

Forum:[Hack Forums](#)

Thread: [Which aim-assist do you use?](#)

Vassilios - March 31, 2019, 6:57 am

Looking for simple aim-assist for random servers, nothing high profile. I haven't played minecraft in a few years and it seems hectic right now, like people hitting me when I can't even reach them.

supercheese200 - March 31, 2019, 2:14 pm

I use a custom solution that is embedded in my mouse's firmware.

I plug my mouse via Thunderbolt 3, which supports both USB HID for mouse movement, and PCI-e for direct memory access. With this, I can read memory from the game process and report mouse movements accordingly.

I can make you a custom mouse for the low price of 2000 USD, provided you have a thunderbolt 3 connection to your PC.

Av?I?r - April 1, 2019, 8:06 pm

(Mar 31, 2019 02:14 PM)supercheese200 Wrote: [\[CITE\]](#) I use a custom solution that is embedded in my mouse's firmware.

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Bro hmu fam, \$2000? What a fucking steal.

Gildfesh - April 1, 2019, 8:36 pm

I use my mouse, hand and eyes to aim at my target with high precision. It even bypasses most anticheats!

b?xxy - April 1, 2019, 8:45 pm

(Mar 31, 2019 02:14 PM)supercheese200 Wrote: [\[CITE\]](#) I use a custom solution that is embedded in my mouse's firmware.

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\$2,000 for a game that no one even plays anymore?

Sounds like a good deal.

supercheese200 - April 2, 2019, 3:32 pm

(Apr 1, 2019 08:45 PM)b?xxy Wrote: [\[CITE\]](#) \$2,000 for a game that no one even plays anymore?
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I have firmware modules for Minecraft 1.7.10, Counter-Strike: Global Offensive (with league support), and Cities: Skylines.

Cryptic v7 - April 6, 2019, 3:46 am
spookycaspar
serenity
vape

OLOY - April 17, 2019, 6:35 am
(Apr 2, 2019 03:32 PM)supercheese200 Wrote: [\[CITE\]](#) I have firmware modules for Minecraft 1.7.10, Counter-Strike: Global Offensive (with league support), and Cities: Skylines.
who tf would need it for Cities: Skylines?

Jordin? - April 17, 2019, 10:08 am
(Apr 17, 2019 06:35 AM)OLOY Wrote: [\[CITE\]](#) who tf would need it for Cities: Skylines?
The pro scene for Cities: Skyline is extremely competitive. Anything that you can do to increase your actions per minute, even by as little as 1%, could be the difference between winning and losing.

netpulse - April 17, 2019, 12:40 pm
(Apr 17, 2019 10:08 AM)Jordin? Wrote: [\[CITE\]](#) The pro scene for Cities: Skyline is extremely competitive. Anything that you can do to increase your actions per minute, even by as little as 1%, could be the difference between winning and losing.
What pro scene?

int - April 17, 2019, 1:13 pm
(Apr 17, 2019 06:35 AM)OLOY Wrote: [\[CITE\]](#) who tf would need it for Cities: Skylines?
was literally thinking this, wtf is the point for cities: skyline

JimboSliice - May 1, 2019, 6:17 pm
(Apr 2, 2019 03:32 PM)supercheese200 Wrote: [\[CITE\]](#) I have firmware modules for Minecraft 1.7.10, Counter-Strike: Global Offensive (with league support), and Cities: Skylines.
Do you have any for Minecraft Alpha or Spore?

Av?!?r - May 9, 2019, 8:59 pm
Do you have aim assist for Planet Coaster??????