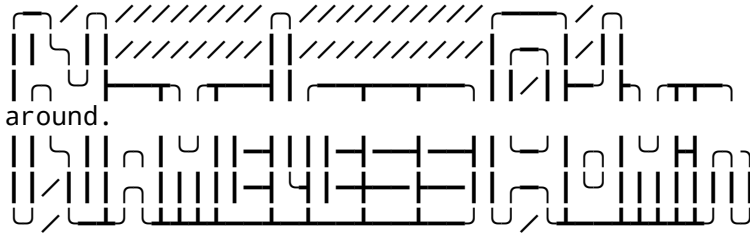


--[[



around.

Welcome to the Nameless Admin source, feel free to take a look

Enjoy.

--]]

```
-- Waits until game is loaded
```

```
local game = game
```

```
local GetService = game.GetService
```

```
if (not game.IsLoaded(game)) then
```

```
local Loaded = game.Loaded
```

```
Loaded.Wait(Loaded);
```

```
wait(1.5)
```

end

```
-- Notification library
```

```
local Notification =
```

```
loadstring(game:HttpGet("https://raw.githubusercontent.com/FilteringEnabled/FE/main/notificationtest"))();
```

```
local Notify = Notification.Notify;
```

```
Notify({
```

```
Description = "Happy New Years!";
```

```
Title = "NA";
```

```
Duration = 5;
```

});

```
-- Custom file functions checker checker
```

```
local CustomFunctionSupport = isfile and isfolder and writefile and readfile and listfiles
```

```
local FileSupport = isfile and isfolder and writefile and readfile
```

```
-- Creates folder & files for Prefix & Plugins
```

```
if FileSupport then
```

```
if not isfolder('Nameless-Admin') then
```

```
makefolder('Nameless-Admin')
```

end

```
if not isfolder('Nameless-Admin/Plugins') then
```

```
makefolder('Nameless-Admin/Plugins')
```

end

```
if not isfile("Nameless-Admin/Prefix.txt") then
```

```
writefile("Nameless-Admin/Prefix.txt", ';')
```

```

else
end
end

-- [[ PREFIX AND OTHER STUFF. ]] --
local opt = {
    prefix = readfile("Nameless-Admin/Prefix.txt", ';'), -- If player's executor has the custom file function support
it reads the prefix file to get prefix
    tupleSeparator = ',', -- ;ff me,others,all | ;ff me/others/all
    ui = {
        -- never did anything with this

    },
    keybinds = {
        -- never did anything with this

    },
}

-- [[ Version ]] --
currentversion = 1.13

--[[ VARIABLES ]]-
PlaceId, JobId = game.PlaceId, game.JobId
local Players = game.GetService("Players")
local UserInputService = game.GetService("UserInputService")
local TweenService = game.GetService("TweenService")
local RunService = game.GetService("RunService")
local TeleportService = game.GetService("TeleportService")
local RunService2 = game.FindService("RunService")
local StarterGui = game.GetService("StarterGui")
local SoundService = game.GetService("SoundService")
sethidden = sethiddenproperty or set_hidden_property or set_hidden_prop
local Player = game.Players.LocalPlayer
local IYLOADED = false -- This is used for the ;iy command that executes infinite yield commands using this admin command
script (BTW)
local Humanoid = Character and Character:FindFirstChildWhichIsA("Humanoid") or false
local Character = game.Players.LocalPlayer.Character
local Clicked = true
_G.Spam = false
--[[ FOR LOOP COMMANDS ]]-
view = false
anniblockspam = false
control = false
Fakelag = false
Loopvoid = false
Loopkill = false
Loopbring = false
Loopbanish = false
Loopvoid = false
Loopcuff = false

```

```

loopgrab = false
Loopstand = false
Loopornado = false
Loopmute = false
Loopglitch = false
Watch = false
local Admin = {}

-- [[ HAT ORBIT (PATCHED IN MOST GAMES) ]]
local Offset = 10
local Rotation = 0
local Speed = 1
local Height = 2

local EditingPos = false

local Power = 50000
local Damping = 500

local Mode = 1

local NormalSpin = true

--[[ Some more variables ]]-

local localPlayer = Players.LocalPlayer
local LocalPlayer = Players.LocalPlayer
local character = localPlayer.Character
local mouse = localPlayer.GetMouse()
local camera = workspace.CurrentCamera
local camtype = camera.CameraType
local Commands, Aliases = {}, {}
player,plr,lp = localPlayer, localPlayer, localPlayer, localPlayer

localPlayer.CharacterAdded:Connect(function(c)
    character = c
end)

local bringc = {}

--[[ COMMAND FUNCTIONS ]]-
commandcount = 0
cmd = {}
cmd.add = function(...)
    local vars = {...}
    local aliases, info, func = vars[1], vars[2], vars[3]
    for i, cmdName in pairs(aliases) do
        if i == 1 then

```

```

        Commands[cmdName:lower()] = {func, info}
    else
        Aliases[cmdName:lower()] = {func, info}
    end
end
commandcount = commandcount + 1
end

cmd.run = function(args)
    local caller, arguments = args[1], args; table.remove(args, 1);
    local success, msg = pcall(function()
        if Commands[caller:lower()] then
            Commands[caller:lower()][1](unpack(arguments))
        elseif Aliases[caller:lower()] then
            Aliases[caller:lower()][1](unpack(arguments))
        end
    end)
    if not success then
        end
end

--[[ LIBRARY FUNCTIONS ]]--
lib = {}
lib.wrap = function(f)
    return coroutine.wrap(f)()
end

wrap = lib.wrap

local wait = function(int)
    if not int then int = 0 end
    local t = tick()
    repeat
        RunService.Heartbeat:Wait(0)
    until (tick() - t) >= int
    return (tick() - t), t
end

function r15(plr)
    if game.Players.LocalPlayer.Character:FindFirstChildOfClass('Humanoid').RigType ==
Enum.HumanoidRigType.R15 then
        return true
    end
end

function getRoot(character)
    local root = game.Players.LocalPlayer.Character:FindFirstChild('HumanoidRootPart') or
game.Players.LocalPlayer.Character:FindFirstChild('Torso') or
game.Players.LocalPlayer.Character:FindFirstChild('UpperTorso')

```

```

        return root
end

-- [[ FUNCTION TO GET A PLAYER ]] --
local getPlr = function(Name)
    if Name:lower() == "random" then
        return Players:GetPlayers()[math.random(#Players:GetPlayers())]
    else
        Name = Name:lower():gsub("%s", "")
        for _, x in next, Players:GetPlayers() do
            if x.Name:lower():match(Name) then
                return x
            elseif x.DisplayName:lower():match("^" .. Name) then
                return x
            end
        end
    end
end

end

-- [[ MORE VARIABLES ]] --
plr = game.Players.LocalPlayer
COREGUI = game:GetService("CoreGui")
speaker = game.Players.LocalPlayer
char = plr.Character
RunService = game:GetService("RunService")

game:GetService('RunService').Stepped:connect(function()
    if anniblockspam then
        game.workspace.Tools.Chest_Invisibility_Cloak.Part.CFrame =
CFrame.new(game.Players.LocalPlayer.Character.HumanoidRootPart.Position)

        if game.Players.LocalPlayer.Backpack:FindFirstChild("InvisibilityCloak") then
            game.Players.LocalPlayer.Character.Humanoid:EquipTool(game.Players.LocalPlayer.Backpack.InvisibilityCloak)
        end

        for i,v in pairs(game.Players.LocalPlayer.Character:GetChildren()) do
            if (v:IsA("Tool")) then
                v.Handle.Mesh:Destroy()
            end
        end

        for i,v in pairs(game.Players.LocalPlayer.Character:GetChildren()) do
            if (v:IsA("Tool")) then
                v.Parent = workspace
            end
        end

    end
end)

