

Forum:[Hack Forums](#)

Thread: [The Client Guys: Weekly non-shitposts on how to write better hacks](#)

|Foundry - May 22, 2017, 11:53 am

We're in some deep shit.

Over the last two years things went real downhill real fast here in the grieving section. I was going to say that I don't think there's anyone specifically to blame for this, but upon further reflection, I think this whole slump started when thehen101 began selling "Ghost Clients" for fifteen bucks a pop to people who didn't want to get caught hacking on Kohi and Badlion. We all joked about it, talking about how s p o o k e d we all were, but.. the sad reality is, this whole trend of us all wanting to hide that we're hacking has just led to none of us talking about it anymore, even though there are plenty of new people around who want to get into Minecraft hacking. That just ain't right.

The Client Guys

One of the biggest things that people in this community get trashed over is the quality of their code. Actually, let me rephrase that; it's the biggest thing that people in this community get trashed over. Chances are that half the people reading this right now have roasted someone else because you thought they had crap code style or were poorly designing their client, probably because half of it had been skidded. And it's understandable; we see the same mistakes that were being made in 2012 still being made in 2017, all because the crap code that existed back then is still being used today by everyone who wants to write a client.

So let's stop it.

The Client Guys are some people who want to stop crap code. Got all that? Good. Here's how this is going to work: Every week, we're going to put up a Why We Hate Your Client post here that's going to talk about one big problem that we see in client code by showcasing crap code from a wide variety of popular hack clients. The analysis will be bloody. Some contestants will be maimed. But in the end we'll show you a good way to write that bad code so you'll never be roasted for that particular problem again.

Whenever an opportunity comes up, we're going to hold a Client Wars post in which two hack clients are pitted head-to-head WizardHax review-style, except instead of speaking at 350WPM flying around with nuker locked to enabled, we're going to go over the juicy bits of their codebases. The best client code will prevail; the worst will get roasted.

Occasional Quick Review posts that take code snippets from popular clients, point out the crappy parts, and fix them for you all to see.

If there's something special that we feel you should know about, we'll post about that too. What does that mean exactly? Beats me. But you'll know it when you see it.

At this point, it's already going to happen. We just wanted to let you know what to expect.

You want in? [Get in here.](#)

foddermc - May 22, 2017, 12:03 pm

yo yo yo fodder in the building. Shits bout to get poppin. Im on this shit. Im almost sane mofos

SIM-852088 - May 22, 2017, 12:03 pm

This is going to be a very fun experience having this here. :)

Nexai - May 22, 2017, 1:34 pm

This will be veryinteresting

pebsi - May 22, 2017, 3:04 pm

Could we also start posting/making more skidded clients. Not meming or anything. But remember the good ol days when anyone would make an account and post their client, and most people would judge the shit out of it.

I mean seriously tho this used to be the most active section on the entire site. But it's dead now, because all people are doing is selling overpriced minecraft clients for.

noil - May 23, 2017, 7:22 am

sorry to say it foundry but ur making a discord full of kids with big egos, and thats not going to get very far

iQuintennn - May 23, 2017, 9:59 am

oh boy cant wait to see one of my clients on the list

Marshmallow - May 23, 2017, 11:25 am

(May 23, 2017 07:22 AM)noil Wrote: [\[CITE\]](#) sorry to say it foundry but ur making a discord full of kids with big egos, and thats not going to get very far

Don't let him fool you OP this plan has absolutely no holes in it

BigHax0r - May 23, 2017, 12:41 pm

Hacking is fucking dying as it should be; let it.

iKinky - May 24, 2017, 12:42 pm

(May 23, 2017 12:41 PM)BigHax0r Wrote: [\[CITE\]](#) Hacking is fucking dying as it should be; let it. as long as a game has a userbase, ppl will want hacks

widd - May 24, 2017, 1:37 pm

(May 24, 2017 12:42 PM)iKinky Wrote: [\[CITE\]](#) as long as a game has a userbase, ppl will want hacks no they won't you fucking no neck

iKinky - May 24, 2017, 5:45 pm

(May 24, 2017 01:37 PM)widd Wrote: [\[CITE\]](#) no they won't you fucking no neck fuck yourself dumb

video_error - May 25, 2017, 9:26 pm

Vouch for Foundry, he knows his shit. Great, knowledgeable, and pleasant guy from my interactions with him. I think this is a phenomenally great idea. Hell even I'm looking forward to learning something! Good luck to you, Foundry.

