

Forum:[Hack Forums](#)

Thread: [How do you code aimbot in games like fortnite, valorant?](#)

Splentix - September 24, 2023, 2:54 am

Hey guys, I just wanna have an overview in-short, how exactly is games aimbot even made, if you think about reverse engineering a game, theres like a 100 files of the game itself, what exactly are you gonna reverse and all, if someone can give an overview, that'd help me learn

Mr. Corleone - September 24, 2023, 5:40 am

The CS420 Game hacking course from # is an excellent beginners resource to learn.

I've done a little bit of game hacking a while ago, so my explanation is likely wrong in some details: Aimbot works by getting the Viewport co-ordinates from the local player (which is you) . You might ask what is viewport?

If you got a map in valorant, the world map co-ordinates are relative to the entire map. So XYZ 0,0,0 could be a random

spot on the map. Viewport co-ordinates are the map co-ordinates relative to the player's screen.

If you are a player, and you are looking/aiming at a door for example, the co-ordinates could be 125, 45, 1.

But if you are standing somewhere else looking at the SAME door, the co-ordinates could be 150, 90, 1.

So how could the co-ordinates of the door be different? Like I said, it's all relative to where the player is standing.

If you know at which memory address the viewport co-ordinates of your character is (local player), and you know

in which memory address all the pointers are to every other player in a live game, you can make a loop in c++ for example to

loop through every players' co-ordinate. At this point you know 1. your own co-ordinates and 2. the co-ordinates of every

other player in the map relative to you. The next thing to do is use a mathematical function to calculate the difference between

where YOU are aiming, and where the enemy player's are. There are ready-made functions you can use to accomplish this calculation.

I've left out a lot, such as vectors and stuff. If you want truly get good at this stuff, I'd start learning the basics with AssaultCube. Learning to reverse using old games without anticheat is #1 way to learn. Once you master the basics of game hacking, reversing, c++ on assaultcube, you 'technically' know enough to make cheats for valorant and fortnite. But after the basics,

you can start getting into more advanced topics such as anti-cheats, code caves, how HWID works, and work your way up.

Word of advice: Getting into game hacking purely just to create hacks will most likely make you quit. Making cheats for games requires a lot of effort and knowledge in many different things and tools. Unless you TRULY enjoy the learning process and already know a thing or two about either reversing, c++, assembly or whatever,

I wouldn't recommend starting for the sole purpose of wanting to create c00l 1337 hacks.

Splentix - September 24, 2023, 11:46 pm

This is a lot of good infos, thanks for all this, I will checkout the guide you mentioned