

Forum:[Hack Forums](#)

Thread: [\[VB.NET\] \[CSGO\] Skin changer issue](#)

zurasaur - June 30, 2015, 3:14 pm

Hello, so im trying to write a skinchanger in vb.net and i have it working except im updating the skins on weapon change in order to get the players active weapon that is used to write the new skin. when i force update using `mem.write(pointer_to_m_dwclientstate + &H154, -1)` i get a little lag. I obviously don't want this in an online match. So my question is: Is it possible to change the weapon skin without the weapon actually being in the players hand?

suicidexLr - June 30, 2015, 3:27 pm

yes it is possible you can u can add a pref skin like crytex m4 and then every m4 on the map have the crytex skin check out unityhack's free skin changer from Flo to see what is all possible he is dev coder but idk if it's UD anymore the premium hack version is still VAC UD and theyr skin changer works as well.

greetings

zurasaur - June 30, 2015, 3:38 pm

(Jun 30, 2015 03:27 PM)suicidexLr Wrote: [\[CITE\]](#) yes it is possible you can u can add a pref skin like crytex m4 and then every m4 on the map have the crytex skin check out unityhack's free skin changer from Flo to see what is all possible he is dev coder but idk if it's UD anymore the premium hack version is still VAC UD and theyr skin changer works as well.

greetings

I've got it working the same as flo's skin changer, his has the lag on weapon change too. I want to know the way to stop this lag.

Nicholai - July 1, 2015, 7:28 am

To stop the "lag" which is just a force update to the game, you would have to play around with the RecvProp hook a little. I haven't tried it, but it seems logical to me if it would work without force updating the game.