

When Aim Assist became a 'Legal Hack' in Call of Duty: Warzone

No need to invest in a terrible PC gamers can still experience the survival mode Warzone and 'kill chicken' extremely comfortable with the full mouse button on the console.

After only 24 hours of the official launch of gamers, the Warzone survival mode in **Call of Duty: Modern Warfare 2019** immediately became a global craze, and broke the record for the number of players with terrible numbers (6). million players). In addition to good optimization, graphics that are superior to PUBG as well as learning and promoting the most successful essences of Fornite and Apex Legends, Warzone is predicted to be the silver arrow that ends the survival games. It is impossible to transform at this time even though this survival mode is still in the testing phase.



However, along with the cross platform expansion of the multi-platform game mode, the Warzone survival mode also revealed many of the holes in the console game. And if not cleverly handled these small holes can still tear at any time, even seriously affecting game balance. More significantly, there are currently a number of Vietnamese gamers who are quite clever and take advantage of this vulnerability right at some **PlayStation 4** service providers .

Connect Keyboard and Mouse to survive on the console

In the introduction of Warzone mode, I mentioned the possibility of imbalance on the Console when gamers use the mouse and keyboard peripheral connection, and to verify this, we asked Mr. LTH to Wakanda Playstation store supports verification. The results were not so surprising when the survival matches proved easier than this setup.



Weevil did a small test

With the Playstation 4, gamers have been supported with the 'Aim Assist' mechanism to be able to aim and balance better than the mouse button action of PC gamers. However, although the mechanism has been minimized even now it only works when aimed at close range, but that is more than enough to increase the chances of winning the game. Console players use the mouse and key.

The most obvious is in the duel battle in Gulag prison to win the right to return to the Warzone battlefield, 80% chance of winning will come to the gunmen using peripherals + 'Aim Assist'.

Is using a peripheral device on the Console really reasonable?

Basically taking advantage of the 'Aim Assist' mechanism which does not violate nor affects the multi-platform connection matches in Call of Duty. But if gamers are more observant and turn off the 'Cross Play' mode in the options section to eliminate hard PC fighters, this is a completely different story.



Call of Duty Warzone - Overwhelmed by the vast battlefield of high quality

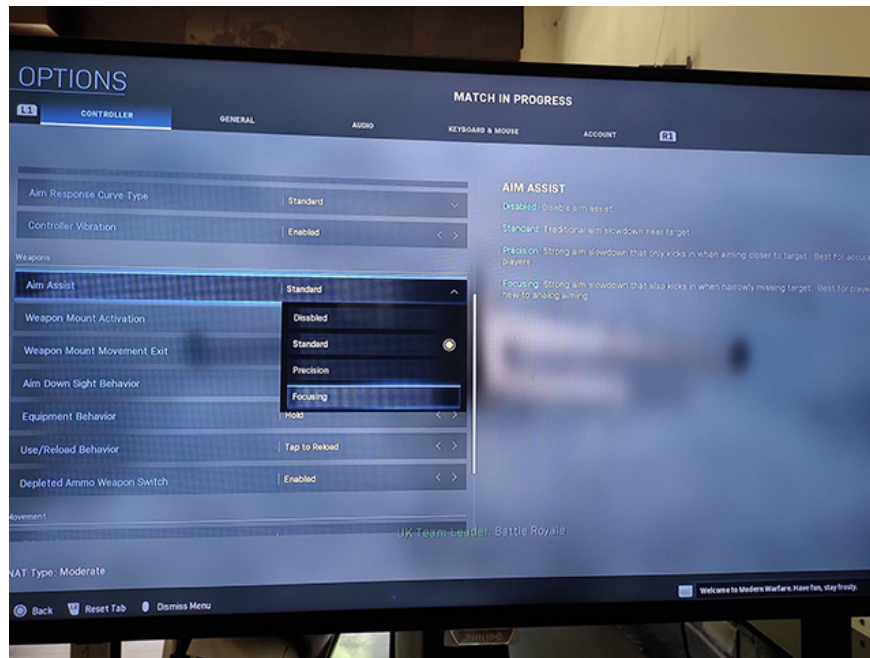
For gamers who are new to Call of Duty Modern Warfare 2019, the free Battle Royale mode called Warzone is not an easy challenge.

Not only can increasing the winning rate using a combination of many peripherals partly makes gamers question the balance of Call of Duty. Not only with the Warzone mode in Modern Warfare 2019, Activision's younger brother Call of Duty Mobile also encountered the same situation when games on mobile systems that prioritize surfing, some hardware developers favor. Firstly, we develop a series of technology toys to turn Gaming Phone into a PC to help gamers play like the ROG Phone, Black Shark kits .

Not only does this create a bad precedent for adding 'top 1' win rates to 'conditioned' gamers with supportive toys, but it also creates more opportunities for hackers to take advantage and bring the 'Bypass' software aimed at bypassing the developer.

Epilogue:

Perhaps it is past the time when gamers gained the advantage by paying a lot of money into plowing role-playing games like Vo Lam Truyen Ky, Lineage 2 . But obviously with shooters especially when you have to survive on the platform Console, Mobile, . then balance is the most important factor.



And there really has been a new flow of opinion that this advantage is completely valid because . nothing to interfere with the game code at all. This victory is considered a gear advantage and it is widely accepted that a gamer with a good keyboard will have an advantage over a gamer. However, with Aim Assist mode with a mouse key like this, this can be considered as a 'hack Aim' legally provided by Activision itself.

It is still too early to talk about the balance when Warzone has just launched the test, but whether this can be considered as a warning bell for the full support technology toys will gradually replace the skills training and reflexes of shooting game or not?

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