BigHax0r - May 26, 2017, 11:20 am

(May 24, 2017 12:42 PM)iKinky Wrote: [\[CITE\]](#) as long as a game has a userbase, ppl will want hacks Time to commit genocide then.

spooky hacker - May 26, 2017, 11:22 am

wow i love mincraft so much i play it everyday

Skumzy - May 27, 2017, 9:16 am

Sounds interesting, I've been meaning to get back into Minecraft coding so this would be helpful.

DarkCart - May 29, 2017, 1:06 pm

How to write a hacked client if you're a member of hackfourms:

Step 1: Don't.

GenericSkid - May 29, 2017, 1:34 pm

(May 29, 2017 01:06 PM)DarkCart Wrote: [\[CITE\]](#) How to write a hacked client if you're a member of hackfourms:

Step 1: Don't.

Yeah, leave programming to the professionals over at MPGH. /s

BFCE - May 29, 2017, 1:57 pm

As much as I agree with everything Foundry has brought up, I'd like to leave another opinion.

Quote: I think this whole slump started when thehen101 began selling "Ghost Clients" for fifteen bucks a pop to people who didn't want to get caught hacking on Kohi and Badlion.

Completely agree, but I think this entire "ghost client" fad isn't even the hacking communities fault

It's Mojang, and the popular servers that forced the trend of ghost clients

Let me explain:

Alts aren't as abundant as they used to be. Before, alts were about a dime a dozen, with several huge lists getting posted on LF all the time. Now, I personally only have 3 accounts that work.

Servers have been forcing the new concept of screen-sharing down our throats

The good 'ol servers with factions, bad protection, tons of exploitable plugins, and maybe the outdated NCP from the bukkit page if you were unlucky are now gone. This is partially due to Mojang banning "Pay to win" and therefore destroying smaller servers. Every server that people want to play on, is the size of Badlion now a days

With all that being said, blatantly hacking isn't as non-punishable as it used to be. However I do NOT understand why users would want to be forced not to be obvious, and instead just do it at their own free-will

Jswilk - May 29, 2017, 11:05 pm

(May 29, 2017 01:57 PM)BFCE Wrote: [\[CITE\]](#) As much as I agree with everything Foundry has brought up, I'd like to leave another opinion.

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Alts are still quite abundant. You can buy them for as little as .07 cents an account and the majority work. I do agree with you on the other points, however.

widd - May 30, 2017, 4:39 am

(May 29, 2017 01:57 PM)BFCE Wrote: [CITE](#) As much as I agree with everything Foundry has brought up, I'd like to leave another opinion.

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I disagree.

Centralization largely killed off what I would call the "golden age" of hacking in this game.

When CraftBukkit died it forced server owners to rely solely on Spigot - a less shitty implementation

of the Bukkit API with various fixes to common vanilla pitfalls that allowed for some simple, useful hacks.

Screen sharing has nothing to do with it.

PvP was never really that grievable - it was everything surrounding it that provided the entertainment. Killing other players was merely a tool to get there. On servers like Badlion, where match-based PvP is the only goal, there's nothing to grief. You rarely see the other player again unless you are in a small pool of top players.

This is a lot different than say, old KitPvP servers. On those you could run around getting an endless killstreak while taunting everyone. On factions servers you kill other players in order to destroy their bases/homes and take their items.

Minigame servers like Hypixel are no different. They change the gameplay format too much.

However these always end up being the most popular. Since this community and its members are brain damaged, they mistake a slight cheating advantage in a worthless match-based game format for "griefing".

Enter the "ghost" client: the apex form of this gut wrenching, diseased branch of multiplayer game cheating. Of course there is a demand for it, much like there is a demand for hacks for games like Call of Duty or Battlefield.

