLO Wrote: [\[CITE\]](#) It is a preprocessor macro. Basically the left side is replaced with the right side before the program compiles.

<http://gcc.gnu.org/onlinedocs/cpp/Macros.html>

Okay thanks I'll give you credits to you for helping me.