

Forum:[Hack Forums](#)

Thread: [Recoil Script in Games? / Help \](#)

hestemand123 - June 9, 2019, 2:33 pm

Hello.

I have a program that guns files with X, Y and makes a MouseEvent to be able to move the mouse when you shoot in games.

and my values are not that great.. does anyone have any idea of how i could get the values straight from the game or any other idea?

YouthInAsia - June 9, 2019, 2:38 pm

Depends on the game my dudette but listen skizzle gamizzles tendizzle have a 2d Vectorial lookAtThatShit method y'dig? Whichizzle usualizzle retrieved from that Viewpizzleport Matrix

shino - June 28, 2019, 7:22 am

(Jun 9, 2019 02:33 PM)hestemand123 Wrote: [\[CITE\]](#) Hello.

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I don't know what game you are talking about but I'm pretty sure that you will never find the correct values of the game.

For example if you take Counter Strike Global Offensive, all guns has the same pattern and after that you can make a recoil script. The problem is with PUBG, Rainbow, Battalion, (Fortnite i think) is that the games have a couple of different values. The M4 in PUBG cycles through different values (The gun never has the same recoil as in CSGO) And all big games now days are hiding the real values very well so its really hard to get them.

Hope you understand.

Mouse? - June 28, 2019, 11:54 am

(Jun 9, 2019 02:38 PM)YouthInAsia Wrote: [\[CITE\]](#) Depends on the game my dudette but listen skizzle gamizzles tendizzle have a 2d Vectorial lookAtThatShit method y'dig? Whichizzle usualizzle retrieved from that Viewpizzleport Matrix
H-....huh?

YouthInAsia - June 28, 2019, 3:21 pm

(Jun 28, 2019 11:54 AM)Mouse? Wrote: [\[CITE\]](#) H-....huh?
Know what I'm sayin' G?