

Forum:[Hack Forums](#)

Thread: [Need suggestions | FPS aim analyzer](#)

PolarisGang - April 27, 2018, 11:56 am

I'm making a tool to make more condemning evidence(linear aiming, accuracy, extreme difference in angles between 2 ticks and more) during manual review of player-demos in CS:GO but I lack imagination as for more features I can add.

As of right now it has:

- +Safe way of approaching the game's memory to ensure noone gets falsely banned
- +Automatically making & loading ingame-config to make the process faster/more fluent
- +Boring but functional GUI - [gyazo \(dot\) com/fd8411db1892255a323a2e62e30d2cc0.png](http://gyazo.com/fd8411db1892255a323a2e62e30d2cc0.png)
- +Collects player's view-angles for each tick
- +Can find nearest enemy and calculate distance to head
- +Can use first collected view-angles as baseline and subtracts the rest with it (could be useful for drawing etc.)
- +Can convert all the above values from angles to pixels
- +Can add aim-time
- +Make reports that looks like this (made up values used):

Code AimAnalyze Report

Tick: 1/5 | ViewAngles = X: 2,30912 Y: -101,6177 | Distance to HS = X: 2,218454 Y: -360,6094 |
Aim-time = No tickrate chosen!

Tick: 1/5 | ViewAngles(px) = X: -1408,227 Y: -32 | Distance to HS(px) = X: -4997,358 Y: -30,74354
| Aim-time = No tickrate chosen!

Tick: 2/5 | ViewAngles = X: 2,45344 Y: -100,2467 | Distance to HS = X: 2,379275 Y: -359,314 |
Aim-time = No tickrate chosen!

Tick: 2/5 | ViewAngles(px) = X: -1389,228 Y: -34 | Distance to HS(px) = X: -4979,407 Y: -32,97222
| Aim-time = No tickrate chosen!

Tick: 3/5 | ViewAngles = X: 1,65968 Y: -100,1024 | Distance to HS = X: 1,562638 Y: -358,9358 |
Aim-time = No tickrate chosen!

Tick: 3/5 | ViewAngles(px) = X: -1387,228 Y: -23 | Distance to HS(px) = X: -4974,166 Y: -21,65518
| Aim-time = No tickrate chosen!

Tick: 4/5 | ViewAngles = X: 0,3607998 Y: -100,8961 | Distance to HS = X: 0,2875579 Y: -359,7595
| Aim-time = No tickrate chosen!

Tick: 4/5 | ViewAngles(px) = X: -1398,228 Y: -4,999997 | Distance to HS(px) = X: -4985,581 Y:
-3,985004 | Aim-time = No tickrate chosen!

Tick: 5/5 | ViewAngles = X: -0,5772802 Y: -100,9683 | Distance to HS = X: -0,6988829 Y:
-359,8787 | Aim-time = No tickrate chosen!

Tick: 5/5 | ViewAngles(px) = X: -1399,228 Y: 8,000003 | Distance to HS(px) = X: -4987,232 Y:
9,685184 | Aim-time = No tickrate chosen!

End of report

On todo list:

+GOTV support (only POV demos are supported atm)
+Adding recoil compensation for weapons such as rifles into "from crosshair to nearest head"-calculations

Any suggestions?

SlowMehMo - May 3, 2018, 6:08 am

(Apr 27, 2018 11:56 AM)PolarisGang Wrote: [\[CITE\]](#) -snip-

What about some backtracking? i dont wanna be that guy, but its easy to implement, check for valid ticks and abuse the games built in lag compensation.

You may not need a complete compensation, but maybe draw a area for predicting spread patterns.

Not that i would know anything about game hacking using C#, but the menu looks fine, its a really good start. ? Best Of Luck!

Dalvik - May 3, 2018, 6:54 am

If you want to make accurate predictions of cheaters using the Overwatch system, why not opt for machine learning (just like Valve is doing right now)? I know SharpNEAT is a good library for the NEAT algorithm in C#, though I am not sure if that is the best algorithm in this case.

PolarisGang - May 3, 2018, 5:45 pm

(May 3, 2018 06:08 AM)SlowMehMo Wrote: [\[CITE\]](#) What about some backtracking? i dont wanna be that guy, but its easy to implement, check for valid ticks and abuse the games built in lag compensation.

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I mean I could add something for backtracking however I thought it was too obvious for the naked eye. I've participated in 200+ cups and tournaments in CS:GO alone and never seen anyone dumb enough to use backtracking. About the spread, the application launches csgo with a configuration that among other things shows the "spread crosshair". It's really not an issue since the spread is serversided.

As for game hacking, whether you're using C++, C# or VB.NET is irrelevant. Internal cheats are a bit more hassle in managed languages and you're always recommended to use the same language + compiler settings as the game you're making 3rd party code for but it's entirely subjective, the basics work the same.

(May 3, 2018 06:54 AM)Dalvik Wrote: [\[CITE\]](#) If you want to make accurate predictions of cheaters using the Overwatch system, why not opt for machine learning (just like Valve is doing right now)? I know SharpNEAT is a good library for the NEAT algorithm in C#, though I am not sure if that is the best algorithm in this case.

This is mostly for cup/tournament admins that sit carefully analyzing PoV demos. Feeding overwatch cases wouldn't be sufficient at all.

UPDATE:

Added warning for linear aiming and at how many occurances

Added warning for most likely inhuman amount of angle/pixel travel between ticks.