

Forum:[Hack Forums](#)

Thread: [Rapid-Fire Auto Click v1.1 \(non-AHK\)](#)

InuyashaITB - June 17, 2016, 5:06 pm

****This is not a duplicate, this thread is here for discussion of the programming****

Well, this was written in C#. So i figured it would be appropriate to release it in the C# section.

I have made several changes to my rapid-fire auto clicker from my previous release
There is now an option to have an Overlay window that will show you what the status of the program is.

Overlay only works in Windowed Mode (meaning not Fullscreen)

Screenshot:

[IMG]http://i137.photobucket.com/albums/q201/InuyashaITB/Screenshot%20V1.1_zpsoswehnkd.png
g[/IMG]

Features:Auto Fire w/ Randomly Generated time intervals specified

Overlay window (status)

Programmable Key Settings (Set the Trigger Key and the Rapid Fire key)

Settings are Saved

Undetected

Virus Scans:

<https://virusscan.jotti.org/en-US/filescanjob/vrrjpo5ggd>

<https://www.virustotal.com/en/file/2a7c975c89f7247c4df0b6253d29701b568218cba8d278c7575009426eaf4dbc/analysis/1466196400/>

Download:

Spoiler ([Click to View](#))

<https://mega.nz/#!ApYwzJLA!zfQVPFGwHjBMGzgIX3mg59sSYqxCrMN9gifcjbrEMhs>

BahNahNah - June 17, 2016, 6:00 pm

It should be here if there is no code. [Hacking Tools and Programs](#)

But talking about the code, why did you decide to generate a list of random numbers into a list rather than generating them when needed? And if you are instant on using a lost of redefined numbers, use an array instead of a list. Lists use more memory than is needed. If you know how many numbers there will be, its better to use an array.

InuyashaTB - June 17, 2016, 7:20 pm

(Jun 17, 2016 06:00 PM)BahNahNah Wrote: [\[CITE\]](#) It should be here if there is no code. [Hacking Tools and Programs](#)

But talking about the code, why did you decide to generate a list of random numbers into a list rather than generating them when needed? And if you are instant on using a lost of redefined numbers, use an array instead of a list. Lists use more memory than is needed. If you know how many numbers there will be, its better to use an array.

I found that generating them on the spot caused a lot of lag on the mouse clicks.

Used a list cause i was lazy.

BahNahNah - June 17, 2016, 7:34 pm

(Jun 17, 2016 07:20 PM)InuyashaTB Wrote: [\[CITE\]](#) I found that generating them on the spot caused a lot of lag on the mouse clicks.

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But the random number is being used to sleep the thread, so it dosent really matter if there is a slight delay with the random number generation.

Also

Spoiler [\(Click to View\)](#)

InuyashaTB - June 17, 2016, 7:39 pm

(Jun 17, 2016 07:34 PM)BahNahNah Wrote: [\[CITE\]](#) But the random number is being used to sleep the thread, so it dosent really matter if there is a slight delay with the random number generation.

Also

Spoiler [\(Click to View\)](#)

There is a noticeable lag for me, so that was my 'fix' for it

But, then again, that was in early development. I just fixed it on my end :P

If anyone has any suggestions on what features you would like to see me add, just let me know and i'll see what i can do!

I am currently working (99% done) on fixing it to work with On Mouse Down, so you don't have to use a Keyboard key.