```

```

function mobilefly(speed)
    local controlModule =
require(game.Players.LocalPlayer.PlayerScripts.WaitForChild('PlayerModule'):WaitForChild("ControlModule"))
    local bv = Instance.new("BodyVelocity")
    bv.Name = "VelocityHandler"
    bv.Parent = game.Players.LocalPlayer.Character.HumanoidRootPart
    bv.MaxForce = Vector3.new(0,0,0)
    bv.Velocity = Vector3.new(0,0,0)

    local bg = Instance.new("BodyGyro")
    bg.Name = "GyroHandler"
    bg.Parent = game.Players.LocalPlayer.Character.HumanoidRootPart
    bg.MaxTorque = Vector3.new(9e9,9e9,9e9)
    bg.P = 1000
    bg.D = 50

    local Signal1
    Signal1 = game.Players.LocalPlayer.CharacterAdded:Connect(function(NewChar)
    local bv = Instance.new("BodyVelocity")
    bv.Name = "VelocityHandler"
    bv.Parent = NewChar:WaitForChild("Humanoid").RootPart
    bv.MaxForce = Vector3.new(0,0,0)
    bv.Velocity = Vector3.new(0,0,0)

    local bg = Instance.new("BodyGyro")
    bg.Name = "GyroHandler"
    bg.Parent = NewChar:WaitForChild("Humanoid").HumanoidRootPart
    bg.MaxTorque = Vector3.new(9e9,9e9,9e9)
    bg.P = 1000
    bg.D = 50
    end)

    local camera = game.Workspace.CurrentCamera

    local Signal2
    Signal2 = game:GetService("RunService").RenderStepped:Connect(function()
    if game.Players.LocalPlayer.Character and game.Players.LocalPlayer.Character:FindFirstChildOfClass("Humanoid") and
game.Players.LocalPlayer.Character.Humanoid.RootPart and
game.Players.LocalPlayer.Character.HumanoidRootPart:FindFirstChild("VelocityHandler") and
game.Players.LocalPlayer.Character.HumanoidRootPart:FindFirstChild("GyroHandler") then

        game.Players.LocalPlayer.Character.HumanoidRootPart.VelocityHandler.MaxForce = Vector3.new(9e9,9e9,9e9)
        game.Players.LocalPlayer.Character.HumanoidRootPart.GyroHandler.MaxTorque = Vector3.new(9e9,9e9,9e9)
        game.Players.LocalPlayer.Character.Humanoid.PlatformStand = true

        game.Players.LocalPlayer.Character.HumanoidRootPart.GyroHandler.CFrame = camera.CoordinateFrame
        local direction = controlModule:GetMoveVector()
        game.Players.LocalPlayer.Character.HumanoidRootPart.VelocityHandler.Velocity = Vector3.new()

```

```

        if direction.X > 0 then
            game.Players.LocalPlayer.Character.HumanoidRootPart.VelocityHandler.Velocity =
game.Players.LocalPlayer.Character.HumanoidRootPart.VelocityHandler.Velocity + camera.CFrame.RightVector*
(direction.X*speed)
        end
        if direction.X < 0 then
            game.Players.LocalPlayer.Character.HumanoidRootPart.VelocityHandler.Velocity =
game.Players.LocalPlayer.Character.HumanoidRootPart.VelocityHandler.Velocity + camera.CFrame.RightVector*
(direction.X*speed)
        end
        if direction.Z > 0 then
            game.Players.LocalPlayer.Character.HumanoidRootPart.VelocityHandler.Velocity =
game.Players.LocalPlayer.Character.HumanoidRootPart.VelocityHandler.Velocity - camera.CFrame.LookVector*(direction.Z*speed)
        end
        if direction.Z < 0 then
            game.Players.LocalPlayer.Character.HumanoidRootPart.VelocityHandler.Velocity =
game.Players.LocalPlayer.Character.HumanoidRootPart.VelocityHandler.Velocity - camera.CFrame.LookVector*(direction.Z*speed)
        end
        end
    end

    function unmobilefly()
        game.Players.LocalPlayer.Character.HumanoidRootPart.VelocityHandler:Destroy()
        game.Players.LocalPlayer.Character.HumanoidRootPart.GyroHandler:Destroy()
        game.Players.LocalPlayer.Character.Humanoid.PlatformStand = false
        Signal1:Disconnect()
        Signal2:Disconnect()
    end

    function x(v)
        if v then
            for _,i in pairs(workspace:GetDescendants()) do
                if i:IsA("BasePart") and not i.Parent:FindFirstChild("Humanoid") and not
i.Parent.Parent:FindFirstChild("Humanoid") then
                    i.LocalTransparencyModifier = 0.5
                end
            end
        else
            for _,i in pairs(workspace:GetDescendants()) do
                if i:IsA("BasePart") and not i.Parent:FindFirstChild("Humanoid") and not
i.Parent.Parent:FindFirstChild("Humanoid") then
                    i.LocalTransparencyModifier = 0
                end
            end
        end
    end

    local function getChar()

```

```

        return game.Players.LocalPlayer.Character
end

local function getBp()
    return game.Players.LocalPlayer.Backpack
end

local cmdlp = game.Players.LocalPlayer

plr = cmdlp

workspace = game.workspace

cmdm = plr:GetMouse()

function sFLY(vfly)
    FLYING = false
    speedofthefly = 10
    speedofthevfly = 10
    while not cmdlp or not cmdlp.Character or not cmdlp.Character:FindFirstChild('HumanoidRootPart') or not
cmdlp.Character:FindFirstChild('Humanoid') or not cmdm do
        wait()
    end
    local T = cmdlp.Character.HumanoidRootPart
    local CONTROL = {F = 0, B = 0, L = 0, R = 0, Q = 0, E = 0}
    local lCONTROL = {F = 0, B = 0, L = 0, R = 0, Q = 0, E = 0}
    local SPEED = 0
    local function FLY()
        FLYING = true
        local BG = Instance.new('BodyGyro', T)
        local BV = Instance.new('BodyVelocity', T)
        BG.P = 9e4
        BG.maxTorque = Vector3.new(9e9, 9e9, 9e9)
        BG.cframe = T.CFrame
        BV.velocity = Vector3.new(0, 0, 0)
        BV.maxForce = Vector3.new(9e9, 9e9, 9e9)
        spawn(function()
            while FLYING do
                if not vfly then
                    cmdlp.Character:FindFirstChild("Humanoid").PlatformStand = true
                end
                if CONTROL.L + CONTROL.R ~= 0 or CONTROL.F + CONTROL.B ~= 0 or CONTROL.Q + CONTROL.E ~= 0
then
                    SPEED = 50
                elseif not (CONTROL.L + CONTROL.R ~= 0 or CONTROL.F + CONTROL.B ~= 0 or CONTROL.Q +
CONTROL.E ~= 0) and SPEED ~= 0 then
                    SPEED = 0
                end
                if (CONTROL.L + CONTROL.R) ~= 0 or (CONTROL.F + CONTROL.B) ~= 0 or (CONTROL.Q + CONTROL.E)

