

# Forum:[Hack Forums](#)

Thread: [Would you still play hvh if fake angles were patched?](#)

**licker98** - March 9, 2018, 12:35 pm

On a reddit thread, someone replied to a Valve employee, implying that he wanted fake angles patched.

I think I still would.

**imi-tat0r** - March 9, 2018, 12:42 pm

I would, as most of us did when they were "patched" in 2015 and 2016 anyway.

Furthermore there's more than enough info public to reenable them with a Serverplugin (sharklaser has a plugin to fix fakeangles, so you can make one to unfix them) so probably you would just have Servers with and without fakeangles.

It would make legit/clean gameplay way better though so from that point of view it makes sense to patch them

**1tap** - March 9, 2018, 3:52 pm

Hell yea because Then Chiraqhook Will hit p

**Mindroixen** - March 19, 2018, 8:41 am

(Mar 9, 2018 01:42 PM)imi-tat0r Wrote: [\[CITE\]](#) I would, as most of us did when they were "patched" in 2015 and 2016 anyway.

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well hvh 2015/2016 was way better than it is now xd

**Lexy-** - March 19, 2018, 10:34 am

played without them before (and still dont even use them now when i hvh) so ye id play

**MYSTERY** - March 21, 2018, 12:36 am

depends on ur playstyle tbh

**ahemokay** - March 21, 2018, 3:52 am

Its kinda aids since shit cheats will be a lot better again, but i always liked real angles more.

So i won't really mind.

**henry** - March 21, 2018, 5:11 pm

Are you referring to this OP? [https://github.com/click4dylan/CSGO\\_FakeAngleFix](https://github.com/click4dylan/CSGO_FakeAngleFix)

**Lexy-** - March 21, 2018, 9:52 pm

(Mar 21, 2018 05:11 PM)0rang Wrote: [\[CITE\]](#) Are you referring to this OP?

[https://github.com/click4dylan/CSGO\\_FakeAngleFix](https://github.com/click4dylan/CSGO_FakeAngleFix)

this same guy made a post on reddit about them being fixed and csgo dev said they'd investigate it.

i really doubt theyll do anything about it but it wont matter even if they do

**stackhack** - December 18, 2018, 9:46 am

Almost happend last big update

The [Danger Zone] update broke bSendPacket (something like that im just a paster)  
ALOT of people stopped hvhing

(12/6/2018 update)

**Ttony** - December 18, 2018, 10:19 am

Patching fakeangles made HVH better IMO. Resolvers used to rely on players moving, now that doesn't matter at all, which makes people 'camp' less.

**licker98** - December 19, 2018, 1:26 pm

(Dec 18, 2018 11:19 AM)Ttony Wrote: [\[CITE\]](#) Patching fakeangles made HVH better IMO. Resolvers used to rely on players moving, now that doesn't matter at all, which makes people 'camp' less.

I've been playing hvh a lot more since fake angles were patched and it's been good fun. I still kinda wish fake angles were still a thing though, although I'm sure someone much cleverer than myself will find a new way to fake angles.

**RonzaX** - February 3, 2019, 10:47 pm

This thread does not age well

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