

Forum:[Hack Forums](#)

Thread: [Rapid Fire keeps closing after you input a number](#)

Moon Rock - November 14, 2013, 10:27 pm

So I'm trying to make a rapid fire hack with 2 options. If you enter 1 then the program should make a you do 5 shots, and if you enter 2 then it's full auto, but once you input a number the program closes.

CODE:

```
Code #include <windows.h>
#include <iostream>
#include <string>
#include <ctime>
#define KeyDown(Key) (GetAsyncKeyState(Key) & 0x8000)// keyboard hook

using namespace std;

int main()
{
    int Option;
    cout << "\n\n\t\t 1.x5 Shot" << endl;
    cout << "\n\n\t\t 2.Full Auto" << endl;
    cin >> Option;

    POINT p;

    if (Option == 2)
    {
        if (KeyDown(0x46))
        {
            GetCursorPos( &p );//Gets Position of cursor
            mouse_event(MOUSEEVENTF_LEFTDOWN, p.x, p.y, 0, NULL);//Left click hold down
            Sleep(50);
            mouse_event(MOUSEEVENTF_LEFTUP, p.x, p.y, 0, 0);//Left click lets go
            Sleep(50);
            cout << "\n\n\t\tFull Auto Working!" << endl;
        }
    }
    else if (Option == 1)
    {
        int rep = 0;
        if (KeyDown (0x46))
        {
            while(rep < 5)
            {
                GetCursorPos ( &p );
                mouse_event (MOUSEEVENTF_LEFTDOWN, p.x, p.y, 0, NULL);
                Sleep(50);
                mouse_event(MOUSEEVENTF_LEFTUP, p.x, p.y, 0, 0);
```

```

        rep++;
        cout << "Tripple shot working!" << endl;
    }
}
return 0;
}
}

```

xSilent - November 14, 2013, 10:57 pm

You have to add a loop around everything if you want it to stay open and accept multiple commands.

```

Code while (true)
{
    //Your code should be in this loop

    //After you accept input

    if (Option == -1) //Or some whatever else to exit the loop
    break;

    //If they don't use a closing value, your program will execute normally as above
}

return 0; //Then the program closes normally : EDITED

```

Mouse? - November 15, 2013, 6:20 am

And just a heads up, unless every gun in the game you're working with is semi-auto and depends solely on how quickly you click the mouse, that won't work. You'll actually have to hack the fire rate of the game. As in get the memory value where its stored and modify it.

Moon Rock - November 15, 2013, 6:26 am

(Nov 14, 2013 11:57 PM)xSilent Wrote: [\[CITE\]](#) You have to add a loop around everything if you want it to stay open and accept multiple commands.

```

Code while (true)
{
    //Your code should be in this loop

    //After you accept input

    if (Option == -1) //Or some whatever else to exit the loop
    break;

    //If they don't use a closing value, your program will execute normally as above
}

return 0; //Then the program to close normally.
Oh I get it, thanks I got it to work.

```

(Nov 15, 2013 07:20 AM)Rodaxoleaux Wrote: [\[CITE\]](#) And just a heads up, unless every gun in the game you're working with is semi-auto and depends solely on how quickly you click the mouse, that won't work. You'll actually have to hack the fire rate of the game. As in get the memory value where

its stored and modify it.

It works with CoD4 and BO2 last time I used it.