

Forum: [Hack Forums](#)

Thread: [TypeWars Cheat](#)

Breathless - February 9, 2016, 12:24 pm

I've seen some skid posts going around about a cheat for TypeWars on mineplex. I saw specifically [this thread](#) and I saw so many things wrong with it. For example, if you turn this on in any lobby that has colored mob names and is running Bukkit / Spigot it'll kick you for illegal characters.

I coded my own and this is the way it works:

Scans for the closes five entities that have a colored name, adds them to a list and runs a task that loops through the list every half second (configurable). Every half second it sends a chat message from you with the mob's name and then removes it from the list. Once the list hits 0 entities it kills the task, garbage collects it then starts another task with another list of names as long as the mod is still enabled.

It has safeguards like if you fly close to your own zombie, it'll prioritize the mobs closest to your zombie so you can kill them quickly if you take damage for some reason. (most of the time the mobs will never reach your zombie unless you disable the mod for some time). It removes all color codes in any mob name so you can activate it anywhere and not get kicked for illegal characters. And something really cool I decided to put into it is that it has an optional "legit" mode that will make your character appear to have anywhere from 80 - 130 WPM by randomizing the time the task is executed.

Here's a video of it in action.

[Video: <https://www.youtube.com/watch?v=rXrtlic5rh0&feature=youtu.be>]

FunnyHands - February 9, 2016, 12:46 pm

That's actually pretty cool.

I didn't even know that typing war was a thing though

lol

Breathless - February 9, 2016, 12:48 pm

(Feb 9, 2016 01:46 PM)Ph00n Wrote: [\[CITE\]](#) That's actually pretty cool.

I didn't even know that typing war was a thing though

lol

Thanks man! You're the first person to leave me some feedback. It wasn't all too hard to code but it works like a dream. I've won 37 games consecutively with my giant not taking any damage at all haha. Thanks for the kind words :)

.fn. - February 9, 2016, 12:51 pm

Looks great but also really obvious, you could add some kind of delay depending on how many

characters? Even just removing the capital letters would look way more legit imo

Scymo - February 9, 2016, 12:52 pm

This is pretty awesome.

Where can i download this?

Is it available?

Breathless - February 9, 2016, 12:53 pm

(Feb 9, 2016 01:51 PM).fn. Wrote: [\[CITE\]](#) Looks great but also really obvious, you could add some kind of delay depending on how many characters? Even just removing the capital letters would look way more legit imo

You know what, that's a great idea I hadn't even thought of. It now drops all characters to lowercase and now adds anywhere from a .3 to .7 second extra delay depending on the length of the name.

(Feb 9, 2016 01:52 PM)Scymo Wrote: [\[CITE\]](#) This is pretty awesome.

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Is it available?

It's a private client I just started working on, I'll probably end up selling access to a few people once I finish it up. I would contemplate possibly parting ways with JUST this mod compiled into a jar for you for like \$5 if you want.

slcoolj - February 9, 2016, 1:20 pm

(Feb 9, 2016 01:24 PM)Zephyr Wrote: [\[CITE\]](#) For example, if you turn this on in any lobby that has colored mob names and is running Bukkit / Spigot it'll kick you for illegal characters.This is magic right?

`Code StringUtils.stripControlCodes(entityCustomNameTag)`

Overall, sure it's "cool" and all that you wrote something with features that are not hard to implement at all as well as laugh at some shit code, but acting all high and mighty about it isn't really something to do when the thing you're accomplishing isn't difficult to do in the first place.

Also

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Breathless - February 9, 2016, 2:53 pm

(Feb 9, 2016 02:20 PM)slcoolj Wrote: [\[CITE\]](#) This is magic right?

`Code StringUtils.stripControlCodes(entityCustomNameTag)`

Overall, sure it's "cool" and all that you wrote something with features that are not hard to implement at all as well as laugh at some shit code, but acting all high and mighty about it isn't really something to do when the thing you're accomplishing isn't difficult to do in the first place.