```



```

~= 0 then
    BV.velocity = ((workspace.CurrentCamera.CoordinateFrame.lookVector * (CONTROL.F +
CONTROL.B)) + ((workspace.CurrentCamera.CoordinateFrame * CFrame.new(CONTROL.L + CONTROL.R, (CONTROL.F + CONTROL.B +
CONTROL.Q + CONTROL.E) * 0.2, 0).p) - workspace.CurrentCamera.CoordinateFrame.p)) * SPEED
    lCONTROL = {F = CONTROL.F, B = CONTROL.B, L = CONTROL.L, R = CONTROL.R}
    elseif (CONTROL.L + CONTROL.R) == 0 and (CONTROL.F + CONTROL.B) == 0 and (CONTROL.Q +
CONTROL.E) == 0 and SPEED ~= 0 then
        BV.velocity = ((workspace.CurrentCamera.CoordinateFrame.lookVector * (lCONTROL.F +
lCONTROL.B)) + ((workspace.CurrentCamera.CoordinateFrame * CFrame.new(lCONTROL.L + lCONTROL.R, (lCONTROL.F + lCONTROL.B +
CONTROL.Q + CONTROL.E) * 0.2, 0).p) - workspace.CurrentCamera.CoordinateFrame.p)) * SPEED
    else
        BV.velocity = Vector3.new(0, 0, 0)
    end
    BG.cframe = workspace.CurrentCamera.CoordinateFrame
    wait()
end
CONTROL = {F = 0, B = 0, L = 0, R = 0, Q = 0, E = 0}
lCONTROL = {F = 0, B = 0, L = 0, R = 0, Q = 0, E = 0}
SPEED = 0
BG:destroy()
BV:destroy()
cmdlp.Character.Humanoid.PlatformStand = false
end)
end
cmdm.KeyDown:connect(function(KEY)
    if KEY:lower() == 'w' then
        if vfly then
            CONTROL.F = speedofthefly
        else
            CONTROL.F = speedofthefly
        end
    elseif KEY:lower() == 's' then
        if vfly then
            CONTROL.B = - speedofthefly
        else
            CONTROL.B = - speedofthefly
        end
    elseif KEY:lower() == 'a' then
        if vfly then
            CONTROL.L = - speedofthefly
        else
            CONTROL.L = - speedofthefly
        end
    elseif KEY:lower() == 'd' then
        if vfly then
            CONTROL.R = speedofthefly
        else
            CONTROL.R = speedofthefly
        end
    end
end)

```

```

        elseif KEY:lower() == 'y' then
            if vfly then
                CONTROL.Q = speedofthefly*2
            else
                CONTROL.Q = speedofthefly*2
            end
        elseif KEY:lower() == 't' then
            if vfly then
                CONTROL.E = -speedofthefly*2
            else
                CONTROL.E = -speedofthefly*2
            end
        end
    end)
    cmdm.KeyUp:connect(function(KEY)
        if KEY:lower() == 'w' then
            CONTROL.F = 0
        elseif KEY:lower() == 's' then
            CONTROL.B = 0
        elseif KEY:lower() == 'a' then
            CONTROL.L = 0
        elseif KEY:lower() == 'd' then
            CONTROL.R = 0
        elseif KEY:lower() == 'y' then
            CONTROL.Q = 0
        elseif KEY:lower() == 't' then
            CONTROL.E = 0
        end
    end)
    FLY()
end

local tool = getBp():FindFirstChildOfClass("Tool") or getChar():FindFirstChildOfClass("Tool")

local function attachTool(tool,cf)
    for i,v in pairs(tool:GetDescendants()) do
        if not (v:IsA("BasePart") or v:IsA("Mesh") or v:IsA("SpecialMesh")) then
            v:Destroy()
        end
    end
end
wait()
game.Players.LocalPlayer.Character.Humanoid.Name = 1
local l = game.Players.LocalPlayer.Character["1"]:Clone()
l.Parent = game.Players.LocalPlayer.Character
l.Name = "Humanoid"

game.Players.LocalPlayer.Character["1"]:Destroy()
game.Workspace.CurrentCamera.CameraSubject = game.Players.LocalPlayer.Character

```

```

game.Players.LocalPlayer.Character.Animate.Disabled = true
wait()
game.Players.LocalPlayer.Character.Humanoid.DisplayDistanceType = "None"

tool.Parent = getChar()
end

local nc = false
local ncLoop
ncLoop = game:GetService("RunService").Stepped:Connect(function()
    if nc and getChar() ~= nil then
        for _, v in pairs(getChar():GetDescendants()) do
            if v:IsA("BasePart") and v.CanCollide == true then
                v.CanCollide = false
            end
        end
    end
end)

local netsleepTargets = {}
local nsLoop
nsLoop = game:GetService("RunService").Stepped:Connect(function()
    if #netsleepTargets == 0 then return end
    for i,v in pairs(netsleepTargets) do
        if v.Character then
            for i,v in pairs(v.Character:GetChildren()) do
                if v:IsA("BasePart") == false and v:IsA("Accessory") == false then continue end
                if v:IsA("BasePart") then
                    sethiddenproperty(v,"NetworkIsSleeping",true)
                elseif v:IsA("Accessory") and v:FindFirstChild("Handle") then
                    sethiddenproperty(v.Handle,"NetworkIsSleeping",true)
                end
            end
        end
    end
end)

function getTorso(x)
    x = x or game.Players.LocalPlayer.Character
    return x:FindFirstChild("Torso") or x:FindFirstChild("UpperTorso") or x:FindFirstChild("LowerTorso") or
x:FindFirstChild("HumanoidRootPart")
end

function getRoot(char)
    local rootPart = game.Players.LocalPlayer.Character:FindFirstChild('HumanoidRootPart') or
game.Players.LocalPlayer.Character:FindFirstChild('Torso') or
game.Players.LocalPlayer.Character:FindFirstChild('UpperTorso')
    return rootPart
end

```

```

local lp = game:GetService("Players").LocalPlayer

-- [[ LIB FUNCTIONS ]] --
lib.lock = function(instance, par)
    locks[instance] = true
    instance.Parent = par or instance.Parent
    instance.Name = "RightGrip"
end
lock = lib.lock
locks = {}

lib.find = function(t, v)      -- mmmmmm
    for i, e in pairs(t) do
        if i == v or e == v then
            return i
        end
    end
    return nil
end

lib.parseText = function(text, watch)
    local parsed = {}
    if not text then return nil end
    for arg in text:gmatch("[^" .. watch .. "]" + ")") do
        arg = arg:gsub("-", "%-")
        local pos = text:find(arg)
        arg = arg:gsub("%%", "")
        if pos then
            local find = text:sub(pos - opt.prefix:len(), pos - 1)
            if (find == opt.prefix and watch == opt.prefix) or watch ~= opt.prefix then
                table.insert(parsed, arg)
            end
        else
            table.insert(parsed, nil)
        end
    end
    return parsed
end

lib.parseCommand = function(text)
    wrap(function()
        local commands = lib.parseText(text, opt.prefix)
        for _, parsed in pairs(commands) do
            local args = {}
            for arg in parsed:gmatch("[^ ]+") do
                table.insert(args, arg)
            end
        end
    end)
end

```

```

                                cmd.run(args)
                        end
                end)
end

local connections = {}

lib.connect = function(name, connection)    -- no :(
    connections[name .. tostring(math.random(1000000, 9999999))] = connection
    return connection
end

lib.disconnect = function(name)
    for title, connection in pairs(connections) do
        if title:find(name) == 1 then
            connection:Disconnect()
        end
    end
end

end

m = math                -- prepare for annoying and unnecessary tool grip math
rad = m.rad
clamp = m.clamp
sin = m.sin
tan = m.tan
cos = m.cos

--[[ PLAYER FUNCTIONS ]]--
argument = {}
argument.getPlayers = function(str)
    local playerNames, players = lib.parseText(str, opt.tupleSeparator), {}
    for _, arg in pairs(playerNames or {"me"}) do
        arg = arg:lower()
        local playerList = Players:GetPlayers()
        if arg == "me" or arg == nil then
            table.insert(players, localPlayer)

        elseif arg == "all" then
            for _, plr in pairs(playerList) do
                table.insert(players, plr)
            end

        elseif arg == "others" then
            for _, plr in pairs(playerList) do
                if plr ~= localPlayer then
                    table.insert(players, plr)
                end
            end
        end
    end
end

