

Forum:[Hack Forums](#)

Thread: [Autoclick for bf1](#)

SnowClick - January 28, 2018, 9:15 am

Hello,

I've tried recently to code an antoclicker for bf1. I used the PostMessage() method, which works fine on other games (e.g Minecraft)

However it works only in bf1's menu but not in game. I concluded that they should have a protection against this method.

I wanted to know if there exists another technique which bypass bf1.

Regards,
SnowClick

video_error - January 28, 2018, 9:27 am

This is the best foolproof method for auto-clicking:

[https://msdn.microsoft.com/en-us/library/windows/desktop/ms646310\(v=vs.85\).aspx](https://msdn.microsoft.com/en-us/library/windows/desktop/ms646310(v=vs.85).aspx) not
[https://msdn.microsoft.com/en-us/library/windows/desktop/ms644944\(v=vs.85\).aspx](https://msdn.microsoft.com/en-us/library/windows/desktop/ms644944(v=vs.85).aspx). SendInput clicks regardless of window tho so you have to get the current focus before clicking. I made an auto-clicker around SendInput. Your best bet is to make your own. Not horribly hard to create a shitty one.

SnowClick - January 28, 2018, 9:29 am

It's what i used to use before until I saw that this function was old and deprecated. However, since PostMessage is not working, I will glance over that. Thanks :)

I have this code, but it doesn't work on bf1 :(
[https // pastebin.com/ dTVScs34](https://pastebin.com/dTVScs34)

video_error - January 30, 2018, 6:11 pm

(Jan 28, 2018 10:29 AM)SnowClick Wrote: [\[CITE\]](#) It's what i used to use before until I saw that this function was old and deprecated. However, since PostMessage is not working, I will glance over that. Thanks :)

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Ok this is going to sound strange but some applications don't take x and y values other than 0. I've found this is usually because of raw input. Also you should take a look at all the MOUSEEVENTF options some applications take absolute values. Just keep messing around with all the values until something works.