Unless you are ruining the match for literally everybody involved at the same time on a massive, impossible-to-ignore scale, I wouldn't really consider it griefing.

CanadianBacon - May 30, 2017, 4:45 am

Wel its about time someone got roasted officially so im in :) lol

Mayski - May 30, 2017, 7:24 am

Ahhhh this is going to be fun

iKinky - June 1, 2017, 5:35 am

(May 30, 2017 04:39 AM)widd Wrote: [\[CITE\]](#) I disagree.

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Unless you are ruining the match for literally everybody involved at the same time on a massive, impossible-to-ignore scale, I wouldn't really consider it griefing.
did u huff some cat piss or something

pebsi - June 1, 2017, 5:54 pm

(May 30, 2017 04:39 AM)widd Wrote: [CITE](#) I disagree.

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Yup I can completely agree with this, if you are not at the current moment either bot spamming, ddosing the server, wiping the map by clearing the world.

Or even fucking nuking someones house and getting away with it. Then you're not doing anything of worth. Sure you're "griefing" when you kill some shmuck on any of the PvP servers. But where's the fun in that. Getting server owners mad, because you could keep coming on and griefing a server over and over trying to not get caught every time was where the fun was actually at.

+Cloud - June 1, 2017, 8:46 pm

lmao. minecraft griffing is ded... its not 2012 anymore guys...
you all missed the glory days

foddermc - June 1, 2017, 8:58 pm

(Jun 1, 2017 08:46 PM)+Cloud Wrote: [\[CITE\]](#) lmao. minecraft griffing is ded... its not 2012 anymore guys...
you all missed the glory days
i just love griffing servers. i just griff them all day every day

Baitable - June 2, 2017, 7:40 am

(Jun 1, 2017 08:46 PM)+Cloud Wrote: [\[CITE\]](#) lmao. minecraft griffing is ded... its not 2012 anymore guys...
you all missed the glory days
Too bad I joined in late 2014 :(
The old days sound amazing ?

foddermc - June 2, 2017, 7:51 am

(Jun 2, 2017 07:40 AM)Baitable Wrote: [\[CITE\]](#) Too bad I joined in late 2014 :(
The old days sound amazing ?
hes the v to the e to the r to the s to the s to the e to the r

Brendan - June 2, 2017, 6:03 pm

(Jun 2, 2017 07:40 AM)Baitable Wrote: [\[CITE\]](#) Too bad I joined in late 2014 :(
The old days sound amazing ?
It's still easy to grief this game, lmao. As long as there is a way to send information there's a way to make someone upset.

Marshmallow - June 3, 2017, 4:09 am

(Jun 3, 2017 01:40 AM)Cat Girl Wrote: [\[CITE\]](#) mc beta was the glory days tbh.
You're absolutely right.

Zero protection, Idiotic owners the likes

It'll never be the same.

Trotsky1 - June 3, 2017, 6:33 am

Minecraft is slowly dying, i am sure that within a year we won't see any new minecraft hack clients. There's nothing you can do. It used to be both funny and good, i am sorry about this.

Brendan - June 3, 2017, 10:28 am

(Jun 3, 2017 06:33 AM)Trotsky1 Wrote: [\[CITE\]](#) Minecraft is slowly dying, i am sure that within a year we won't see any new minecraft hack clients. There's nothing you can do. It used to be both funny and good, i am sorry about this.
People have been saying that for years and it hasn't happened ? This game is never going to die.

5yberwolf - June 3, 2017, 11:10 am

(Jun 3, 2017 06:33 AM)Trotsky1 Wrote: [\[CITE\]](#) Minecraft is slowly dying, i am sure that within a year we won't see any new minecraft hack clients. There's nothing you can do. It used to be both funny and good, i am sorry about this.
The game won't die, its mechanics are simple enough, and its modding base advanced enough, for it to be continually popular for a long period of time. The reason why people have always said that Minecraft is "dying" in the griefing section is because the primary stimulus to play Minecraft for many

