

Forum:[Hack Forums](#)

Thread: [Antibot for Mineplex](#)

EnderClanDuck - October 7, 2017, 4:28 pm

Hey im trying to work on a anti bot for mineplex I made a similar post before and i got some help for hypixel but what about mineplex also include some hypixel if you would like too.

VeryLongRuler - October 7, 2017, 4:35 pm

So... you're writing antibot plugin and you want some help. Huh?

EnderClanDuck - October 7, 2017, 4:36 pm

(Oct 7, 2017 04:35 PM)VeryLongRuler Wrote: [CITE](#) So... you're writing antibot plugin and you want some help. Huh?

No its for my client I just want to know some info like some things the bots have that the players doesnt like maybe some specific text in the name or something like that

VeryLongRuler - October 7, 2017, 5:25 pm

Do you know that bots should be indistinguishable from other players, right?

It would be failure, if developer didn't try mimic vanilla client's connection.

One question more, before I write list of things what I know about bots.

Are you writing player filter (to filter bots generated by anticheat)

or client what can create bots (which you control)?

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My goal is to remove bots that the anticheats generator or atleast set it up to ignore them

Golang - October 7, 2017, 6:35 pm

I'm sure you can figure out a way to create one, so instead of telling you that, I'll tell you how to make one for any anti bot.

I suggest you log a bunch of data about a player and an antibot entity, so for example remove the attack and rotate code and in its place print out:

Code System.out.println(e.isInvisible) or any other variable like game mode, health points, their ping , check if they're on the scoreboards, check if they aren't a player at all..

Eventually you'll find something which sticks and works fully and you'll have a working anti bot, a more difficult and meme way to do it would be to create a concurrent neural network which will learn to identify bots from humans.

Good luck.

Jacob5263 - *December 10, 2017, 1:52 pm*

Last I worked on my client, I used this to bypass mineplex's anticheat. `ep.fallDistance == 0.0f && !ep.onGround`

Hope it still works!