```

```

elseif arg == "random" then
    table.insert(players, playerList[math.random(1, #playerList)])

elseif arg:find("%") == 1 then
    local teamName = arg:sub(2)
    for _, plr in pairs(playerList) do
        if tostring(plr.Team):lower():find(teamName) == 1 then
            table.insert(players, plr)
        end
    end
end

else
    for _, plr in pairs(playerList) do
        if plr.Name:lower():find(arg) == 1 or (plr.DisplayName and
plr.DisplayName:lower():find(arg) == 1) or (tostring(plr.UserId):lower():find(arg) == 1) then
            table.insert(players, plr)
        end
    end
end

end
return players
end

--[[ COMMANDS ]]-
cmd.add({"script", "ls", "s", "run"}, {"script <source> (ls, s, run)", "Run the code requested"}, function(source)
    loadstring(game:HttpGet(source))()
end)

cmd.add({"executor"}, {"executor", "Very simple executor"}, function()
    loadstring(game:HttpGet("https://raw.githubusercontent.com/FilteringEnabled/FE/main/executor"))()
end)

cmd.add({"scripthub"}, {"scripthub", "Thanks to scriptblox api"}, function()
    loadstring(game:HttpGet("https://raw.githubusercontent.com/FilteringEnabled/FE/main/ScriptHub"))()
end)

cmd.add({"stand"}, {"stand <player>", "Makes a player your stand"}, function(...)
    Username = (...)

    local target = getPlr(Username)
    local THumanoidPart
    local plrtorso
    local TargetCharacter = target.Character
    if TargetCharacter:FindFirstChild("Torso") then
        plrtorso = TargetCharacter.Torso
    elseif TargetCharacter:FindFirstChild("UpperTorso") then
        plrtorso = TargetCharacter.UpperTorso
    end
    local old = getChar().HumanoidRootPart.CFrame

```

```

        local tool = getBp():FindFirstChildOfClass("Tool") or getChar():FindFirstChildOfClass("Tool")
        if target == nil or tool == nil then return end
        local attWeld = attachTool(tool,CFrame.new(0,0,0))
        attachTool(tool,CFrame.new(0,0,0.2) * CFrame.Angles(math.rad(-90),0,0))
            tool.Grip = plrtorso.CFrame
    wait(0.07)
        tool.Grip = CFrame.new(0, 3, -1)
        firetouchinterest(target.Character.Humanoid.RootPart,tool.Handle,0)
        firetouchinterest(target.Character.Humanoid.RootPart,tool.Handle,1)
    wait(1.3)
end)

cmd.add({"valk"}, {"valk", "Only works on dollhouse"}, function()
repeat game.GetService("RunService").Stepped:wait()
until game:IsLoaded() and game.GetService("Players").LocalPlayer

pcall(function()
    local plr = game.GetService("Players").LocalPlayer
    local giver = workspace:WaitForChild("Valkyrie Helm giver")

    local head = plr.Character:WaitForChild("Head")
    firetouchinterest(head, giver, 0)

    plr.CharacterAdded:Connect(function(char)
        head = char:WaitForChild("Head")
        firetouchinterest(head, giver, 0)
    end)
end)
end)

cmd.add({"httpget", "hl", "get"}, {"httpget <url> (hl, get)", "Run the contents of a given URL"}, function(url)
    loadstring(game:HttpGet(url, true))()
end)

cmd.add({"resizechat", "rc"}, {"resizechat (rc)", "Makes chat resizable and draggable"}, function()
require(game.GetService("Chat").ClientChatModules.ChatSettings).WindowResizable = true
require(game.GetService("Chat").ClientChatModules.ChatSettings).WindowDraggable = true
end)

alreadyantilag = false
cmd.add({"lag"}, {"lag <player>", "Chat lag"}, function()

    local Message = "a"
    local Unicode = " "
    Message = Message .. Unicode:rep(200 - #Message)

    local SayMessageRequest = game.GetService("ReplicatedStorage"):FindFirstChild("SayMessageRequest", true)

        for i = 1, 7 do

```

```

        SayMessageRequest:FireServer(Message, "All")
    end

    if alreadyantilag == false then
        local Players = game:GetService("Players")

        local Player = Players.LocalPlayer
        local PlayerGui = Player.PlayerGui

        local Chat = PlayerGui:FindFirstChild("Chat")
        local MessageDisplay = Chat and Chat:FindFirstChild("Frame_MessageLogDisplay", true)
        local Scroller = MessageDisplay and MessageDisplay:FindFirstChild("Scroller")

        local Gsub = string.gsub
        local Lower = string.lower

        if not Scroller then return end

        for _, x in next, Scroller:GetChildren() do
            local MessageTextLabel = x:FindFirstChildWhichIsA("TextLabel")

            if MessageTextLabel then
                local Message = Gsub(MessageTextLabel.Text, "%s+", "")

                if Message:match(" ") then
                    x:Destroy()
                end
            end
        end

        local ChatAdded = Scroller.ChildAdded:Connect(function(x)
            local MessageTextLabel = x:FindFirstChildWhichIsA("TextLabel")
            local SenderTextButton = MessageTextLabel and
MessageTextLabel:FindFirstChildWhichIsA("TextButton")
            if MessageTextLabel and SenderTextButton then
                repeat task.wait() until not MessageTextLabel.Text:match("__+")
                local Message = Gsub(MessageTextLabel.Text, "%s+", "")

                if Message:match(" ") then
                    x:Destroy()
                end
            end
        end)
        alreadyantilag = true
    else
        end
end)

cmd.add({"plugins"}, {"plugins", "Check what kind of plugins you have, add plugins using a gui, delete a plugin."},

```



```

function()
    loadstring(game:HttpGet("https://raw.githubusercontent.com/FilteringEnabled/FE/main/NamelessAdminPlugin"))();
end)

cmd.add({"prefix"}, {"prefix <prefix>", "Changes the admin prefix"}, function(...)
    PrefixChange = (...)

    if PrefixChange == nil then
        Notify({
            Description = "Please enter a valid prefix";
            Title = "Nameless Admin";
            Duration = 5;
        });
    elseif PrefixChange == "p" or PrefixChange == "[" or PrefixChange == "P" then
        Notify({
            Description = "idk why but this prefix breaks changing the prefix so pick smthing else alr?";
            Title = "Nameless Admin";
            Duration = 5;
        });
    else
        opt.prefix = PrefixChange
        Notify({
            Description = "Prefix set to " .. PrefixChange .. "";
            Title = "Nameless Admin";
            Duration = 5;
        });
    end
end)

cmd.add({"saveprefix"}, {"saveprefix <prefix>", "Saves the prefix to what u want"}, function(...)
    PrefixChange = (...)

    if PrefixChange == nil then
        Notify({
            Description = "Please enter a valid prefix";
            Title = "Nameless Admin";
            Duration = 5;
        });
    elseif PrefixChange == "p" or PrefixChange == "[" or PrefixChange == "P" then
        Notify({
            Description = "idk why but this prefix breaks changing the prefix so pick smthing else alr?";
            Title = "Nameless Admin";
            Duration = 5;
        });
    else
        PrefixChange = PrefixChange
        Notify({
            Description = "Prefix saved to " .. PrefixChange .. "";
            Title = "Nameless Admin";
            Duration = 5;
        });
    end
end)