people on here was to grief, but over the years as anticheats have become more advanced and server owners more competent, it is ever harder to find servers to enjoy cheating on. Look at some of Avo's videos from 2012, when they decimate buildings and towns without getting caught. Nowadays all it takes is for the owner to install a logging plugin, rollback the grief and ban the perpetrator. Look back at 2013 when there was a session stealer, Godmode and teleport/claimfinding exploit. Nowadays, every client has similar, if not identical features, and real game-breaking exploits are seldom discovered. Since then, although the griefing section has lapsed, Minecraft has continued to be successful, and there isn't any evidence (as far as I'm aware) that support for it is declining. Although the 1.9 combat update was an incredibly stupid update given that it has resulted in several popular servers (e.g. Badlion) from remaining on older versions of the game to run the old combat mechanism, the game is still going well, and I think its sheer flexibility in opportunities, and the fact that its success is not based on graphics, will ensure that it will be around for a long time.

Trotsky1 - June 3, 2017, 11:28 am

(Jun 3, 2017 11:10 AM)5yberwolf Wrote: [\[CITE\]](#) The game won't die, its mechanics are simple enough, and its modding base advanced enough, for it to be continually popular for a long period of time. The reason why people have always said that Minecraft is "dying" in the griefing section is because the primary stimulus to play Minecraft for many people on here was to grief, but over the years as anticheats have become more advanced and server owners more competent, it is ever harder to find servers to enjoy cheating on. Look at some of Avo's videos from 2012, when they decimate buildings and towns without getting caught. Nowadays all it takes is for the owner to install a logging plugin, rollback the grief and ban the perpetrator. Look back at 2013 when there was a session stealer, Godmode and teleport/claimfinding exploit. Nowadays, every client has similar, if not identical features, and real game-breaking exploits are seldom discovered. Since then, although the griefing section has lapsed, Minecraft has continued to be successful, and there isn't any evidence (as far as I'm aware) that support for it is declining. Although the 1.9 combat update was an incredibly stupid update given that it has resulted in several popular servers (e.g. Badlion) from remaining on older versions of the game to run the old combat mechanism, the game is still going well, and I think its sheer flexibility in opportunities, and the fact that its success is not based on graphics, will ensure that it will be around for a long time. You might be wright.

However, i am afraid that it is not the anticheat to have become more advanced, but rather the people are becoming more incompetent, isn't it?

lohi - June 3, 2017, 12:17 pm

(Jun 3, 2017 11:10 AM)5yberwolf Wrote: [\[CITE\]](#) The game won't die, its mechanics are simple enough, and its modding base advanced enough, for it to be continually popular for a long period of time. The reason why people have always said that Minecraft is "dying" in the griefing section is because the primary stimulus to play Minecraft for many people on here was to grief, but over the years as anticheats have become more advanced and server owners more competent, it is ever harder to find servers to enjoy cheating on. Look at some of Avo's videos from 2012, when they decimate buildings and towns without getting caught. Nowadays all it takes is for the owner to install a logging plugin, rollback the grief and ban the perpetrator. Look back at 2013 when there was a session stealer, Godmode and teleport/claimfinding exploit. Nowadays, every client has similar, if not identical features, and real game-breaking exploits are seldom discovered. Since then, although the griefing section has lapsed, Minecraft has continued to be successful, and there isn't any evidence (as far as I'm aware) that support for it is declining. Although the 1.9 combat update was an incredibly stupid update given that it has resulted in several popular servers (e.g. Badlion) from remaining on older versions of the game to run the old combat mechanism, the game is still going well, and I think its sheer flexibility in opportunities, and the fact that its success is not based on graphics, will ensure that it will be around for a long time.

wrong, 2 years ago i would wake up to a whole new page of threads with new posts (this is about 20 threads if you're on the default view). this was about after 8h of sleep. today, i wake up and no

threads have new posts. yh, this section is finally biting the dust.

5yberwolf - June 3, 2017, 1:33 pm

(Jun 3, 2017 12:17 PM)lohi Wrote: [\[CITE\]](#) wrong, 2 years ago i would wake up to a whole new page of threads with new posts (this is about 20 threads if you're on the default view). this was about after 8h of sleep. today, i wake up and no threads have new posts. yh, this section is finally biting the dust.