Also

Thanks for the chuckle, I needed that.

I'm not acting high and mighty about anything, I'm the first person to get a video up on youtube for a hack like this however I doubt I'm the first person to actually put it into a client. Its flawless in its execution apart from it could possibly benefit from looking a bit more legit by working out the times. But other than that, I'd say its a pretty solid mod I've made for myself and I have every right to be proud.

Also, gotta capitalize while possible. Not everybody can code so if someone wants to pay for it I might as well offer it for sale since nobody else is, nor are they giving out the code for a decent

version of the mod :)

4dmin - February 9, 2016, 4:45 pm

(Feb 9, 2016 03:53 PM)Zephyr Wrote: [\[CITE\]](#) I'm not acting high and mighty about anything, I'm the first person to get a video up on youtube for a hack like this however I doubt I'm the first person to actually put it into a client. Its flawless in its execution apart from it could possibly benefit from looking a bit more legit by working out the times. But other than that, I'd say its a pretty solid mod I've made for myself and I have every right to be proud.

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you've got every right to be proud -- but no reason to be overtly loud about it.

bleachmaster - February 9, 2016, 4:53 pm

op may be dumb but this is still a nice hack

iCanHasHax - February 9, 2016, 5:11 pm

Good work. This will probably be in most clients that have minigame mods soon enough though.

SIM-2460067 - February 9, 2016, 6:51 pm

This looks really dope and the game gives a lot of xp, I'd love to have something like this.

123qwe69 - February 9, 2016, 7:08 pm

Put one account on each side and see how far the game goes before it crashes

MorrisC - February 9, 2016, 11:52 pm

Nice hack, but not worth anything close to \$5

Ugleh - February 10, 2016, 2:30 am

My code that you linked to was bear bones. If I was to make the full setup like you described I would still not sell it by itself.

xCr33p3rx - February 10, 2016, 4:11 am

Can u make a free version of that?

Breathless - February 10, 2016, 6:27 am

(Feb 10, 2016 12:52 AM)MorrisC Wrote: [\[CITE\]](#) Nice hack, but not worth anything close to \$5

I know, if you read my post again, you'll see I said I wouldn't part ways and I'm keeping it to myself even though yes I know it isn't some extreme super hakes. But I mean if someone is willing to hand me \$5 for it of course I'll give it out. Did I expect it to happen? No, I even said I wouldn't be giving it away in the first place haha.

(Feb 10, 2016 03:30 AM)Ugleh Wrote: [\[CITE\]](#) My code that you linked to was bear bones. If I was to make the full setup like you described I would still not sell it by itself.

I didn't mean to insult you if I did, I was simply saying that I saw the post and I saw a lot of things wrong with the code. I wanted to see if I could make a really nice one from scratch and your post inspired me is all. Also, I said I wasn't going to give it away but I mean if someone wanted to pay for it for some reason, I'd be silly not to offer a price that I'd be willing to part ways with it at. So yeah, thanks for inspiring me to code this :)

tot3l_dumbass14 - February 11, 2016, 3:51 pm

This is actually really cool, nice job OP :)

Jazzy_Smazy - February 13, 2016, 8:27 am

Wow this is really cool! (Im pretty sure some other clients will have something like this soon xD)

Daniel2060 - March 6, 2016, 5:46 am

I saw that you said you were gonna start selling for \$5. idk if u just said u would sell it to them for 5 to that person or to who ever. And i love the client but i dont think it would be worth 5 bucks. I mean but thats just my opinion. great job coding it. I wish i knew how to code stuff like this and hacked client and such but i dont know how to sadly. Ignore my negative part of the comment and focus on the positive. for the negativity is unimportant

iQuintennn - March 6, 2016, 6:09 am

Nice, altho I think this isn't the video

<http://prntscr.com/abwb3t>