```

```

        });
    else
writefile("Nameless-Admin\\Prefix.txt", PrefixChange)
opt.prefix = PrefixChange
Notify({
Description = "Prefix saved to '" .. PrefixChange .. "'";
Title = "Nameless Admin";
Duration = 5;

});
end
end)

--[ UTILITY ]--

cmd.add({"chatlogs", "clogs"}, {"chatlogs (clogs)", "Open the chat logs"}, function()
    gui.chatlogs()
end)

cmd.add({"gotocampos", "tocampos", "tcp"}, {"gotocampos (tocampos, tcp)", "Teleports you to your camera position works
with free cam but freezes you"}, function()
    local player = game.Players.LocalPlayer
    local UserInputService = game:GetService("UserInputService")
    local function teleportPlayer()
        local character = player.Character or player.CharacterAdded:wait(1)
        local camera = game.Workspace.CurrentCamera
        local cameraPosition = camera.CFrame.Position
        character:SetPrimaryPartCFrame(CFrame.new(cameraPosition))
    end
        local camera = game.Workspace.CurrentCamera
        repeat wait() until camera.CFrame ~= CFrame.new()

        teleportPlayer()
    end)

cmd.add({"kanye"}, {"kanye", "Random kanye quote"}, function()
    local check = "https://api.kanye.rest/"
    local final = game:HttpGet(check)
    local final2 = string.gsub(final, "quote'", "")
    local final3 = string.gsub(final2, "[%{:%}%]", "")
    game.ReplicatedStorage.DefaultChatSystemChatEvents.SayMessageRequest:FireServer(final3.." - Kanye West",
'All')
end)

-- [[ HAT ORBIT COMMANDS ]] --
cmd.add({"hatorbit", "ho"}, {"hatorbit (ho)", "Hat orbit"}, function()
    -- [[ patched theres no point in using it ]] --
wait());

```

```

Notify({
Description = "Hat orbit loaded, if you wanna orbit other people type in the chat .orbit playername";
Title = "Nameless Admin";
Duration = 10;

});
    local LC = game.Players.LocalPlayer
local Name = LC.Name
local Char = LC.Character

local Humanoid = Char:FindFirstChildWhichIsA("Humanoid")
local Root = Humanoid.RootPart

local Accessories = Humanoid:GetAccessories()

local Target = Char
local TargetPos = Target.Humanoid.RootPart.Position

    function findName(pname)
        for i, v in ipairs(game.Players:GetPlayers()) do
            if pname then
                if string.match(v.Name:lower(), pname:lower()) or
string.match(v.Character.Humanoid.DisplayName:lower(), pname:lower()) then
                    return v.Name
                end
            else
                end
        end
    end

    function findChar(pname)
        return game.Players:FindFirstChild(findName(pname)).Character
    end

local hats = {}

if Target then
    -- Loop through each hat in the target player's character
    local character = Target
    for _, hat in ipairs(character:GetChildren()) do
        if hat:IsA("Accessory") then
            hats[#hats+1] = hat
        end
    end
end

local hatCount = #hats
if hatCount > 0 then
    local angle = math.pi * 2 / hatCount

```

```

-- Loop through each hat again to add bodyposition and move hats
for i, hat in ipairs(hats) do
    -- Add bodyposition to the handle and make it massless
    local handle = hat.Handle
    handle.AccessoryWeld:Remove()

    if handle then
        local bodyPosition = Instance.new("BodyPosition", handle)
        bodyPosition.MaxForce = Vector3.new(math.huge, math.huge, math.huge)
        bodyPosition.P = Power
        bodyPosition.D = Damping

        local bodyGyro = Instance.new("BodyGyro", handle)
        bodyGyro.MaxTorque = Vector3.new(math.huge, math.huge, math.huge)
        bodyGyro.P = Power
        bodyGyro.D = Damping

        -- Calculate position based on angle and Offset
        local x = math.sin(Rotation + angle * (i-1)) * Offset
        local z = math.cos(Rotation + angle * (i-1)) * Offset

        -- Set position of bodyposition
        bodyPosition.Position = TargetPos + Vector3.new(x, Height, z)
    end
end

-- Rotate hats around target player
local function myCoroutine()
    while wait(-9e999) do
        Rotation = Rotation + (Speed / 20)
        if Rotation >= math.pi * 2 then
            Rotation = 0
        end

        for i, hat in ipairs(hats) do
            local handle = hat.Handle
            local x = math.sin(Rotation + angle * (i-1)) * Offset
            local z = math.cos(Rotation + angle * (i-1)) * Offset

            handle.BodyPosition.P = Power
            handle.Velocity = Vector3.new(0, 5, 0)
            handle.Massless = true
            handle.CustomPhysicalProperties = PhysicalProperties.new(0, 0, 0, 0, 0)

            handle.BodyGyro.CFrame = CFrame.lookAt(handle.Position + Vector3.new(0,
handle.Position.Y, 0), Root.Position)

            if NormalSpin == true then
                handle.BodyPosition.Position = TargetPos + Vector3.new(x +

```

```

Target.Humanoid.MoveDirection.X, Height, z + Target.Humanoid.MoveDirection.Z)
    end

    if EditingPos == false then
        TargetPos = Target.Humanoid.RootPart.Position
    end
end
end

end

local myWrappedCoroutine = coroutine.wrap(myCoroutine)

myWrappedCoroutine()

end

function Mode2()
    if Mode == 2 then
        local Angle = math.pi * 2 / #hats -- number of hats in the circle

        function Loop()
            if Mode == 2 then
                -- Get the orientation of the root part
                local RootOrientation = Target.Humanoid.RootPart.CFrame -
Target.Humanoid.RootPart.Position

                local RootRotation = RootOrientation

                for i, Hat in ipairs(hats) do
                    local HatRotation = RootRotation.Y + Angle * (i - 1) + Speed *
tick()

                    local x = math.sin(HatRotation) * Offset
                    local z = math.cos(HatRotation) * Offset

                    local HatPos = TargetPos + RootOrientation * Vector3.new(x, z, -
Height)

                    Hat.Handle.BodyPosition.Position = HatPos
                end

                wait()
                Loop()
            end
        end

        Loop()

        for i, Hat in ipairs(hats) do
            local Handle = Hat.Handle

            Hat.Handle.BodyPosition.Position = TargetPos
        end
    end
end

```

```

    end
end

function Mode3()
    if Mode == 3 then
        for i = 1, #Accessories do
            Accessories[i].Handle.BodyPosition.Position = TargetPos + Vector3.new(0, Height,
0)
            wait(.1)
        end
        wait()
        Mode3()
    end
end

function Mode4 ()
    if Mode == 4 then
        if not LC:GetMouse().Target then else
            TargetPos = LC:GetMouse().Hit.Position
        end
        wait(-9e999)
        Mode4()
    end
end

function Mode5 ()
    local spiralPitch = 0
    local spiralAngle = 0

    function Loop ()
        if Mode == 5 then
            spiralAngle = spiralAngle + Speed / 300
            if spiralAngle >= math.pi * 10 then
                spiralAngle = 0
            end

            for i, hat in ipairs(hats) do
                local handle = hat.Handle
                if handle then
                    local x = math.sin(spiralAngle + i * spiralPitch) * (i * Offset /
8)
                    local y = i * (Height / 3)
                    local z = math.cos(spiralAngle + i * spiralPitch) * (i * Offset /
8)
                    handle.BodyPosition.Position = TargetPos - Vector3.new(0, 2, 0) +
Vector3.new(x, y, z)
                end
            end
        end
    end
end

```

```

        end
        spiralPitch += Speed / 70
        wait(-9e999)
        Loop()
    end

    Loop()
end

function Mode6 ()
    local stack1 = {}
    local stack2 = {}

    for i = 1, #Accessories do
        if i <= #Accessories / 2 then
            stack1[#stack1 + 1] = Accessories[i]
        else
            stack2[#stack2 + 1] = Accessories[i]
        end
    end

    function Loop()
        if Mode == 6 then
            local angle = tick() * Speed
            local x = math.sin(angle) * Offset
            local z = math.cos(angle) * Offset

            for i, v in ipairs(stack1) do
                v.Handle.BodyPosition.Position = TargetPos + Vector3.new(x, i+Height,-z)
            end

            for i, v in ipairs(stack2) do
                v.Handle.BodyPosition.Position = TargetPos + Vector3.new(-x, i+Height,z)
            end
            wait()
            Loop()
        end
    end

    Loop()
end

function Mode7()
    local stack1 = {}
    local stack2 = {}
    local stack3 = {}

    for i = 1, #Accessories do
        if i < #Accessories / 3 then