I think it never really was the same again after N3xuz released the InstantEat/FastBow exploits. Before then, there had always been a distinction between private/paid/free clients, and there had always been a major game-changing exploit floating around. After that, hacks have more or less remained stagnant. The methods for kill aura, jesu, fasteat and speedmine produced in 2014 remain similar to the present day. I know there are some exceptions, like speed bypasses etc., but there hasn't been much in the way of innovation in this section for years.

Baitable - June 3, 2017, 5:55 pm

(Jun 2, 2017 07:51 AM)foddermc Wrote: [\[CITE\]](#) hes the v to the e to the r to the s to the s to the e to the r

Verserr, Verserr, WOOO!

foddermc - June 3, 2017, 6:35 pm

(Jun 3, 2017 05:55 PM)Baitable Wrote: [\[CITE\]](#) Verserr, Verserr, WOOO!

Imfao pm me on discord i need to talk to u

Michelele - June 3, 2017, 11:37 pm

Ark is innovation, Ark is life

Releasing this month

Trotskij1 - June 4, 2017, 4:01 am

(Jun 3, 2017 01:33 PM)5yberwolf Wrote: [\[CITE\]](#) I think it never really was the same again after N3xuz released the InstantEat/FastBow exploits. Before then, there had always been a distinction between private/paid/free clients, and there had always been a major game-changing exploit floating around. After that, hacks have more or less remained stagnant. The methods for kill aura, jesu, fasteat and speedmine produced in 2014 remain similar to the present day. I know there are some exceptions, like speed bypasses etc., but there hasn't been much in the way of innovation in this section for years.

I totally disagree on this. We had a lot of new exploits in 2016; teleport, fly, multiaura, phase... and new graphics improvements. We put the roots for the today's clients. I had been playing minecraft for 4 years since 2011 and i can testify all of these improvements.

5yberwolf - June 4, 2017, 6:12 am

(Jun 4, 2017 04:01 AM)Trotskij1 Wrote: [\[CITE\]](#) I totally disagree on this. We had a lot of new exploits in 2016; teleport, fly, multiaura, phase... and new graphics improvements. We put the roots for the today's clients. I had been playing minecraft for 4 years since 2011 and i can testify all of these improvements.

Phase and multi-aura were found in 2014/2015.

foddermc - June 4, 2017, 8:48 am

(Jun 4, 2017 04:01 AM)Trotskij1 Wrote: [\[CITE\]](#) I totally disagree on this. We had a lot of new exploits in 2016; teleport, fly, multiaura, phase... and new graphics improvements. We put the roots for the today's clients. I had been playing minecraft for 4 years since 2011 and i can testify all of these improvements.

Gonna have to tell you something, Phase has been around for a good bit. I've just recently started programming in 2015 so im a smith. Anyways, fly and speed/swiftness have been around since the

game started. In 1.8 creative fly got a lot easier for us to make and then we started to find bypasses like glide etc in early 2016. Which continued to get patch almost every single NCP update until we are here.

fleckzter - June 4, 2017, 9:06 am

yes haha i love destroying blocks for fun haHA griffin is fun guys all u need to take a chill pill and brake sum blocks for fun! MINECRAFT BEST GAME YEEEEEEET

supercheese200 - June 13, 2017, 3:10 pm

"Weekly"

ok.

ddong - June 15, 2017, 1:12 pm

(Jun 13, 2017 03:10 PM)supercheese200 Wrote: [\[CITE\]](#) "Weekly"

ok.

the discord has strayed away from their target and this might be postponed for a while sir

iKinky - June 16, 2017, 5:12 pm

do u guys do league of legends cheat

DarkCart - June 16, 2017, 5:24 pm

(Jun 16, 2017 05:12 PM)iKinky Wrote: [\[CITE\]](#) do u guys do league of legends cheat only on the weekends

ddong - August 4, 2017, 4:17 pm

Alright so apparently Ceanko got buttmad and reported my original thread. Putting it here should be completely find and I'll upgrade the post quality.

This is a request to have Ceanko demoted from Management rank. He's extremely insecure and can only handle about 2 messages of being made fun of before resorting to banning people. 5 people have been banned for simply saying "#unbandaniel" in the discord which is pathetic. Some of which have been unbanned. This has happened to me nearly 4 times because of Ceanko's hatred towards me. He's just a man-child that can't be trusted with any power.

