

Forum:[Hack Forums](#)

Thread: [Fake angles patched?](#)

?Nespresso - December 6, 2018, 2:51 pm

I heard Valve finally patched fake angles, is this true?
how will this affect HvH and whats your opinion on this update?

Lunaticvhher - December 6, 2018, 2:54 pm

Thats true i just hopped into a game with my friends and yes fakes are fixed now. Well for now in my opinion it will force the players to be more cautious since they are now easier to resolve. So all in all more camping, 1 way sitting is ahead of us and ofc peekers now have almost zero chance to peek without getting resolved

creki - December 6, 2018, 3:46 pm

good update returns csgo hvh back to how it was some years ago.

S????i - December 6, 2018, 4:18 pm

what's fake angles? not used to this csgo hacking term

thanks

ImZero - December 6, 2018, 4:50 pm

(Dec 6, 2018 05:18 PM)S????iT??H????i Wrote: [\[CITE\]](#) what's fake angles? not used to this csgo hacking term

thanks

<https://i.imgur.com/SERSMU1.png>

White is what everyone else sees, the other is your real hitbox

S????i - December 6, 2018, 5:03 pm

(Dec 6, 2018 05:50 PM)ImZero Wrote: [\[CITE\]](#) <https://i.imgur.com/SERSMU1.png>

White is what everyone else sees, the other is your real hitbox

Thank you, so this is typically what hackers will use in game?

So will aim bot / walls still exist after this?

Imdonex - December 6, 2018, 5:15 pm

Hvh will be good like years ago! Thanks Mr Gaben

?Nespresso - December 6, 2018, 5:34 pm

(Dec 6, 2018 06:03 PM)S????iT??H????i Wrote: [\[CITE\]](#) Thank you, so this is typically what hackers will use in game?

So will aim bot / walls still exist after this?

only the fake body is patched

mrtrademaster - December 7, 2018, 1:47 am

(Dec 6, 2018 06:34 PM)?Nespresso Wrote: [\[CITE\]](#) only the fake body is patched

Only fake body... but... hm..... ?

?Nespresso - December 7, 2018, 8:18 am

(Dec 7, 2018 02:47 AM)mrtrademaster Wrote: [\[CITE\]](#) Only fake body... but... hm..... ?
basically an 'fake' angle, which is the characters 'real' angle 180 degrees turned. youll see it but it wont register damage.

eskimo1 - December 7, 2018, 8:40 am

(Dec 7, 2018 09:18 AM)?Nespresso Wrote: [\[CITE\]](#) basically an 'fake' angle, which is the characters 'real' angle 180 degrees turned. youll see it but it wont register damage.
Can you elaborate on "only fakebody has been patched"? What exactly did they change?

?Nespresso - December 7, 2018, 8:49 am

(Dec 7, 2018 09:40 AM)eskimo1 Wrote: [\[CITE\]](#) Can you elaborate on "only fakebody has been patched"? What exactly did they change?
the method to use fake angles have been patched, nothing else to it really.

Lunaticvhher - December 7, 2018, 9:07 am

they fixed packet choking. or maybe i am wrong since that way fakelag would be doomed as well?

?Nespresso - December 7, 2018, 9:31 am

(Dec 7, 2018 10:07 AM)Lunaticvhher Wrote: [\[CITE\]](#) they fixed packet choking. or maybe i am wrong since that way fakelag would be doomed as well?
fakelag works fine

eskimo1 - December 7, 2018, 10:43 am

(Dec 7, 2018 10:31 AM)?Nespresso Wrote: [\[CITE\]](#) fakelag works fine
OK, i looked into it.
The server seems to be updating animation every player tick, instead of just once per cmd batch

Rayner - December 8, 2018, 6:17 am

(Dec 7, 2018 11:43 AM)eskimo1 Wrote: [\[CITE\]](#) OK, i looked into it.
The server seems to be updating animation every player tick, instead of just once per cmd batch
Pretty much you don't need to "resolve" anymore.

SlowMehMo - December 9, 2018, 11:33 am

(Dec 8, 2018 07:17 AM)Rayner Wrote: [\[CITE\]](#) Pretty much you don't need to "resolve" anymore.
well, people are desynchronizing there angles now, im not sure how it is done, but basically, the method for fake angles are patched, we can still desynchronize our real angle to make mess with hit registration, so in that form, fake angles still exist, but not really, when someone is desyncing, i manually correct them at half right, because most ppl will desync to the right due to the fact that it puts your head further away from where it looks like your head is.

? ?

Eveline - December 9, 2018, 12:47 pm

Fake angles got patched. But skeet & aimware beta already got them back.

SIM-3970461 - December 9, 2018, 5:54 pm

works fine with me.
onetap p

cooldad22 - December 10, 2018, 2:20 am

(Dec 9, 2018 06:54 PM)Tazer Wrote: [\[CITE\]](#) works fine with me.
onetap p

could u get any more retarded

SIM-3970461 - December 14, 2018, 4:18 pm

(Dec 10, 2018 03:20 AM)cooldad22 Wrote: [\[CITE\]](#) could u get any more retarded
nn
lmk when u git gud

imi-tat0r - December 15, 2018, 6:38 am

If anything valve made it worse.

They used to animate a different tick than what they distributed to the other clients.

Now they animate multiple different ticks than what they distribute to the other clients.

Only thing that changed is how much you can desync your hitboxes but the issue of "doing hitreg with data the actual players never receive" hasn't been fixed