```

```

        stack1[#stack1 + 1] = Accessories[i]
elseif i < #Accessories / 3 * 2 or i == #Accessories then
    stack2[#stack2 + 1] = Accessories[i]
else
    stack3[#stack3 + 1] = Accessories[i]
end
end

function Loop()
    if Mode == 7 then
        local angle = tick() * Speed
        local x = math.sin(angle) * Offset
        local z = math.cos(angle) * Offset

        for i, v in ipairs(stack1) do
            v.Handle.BodyPosition.Position = TargetPos + Vector3.new(x, i+Height, -z)
        end

        for i, v in ipairs(stack2) do
            v.Handle.BodyPosition.Position = TargetPos + Vector3.new(x, i+Height, z)
        end

        for i, v in ipairs(stack3) do
            v.Handle.BodyPosition.Position = TargetPos + Vector3.new(-x, i+Height, -z)
        end
        wait()
        Loop()
    end
end

Loop()

end

function Mode8()
    if Mode == 8 then
        local forward = workspace.CurrentCamera.CFrame.LookVector
        local right = workspace.CurrentCamera.CFrame.RightVector
        local up = workspace.CurrentCamera.CFrame.UpVector
        local angle = math.pi * 2 / #hats * tick()

        for i, hat in ipairs(hats) do
            local handle = hat.Handle
            local x = right * (math.sin(angle * (i-1)) * Offset)
            local y = up * (math.cos(angle * (i-1)) * Offset)
            local z = forward * (Height+10)
            local pos = workspace.CurrentCamera.CFrame.LookVector + z + x + y
            local look = (workspace.CurrentCamera.CFrame.LookVector - pos).unit
        end
    end
end

```



```

        handle.BodyPosition.Position = pos + TargetPos + Vector3.new(0, 2, 0)
    end

    wait()
    Mode8()
end

end

function Mode9 ()
    local Left = {}
    local Right = {}

    for i, v in pairs(Accessories) do
        if (#Left < #Accessories / 2) then
            Left[#Left + 1] = v
        else
            Right[#Right + 1] = v
        end
    end

    end

    function Loop ()
        if Mode == 9 then
            for i, v in ipairs(Left) do
                local angle = tick() * Speed
                local x = math.sin(angle + i) * Offset
                local z = math.cos(angle + i) * Offset

                v.Handle.BodyPosition.Position = TargetPos + Vector3.new(x, Height, z)
            end

            for i, v in ipairs(Right) do
                local angle = tick() * Speed
                local x = math.sin(angle + i) * Offset
                local z = math.cos(angle + i) * Offset

                v.Handle.BodyPosition.Position = TargetPos + Vector3.new(z, Height, x)
            end

            wait()
            Loop()
        end
    end

    end

    Loop()

end

function Mode10 ()

```

```

local Left = {}
local Right = {}

for i, v in pairs(Accessories) do
    if (#Left < #Accessories / 2) then
        Left[#Left + 1] = v
    else
        Right[#Right + 1] = v
    end
end

end

function Loop ()
    if Mode == 10 then
        for i, v in ipairs(Left) do
            local angle = tick() * Speed
            local x = math.sin(angle + i) * Offset
            local z = math.cos(angle + i) * Offset

            v.Handle.BodyPosition.Position = TargetPos + Vector3.new(z, x + Height, -
x)

        end

        for i, v in ipairs(Right) do
            local angle = tick() * Speed
            local x = math.sin(angle + i) * Offset
            local z = math.cos(angle + i) * Offset

            v.Handle.BodyPosition.Position = TargetPos + Vector3.new(-x, x + Height, -
z)

        end
        wait()
        Loop()
    end
end

end

Loop()

end

function Mode11 ()
    local OldOffset = Offset

    local Circle1 = {}
    local Circle2 = {}
    for i, v in pairs(Accessories) do
        if (#Circle1 < #Accessories / 2) then
            Circle1[#Circle1 + 1] = v
        else
            Circle2[#Circle2 + 1] = v
        end
    end
end

```

```

        end
    end
end

function Loop ()
    if Mode == 11 then
        for i = 1, #Circle1 do
            local angle = tick() * Speed
            local x = -math.sin(angle + (i * angle)) * Offset
            local y = math.cos(angle) / 2 * OldOffset
            local z = math.cos(angle + (i * -angle)) * Offset

            Offset = math.sin(angle) / 2 * OldOffset

            local offset = CFrame.Angles(0, math.rad(
Target.Humanoid.RootPart.Orientation.Y), 0) * Vector3.new(x, Height+y, z)
            Circle1[i].Handle.BodyPosition.Position = TargetPos + offset
        end

        for i = 1, #Circle2 do
            local angle = tick() * Speed
            local x = -math.sin(angle + (i * angle)) * Offset
            local y = -math.cos(angle) / 2 * OldOffset
            local z = math.cos(angle + (i * angle)) * Offset

            Offset = math.sin(angle) / 2 * OldOffset

            local offset = CFrame.Angles(0,
math.rad(Target.Humanoid.RootPart.Orientation.Y), 0) * Vector3.new(x, Height+y, z)
            Circle2[i].Handle.BodyPosition.Position = TargetPos + offset
        end
        wait()
        Loop()
    end
end

Loop()

end

function Mode12 ()
    local Circle1 = {}
    local Circle2 = {}
    for i, v in pairs(Accessories) do
        if (#Circle1 < #Accessories / 2) then
            Circle1[#Circle1 + 1] = v
        else
            Circle2[#Circle2 + 1] = v
        end
    end
end
end

```

```

function Loop ()
    if Mode == 12 then
        for i = 1, #Circle1 do
            local angle = tick() * Speed
            local x = math.sin(angle + (i * 5)) * Offset
            local z = math.cos(angle + (i * 5)) * Offset
            local offset = CFrame.Angles(0,
math.rad(Target.Humanoid.RootPart.Orientation.Y), 0) * Vector3.new(x, Height, z)
            Circle1[i].Handle.BodyPosition.Position = TargetPos + offset
        end

        for i = 1, #Circle2 do
            local angle = tick() * Speed
            local x = math.sin(angle + (i * 5)) * Offset
            local z = math.cos(angle + (i * 5)) * Offset
            local offset = CFrame.Angles(0, math.rad(-
Target.Humanoid.RootPart.Orientation.Y), 0) * Vector3.new(x, Height + 2, z)
            Circle2[i].Handle.BodyPosition.Position = TargetPos + offset
        end
        wait()
        Loop()
    end

    end

    Loop()
end

function Mode13 ()
    local Circle1 = {}
    local Circle2 = {}
    for i, v in pairs(Accessories) do
        if (#Circle1 < #Accessories / 2) then
            Circle1[#Circle1 + 1] = v
        else
            Circle2[#Circle2 + 1] = v
        end
    end

    end

    function Loop ()
        if Mode == 13 then
            for i = 1, #Circle1 do
                local angle = tick() * Speed
                local x = math.sin(angle + (i * 5)) * Offset
                local z = math.cos(angle + (i * 5)) * Offset
                local offset = CFrame.Angles(0,
math.rad(Target.Humanoid.RootPart.Orientation.Y), 0) * Vector3.new(x + Offset * 2, Height, z)
                Circle1[i].Handle.BodyPosition.Position = TargetPos + offset
            end
        end
    end
end