I've got some funny pictures to further prove my point.

Ceanko the genius calling himself the best programmer in the grieving section:

And a recent picture of him expressing his beliefs that if you can't provide proof, don't shit talk (ironic because of previous picture):

He's repeatedly accused me of hijacking his Skype account. I don't have time for that Imao
Code Foundry: Dan, what did you do to ceanko
Foundry: He's arguing that you jacked his account?

daniel: ROFL

He seems to think that the best user-base for his cheat that is made for the block game is a user-base of only people capable of providing a government ID:

Making fun of his peanut brain seems to really get him triggered:

Code Ceanko: Enough ddong. He'll get unbanned when I feel like it.

daniel: wow nice abuse

daniel: give ceanko any shred of power and he'll be quick to use it

daniel: tiny brain cant handle being harassed

His only way to defend himself when he knows nothing about the person insulting him is to add their name to his shitty website page:

For someone who doesn't know a single bit of x64 or x86asm he seems to think this is suitable for him (maybe he knows a mov instruction, lord knows):

Also keep in mind if Ceanko ever grows a pair to release anything he hypes up, know it can cause damage to your system:

I'll leave pictures of the old thread so you can see any images I may have forgotten to link here:

Code <https://i.imgur.com/259FbFh.png>

<https://i.imgur.com/SK9QMhX.png>

<https://i.imgur.com/kUrGdpd.png>

<https://i.imgur.com/MU9mOMk.png>

<https://i.imgur.com/4f9Y2nM.png>

<https://i.imgur.com/qxHDPHG.png>

<https://i.imgur.com/UrJiXhp.png>

<https://i.imgur.com/DhmnvRQ.png>

<https://i.imgur.com/KXFSP0K.png>

<https://i.imgur.com/SkKu9CY.png>

<https://i.imgur.com/IXN3dsG.png>

<https://i.imgur.com/F5cKS43.png>

<https://i.imgur.com/pkW063b.png>

<https://i.imgur.com/ToNh4mq.png>

<https://i.imgur.com/RL71Xvq.png>

Thanks for reading my post on the demotion of Ceanko!

Bumped because making it it's own thread seems to get you a warning level, and since this is the original thread there's no reason why this shouldn't belong here.

#unbandaniel

#unbanaggron

BFCE - August 5, 2017, 1:11 pm

(Jun 4, 2017 04:01 AM)Trotskij1 Wrote: [\[CITE\]](#) We had a lot of new exploits in 2016; teleport, fly, multiaura, phase...

I think I can take credit for the fly, jordin modified the fly and posted teleport in the same thread. Multiaura and phase have been around for a loooong time. Phase in like late 2013 and multiaura has been a thing since nodus.

scaryguy12 - August 5, 2017, 2:04 pm

(Aug 5, 2017 01:11 PM)BFCE Wrote: [\[CITE\]](#) I think I can take credit for the fly, jordin modified the fly and posted teleport in the same thread. Multiaura and phase have been around for a loooong time. Phase in like late 2013 and multiaura has been a thing since nodus.

people had fly long before you released it

BFCE - August 6, 2017, 10:06 am

(Aug 5, 2017 02:04 PM)scaryguy12 Wrote: [\[CITE\]](#) people had fly long before you released it
Good for them..?

video_error - August 6, 2017, 1:09 pm

(Aug 4, 2017 04:17 PM)ddong Wrote: [\[CITE\]](#) Alright so apparently Ceanko got buttmad and reported my original thread. Putting it here should be completely fine and I'll upgrade the post quality.

This is a request to have Ceanko demoted from Management rank. He's extremely insecure and can only handle about 2 messages of being made fun of before resorting to banning people. 5 people have been banned for simply saying "#unbandaniel" in the discord which is pathetic. Some of which have been unbanned. This has happened to me nearly 4 times because of Ceanko's hatred towards me. He's just a man-child that can't be trusted with any power.

I've got some funny pictures to further prove my point.

