

Forum:[Hack Forums](#)

Thread: [\[Intermediate\] How to code a Aimbot \(Source\)](#)

CiataLearner - December 20, 2018, 1:06 pm

Hey, I am a pretty good Python Programmer and i little of C# i was wondering where do i get started on calculating where the mouse actually goes/ how to get the address of players in the game? (Using Assualy Cube) and should i be using a set language for the future [want to progress] ;

P>S I have written a couple of macros changing mos.pos but nothing fancy.
?

notjapanese - December 22, 2018, 1:27 pm

(Dec 20, 2018 02:06 PM)CiataLearner Wrote: [\[CITE\]](#) Hey, I am a pretty good Python Programmer and i little of C# i was wondering where do i get started on calculating where the mouse actually goes/ how to get the address of players in the game? (Using Assualy Cube) and should i be using a set language for the future [want to progress] ;

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I would try finding some source code for old aimbots and reviewing that, should be a good way to get started. I don't have a lot of experience in that particular field so that's probably your best bet.