```

```

        for i = 1, #Circle2 do
            local angle = tick() * Speed
            local x = math.sin(angle + (i * 5)) * Offset
            local z = math.cos(angle + (i * 5)) * Offset
            local offset = CFrame.Angles(0,
math.rad(Target.Humanoid.RootPart.Orientation.Y), 0) * Vector3.new(x - Offset * 2, Height, z)
            Circle2[i].Handle.BodyPosition.Position = TargetPos + offset
        end
        wait()
        Loop()
    end
end

    end
    Loop()
end

function Mode14 ()
    local Circle1 = {}
    local Circle2 = {}
    for i, v in pairs(Accessories) do
        if (#Circle1 < #Accessories / 2) then
            Circle1[#Circle1 + 1] = v
        else
            Circle2[#Circle2 + 1] = v
        end
    end
end

    function Loop ()
        if Mode == 14 then
            for i = 1, #Circle1 do
                local angle = tick() * Speed
                local x = math.sin(angle + (i * 5)) * Offset
                local z = math.cos(angle + (i * 5)) * Offset
                local offset = CFrame.Angles(0,
math.rad(Target.Humanoid.RootPart.Orientation.Y), 0) * Vector3.new(x + Offset * 2, Height, z)
                Circle1[i].Handle.BodyPosition.Position = TargetPos + offset
            end

            for i = 1, #Circle2 do
                local angle = tick() * Speed
                local x = math.sin(angle + (i * 5)) * Offset
                local z = math.cos(angle + (i * 5)) * Offset
                local offset = CFrame.Angles(0, math.rad(-
Target.Humanoid.RootPart.Orientation.Y), 0) * Vector3.new(x - Offset * 2, Height, z)
                Circle2[i].Handle.BodyPosition.Position = TargetPos + offset
            end
            wait()
            Loop()
        end
    end
end

```

```

        end
    end
    Loop()
end

function Mode15()
    Height = -1
    function Loop ()
        if Mode == 15 then
            for i = 1, #Accessories do
                local offset = CFrame.Angles(0,
math.rad(Target.Humanoid.RootPart.Orientation.Y), 0) * Vector3.new(0, Height, -i * Offset / 5)
                Accessories[i].Handle.BodyPosition.Position = TargetPos + offset
            end
            wait()
            Loop()
        end
    end
    Loop()
    wait()
end

function Mode16()
    local function Loop()
        if Mode == 16 then
            for i, v in pairs(Accessories) do
                local x = math.cos(math.random(1, 255) + (i + 1)) * Offset
                local z = math.sin(math.random(1, 255) + (i + 1)) * Offset

                local m = math.random(1, 13)
                if m == 1 then
                    v.Handle.BodyPosition.Position = TargetPos + Vector3.new(x,
Height, z)
                elseif m == 2 then
                    v.Handle.BodyPosition.Position = TargetPos + Vector3.new(z,
Height, x)
                elseif m == 3 then
                    v.Handle.BodyPosition.Position = TargetPos + Vector3.new(-x,
Height, z)
                elseif m == 4 then
                    v.Handle.BodyPosition.Position = TargetPos + Vector3.new(x,
Height, -z)
                elseif m == 5 then
                    v.Handle.BodyPosition.Position = TargetPos + Vector3.new(x, z, z)
                elseif m == 6 then
                    v.Handle.BodyPosition.Position = TargetPos + Vector3.new(x, x, z)
                elseif m == 7 then

```

```

        v.Handle.BodyPosition.Position = TargetPos + Vector3.new(-x, x, z)
elseif m == 8 then
    v.Handle.BodyPosition.Position = TargetPos + Vector3.new(x, -x, z)
elseif m == 9 then
    v.Handle.BodyPosition.Position = TargetPos + Vector3.new(x, x, -z)
elseif m == 10 then
    v.Handle.BodyPosition.Position = TargetPos + Vector3.new(-x, z, z)
elseif m == 11 then
    v.Handle.BodyPosition.Position = TargetPos + Vector3.new(x, -z, z)
elseif m == 12 then
    v.Handle.BodyPosition.Position = TargetPos + Vector3.new(x, z, -z)
elseif m == 13 then
    v.Handle.BodyPosition.Position = TargetPos + Vector3.new(z, z, z)
end
end
end
wait()
Loop()
end
end
Loop()
end

function Mode17()
    local OldOffset = Offset
    local OldHeight = Height

    local Circle1 = {}
    local Circle2 = {}
    for i, v in pairs(Accessories) do
        if (#Circle1 < #Accessories / 2) then
            Circle1[#Circle1 + 1] = v
        else
            Circle2[#Circle2 + 1] = v
        end
    end
end

function Loop ()
    if Mode == 17 then
        for i = 1, #Circle1 do
            local angle = tick() * Speed
            local x = math.sin(angle + (i * #hats)) * Offset
            local z = math.cos(angle + (i * #hats)) * Offset

            Offset = math.sin(angle) * OldOffset
            Height = math.cos(angle) * OldHeight

            Circle1[i].Handle.BodyPosition.Position = TargetPos + Vector3.new(x, -
Height, z)

```

```

        end

        for i = 1, #Circle2 do
            local angle = tick() * Speed+1
            local x = math.cos(angle + (i * #hats)) * Offset
            local z = math.sin(angle + (i * #hats)) * Offset

            Offset = math.sin(angle ) * OldOffset
            Height = math.cos(angle) * OldHeight

            Circle2[i].Handle.BodyPosition.Position = TargetPos + Vector3.new(x,
Height, z)

        end
        wait()
        Loop()
    end
end

end
Loop()
end

local connect = LC.Chatted:Connect(function(chat)
    local Split = chat:lower():split(" ")

    local C1 = Split[1]
    local C2 = Split[2]

    if C1 == ".mode" then
        Mode = tonumber(C2)
        if C2 == "1" then
            EditingPos = false
            NormalSpin = true
        elseif C2 == "2" then
            EditingPos = false
            NormalSpin = false
            Mode2()
        elseif C2 == "3" then
            EditingPos = false
            NormalSpin = false
            Mode3()
        elseif C2 == "4" then
            EditingPos = true
            NormalSpin = true
            Mode4()
        elseif C2 == "5" then
            EditingPos = false
            NormalSpin = false
            Mode5()
        elseif C2 == "6" then

```



```
        EditingPos = false
        NormalSpin = false
        Mode6()
elseif C2 == "7" then
    EditingPos = false
    NormalSpin = false
    Mode7()
elseif C2 == "8" then
    EditingPos = false
    NormalSpin = false
    Mode8()
elseif C2 == "9" then
    EditingPos = false
    NormalSpin = false
    Mode9()
elseif C2 == "10" then
    EditingPos = false
    NormalSpin = false
    Mode10()
elseif C2 == "11" then
    EditingPos = false
    NormalSpin = false
    Mode11()
elseif C2 == "12" then
    EditingPos = false
    NormalSpin = false
    Mode12()
elseif C2 == "13" then
    EditingPos = false
    NormalSpin = false
    Mode13()
elseif C2 == "14" then
    EditingPos = false
    NormalSpin = false
    Mode14()
elseif C2 == "15" then
    EditingPos = false
    NormalSpin = false
    Mode15()
elseif C2 == "16" then
    EditingPos = false
    NormalSpin = false
    Mode16()
elseif C2 == "17" then
    EditingPos = false
    NormalSpin = false
    Mode17()
end
```

```

elseif C1 == ".offset" then
    Offset = tonumber(C2)
elseif C1 == ".speed" then
    Speed = tonumber(C2)
elseif C1 == ".height" then
    Height = tonumber(C2)
elseif C1 == ".power" then
    Power = tonumber(C2)
elseif C1 == ".orbit" then
    if C2 == "me" then
        Target = Char
    elseif C2 == "random" then
        local randomPlayer = game.Players:GetPlayers()[math.random(1,
#game.Players:GetPlayers())]
        Target = randomPlayer.Character
    elseif C2 == "nearest" then
        local minDistance = math.huge
        for _, player in pairs(game.Players:GetPlayers()) do
            if player.Character and player.Character ~= Char then
                local distance = (player.Character.HumanoidRootPart.Position -
Char.HumanoidRootPart.Position).magnitude
                if distance < minDistance then
                    minDistance = distance
                    Target = player.Character
                end
            end
        end
    elseif C2 == "farthest" then
        local maxDistance = -math.huge
        for _, player in pairs(game.Players:GetPlayers()) do
            if player.Character and player.Character ~= Char then
                local distance = (player.Character.HumanoidRootPart.Position -
Char.HumanoidRootPart.Position).magnitude
                if distance > maxDistance then
                    maxDistance = distance
                    Target = player.Character
                end
            end
        end
    end
    Target = findChar(C2)
end
elseif C1 == ".blockhats" then
    for i, v in pairs(Accessories) do
        if v.Handle:FindFirstChild("Mesh") then
            v.Handle:FindFirstChild("Mesh"):Remove()
        else
            v.Handle:FindFirstChild("SpecialMesh"):Remove()
        end
    end
end