Ceanko the genius calling himself the best programmer in the griefing section:

And a recent picture of him expressing his beliefs that if you can't provide proof, don't shit talk (ironic because of previous picture):

He's repeatedly accused me of hijacking his Skype account. I don't have time for that lmao

Code Foundry: Dan, what did you do to ceanko

Foundry: He's arguing that you jacked his account?

daniel: ROFL

He seems to think that the best user-base for his cheat that is made for the block game is a user-base of only people capable of providing a government ID:

Making fun of his peanut brain seems to really get him triggered:

Code Ceanko: Enough ddong. He'll get unbanned when I feel like it.

daniel: wow nice abuse

daniel: give ceanko any shred of power and he'll be quick to use it

daniel: tiny brain cant handle being harassed

His only way to defend himself when he knows nothing about the person insulting him is to add their name to his shitty website page:

For someone who doesn't know a single bit of x64 or x86asm he seems to think this is suitable for him (maybe he knows a mov instruction, lord knows):

Also keep in mind if Ceanko ever grows a pair to release anything he hypes up, know it can cause damage to your system:

I'll leave pictures of the old thread so you can see any images I may have forgotten to link here:

Code <https://i.imgur.com/259FbFh.png>

<https://i.imgur.com/SK9QMhX.png>

<https://i.imgur.com/kUrGdpd.png>

<https://i.imgur.com/MU9mOMk.png>

<https://i.imgur.com/4f9Y2nM.png>

<https://i.imgur.com/qxHDPHG.png>

<https://i.imgur.com/UrJiXhp.png>

<https://i.imgur.com/DhmnvRQ.png>

<https://i.imgur.com/KXFSP0K.png>

<https://i.imgur.com/SkKu9CY.png>

<https://i.imgur.com/IXN3dsG.png>

<https://i.imgur.com/F5cKS43.png>

<https://i.imgur.com/pkW063b.png>

<https://i.imgur.com/ToNh4mq.png>

<https://i.imgur.com/RL71Xvq.png>

Thanks for reading my post on the demotion of Ceanko!

Bumped because making it it's own thread seems to get you a warning level, and since this is the original thread there's no reason why this shouldn't belong here.

#unbandaniel

#unbanaggron

Whoa, well I knew Ceanko was a complete jerk most of the time but I didn't think he went this far. Yikes.

Brendan - August 7, 2017, 3:32 pm

Quote:Ceanko the genius calling himself the best programmer in the grieving section:

"I can code Minecraft cheats better than you can!"

That's the best thing I've heard in a while.

Dr. Octopus - August 7, 2017, 3:58 pm

Sounds awesome! Although, I hope none of your threads will be biased towards certain coding

styles and designs. Many people prefer different styles for their code, and different naming conventions. There is nothing wrong with that.

GenericSkid - July 9, 2018, 7:42 pm

Hmmmmmmm ?

ddong - July 9, 2018, 7:50 pm

u are filled with determination

foddermc - July 10, 2018, 12:39 pm

better this thread get gravedug then the gui thread from 2011

GenericSkid - July 10, 2018, 1:18 pm

(Jul 10, 2018 12:39 PM)foddermc Wrote: [\[CITE\]](#) better this thread get gravedug then the gui thread from 2011

Yes but you see, this is a relevant gravedig. TCG will be doing things in the near future.

ddong - July 10, 2018, 2:45 pm

is there even an active invite to the server anymore

GenericSkid - July 10, 2018, 2:47 pm

(Jul 10, 2018 02:45 PM)ddong Wrote: [\[CITE\]](#) is there even an active invite to the server anymore
Not right now but I can make temp invites: //dicksword/Kgvqsu - 7/10/2018 - 6 PM

fix the url yourself, HF bans dicksword links

int - July 14, 2018, 10:43 am

Can someone send me an updated link? I am actually curious about this.

VeryLongRuler - August 13, 2018, 6:47 pm

(Jul 14, 2018 10:43 AM)Jukeboxhook Wrote: [\[CITE\]](#) Can someone send me an updated link? I am actually curious about this.

Here you go: discordapp com invite zYVb5Zn

// kek I can't post links with this acc