```

```

        end
    elseif C1 == ".cmds" then
        for i = 1, #Commands do
            print(Commands[i])
            wait()
        end
    end
end)

Humanoid.Died:Connect(function()
    connect:Disconnect()
end)

Root.CFrame += Vector3.new(0, 10, 0)
Root.Anchored = true
for i,v in next, game:GetService("Players").LocalPlayer.Character:GetDescendants() do if v:IsA("BasePart")
and v.Name ~= "HumanoidRootPart" then game:GetService("RunService").Heartbeat:connect(function() v.Velocity =
Vector3.new(-30, 0, 0) v.Massless = true end) end end
    wait(1)
    Root.Anchored = false
end)

cmd.add({"ospeed", "orbitspeed"}, {"orbitspeed <speed> (ospeed)", "Hat orbit command"}, function(...)
    Speed = tonumber(...)
end)

cmd.add({"omode", "orbitmode"}, {"orbitmode <1-17> (omode)", "Hat orbit command"}, function(...)
    Mode = tonumber(...)
    if (...) == "1" then
        EditingPos = false
        NormalSpin = true
    elseif (...) == "2" then
        EditingPos = false
        NormalSpin = false
        Mode2()
    elseif (...) == "3" then
        EditingPos = false
        NormalSpin = false
        Mode3()
    elseif (...) == "4" then
        EditingPos = true
        NormalSpin = true
        Mode4()
    elseif (...) == "5" then
        EditingPos = false
        NormalSpin = false
        Mode5()
    elseif (...) == "6" then
        EditingPos = false

```

```

        NormalSpin = false
        Mode6()
elseif (...) == "7" then
    EditingPos = false
    NormalSpin = false
    Mode7()
elseif (...) == "8" then
    EditingPos = false
    NormalSpin = false
    Mode8()
elseif (...) == "9" then
    EditingPos = false
    NormalSpin = false
    Mode9()
elseif (...) == "10" then
    EditingPos = false
    NormalSpin = false
    Mode10()
elseif (...) == "11" then
    EditingPos = false
    NormalSpin = false
    Mode11()
elseif (...) == "12" then
    EditingPos = false
    NormalSpin = false
    Mode12()
elseif (...) == "13" then
    EditingPos = false
    NormalSpin = false
    Mode13()
elseif (...) == "14" then
    EditingPos = false
    NormalSpin = false
    Mode14()
elseif (...) == "15" then
    EditingPos = false
    NormalSpin = false
    Mode15()
elseif (...) == "16" then
    EditingPos = false
    NormalSpin = false
    Mode16()
elseif (...) == "17" then
    EditingPos = false
    NormalSpin = false
    Mode17()
end

```

end)

```

cmd.add({"orbitpower", "opower"}, {"orbitpower <power> (opower)", "Hat orbit command"}, function(...)
    Power = tonumber(...)
end)

cmd.add({"orbitheight", "oheight"}, {"orbitheight <height> (oheight)", "Hat orbit command"}, function(...)
    Height = tonumber(...)
end)

cmd.add({"orbitoffset", "offset"}, {"orbitoffset <height> (offset)", "Hat orbit command"}, function(...)
    Offset = tonumber(...)
end)

cmd.add({"godmode", "god"}, {"godmode (god)", "Makes you unable to be killed"}, function()
    loadstring(game:HttpGet(('https://pastebin.com/raw/bbyuynM1'),true))()
end)

cmd.add({"clickfling", "mousefling"}, {"mousefling (clickfling)", "Fling a player by clicking them"}, function()
    local Players = game:GetService("Players")
    local Mouse = game:GetService("Players").LocalPlayer:GetMouse()

    Mouse.Button1Down:Connect(function()
        local Target = Mouse.Target
        if Target and Target.Parent and Target.Parent:IsA("Model") and
Players:GetPlayerFromCharacter(Target.Parent) then
            local PlayerName = Players:GetPlayerFromCharacter(Target.Parent).Name
            local player = game.Players.LocalPlayer
            local Targets = {PlayerName}

            local Players = game:GetService("Players")
            local Player = Players.LocalPlayer

            local AllBool = false

            local GetPlayer = function(Name)
                Name = Name:lower()
                if Name == "all" or Name == "others" then
                    AllBool = true
                    return
                elseif Name == "random" then
                    local GetPlayers = Players:GetPlayers()
                    if table.find(GetPlayers,Player) then table.remove(GetPlayers,table.find(GetPlayers,Player)) end
                    return GetPlayers[math.random(#GetPlayers)]
                elseif Name ~= "random" and Name ~= "all" and Name ~= "others" then
                    for _,x in next, Players:GetPlayers() do
                        if x ~= Player then
                            if x.Name:lower():match("^"..Name) then
                                return x;
                            elseif x.DisplayName:lower():match("^"..Name) then
                                return x;
                            end
                        end
                    end
                end
            end
        end
    end)
end)

```

```

end
end
end
else
    return
end
end
end

local Message = function(_Title, _Text, Time)
print(_Title)
print(_Text)
print(Time)
end

local SkidFling = function(TargetPlayer)
    local Character = Player.Character
    local Humanoid = Character and Character:FindFirstChildOfClass("Humanoid")
    local RootPart = Humanoid and Humanoid.RootPart

    local TCharacter = TargetPlayer.Character
    local THumanoid
    local TRootPart
    local THead
    local Accessory
    local Handle

    if TCharacter:FindFirstChildOfClass("Humanoid") then
        THumanoid = TCharacter:FindFirstChildOfClass("Humanoid")
    end
    if THumanoid and THumanoid.RootPart then
        TRootPart = THumanoid.RootPart
    end
    if TCharacter:FindFirstChild("Head") then
        THead = TCharacter.Head
    end
    if TCharacter:FindFirstChildOfClass("Accessory") then
        Accessory = TCharacter:FindFirstChildOfClass("Accessory")
    end
    if Accessory and Accessory:FindFirstChild("Handle") then
        Handle = Accessory.Handle
    end

    if Character and Humanoid and RootPart then
        if RootPart.Velocity.Magnitude < 50 then
            getgenv().OldPos = RootPart.CFrame
        end
        if THumanoid and THumanoid.Sit and not AllBool then
            end
            if THead then

```

```

        workspace.CurrentCamera.CameraSubject = THead
elseif not THead and Handle then
    workspace.CurrentCamera.CameraSubject = Handle
elseif THumanoid and TRootPart then
    workspace.CurrentCamera.CameraSubject = THumanoid
end
if not TCharacter:FindFirstChildWhichIsA("BasePart") then
    return
end

local FPos = function(BasePart, Pos, Ang)
    RootPart.CFrame = CFrame.new(BasePart.Position) * Pos * Ang
    Character:SetPrimaryPartCFrame(CFrame.new(BasePart.Position) * Pos * Ang)
    RootPart.Velocity = Vector3.new(9e7, 9e7 * 10, 9e7)
    RootPart.RotVelocity = Vector3.new(9e8, 9e8, 9e8)
end

local SFBBasePart = function(BasePart)
    local TimeToWait = 2
    local Time = tick()
    local Angle = 0

    repeat
        if RootPart and THumanoid then
            if BasePart.Velocity.Magnitude < 50 then
                Angle = Angle + 100

                FPos(BasePart, CFrame.new(0, 1.5, 0) + THumanoid.MoveDirection *
BasePart.Velocity.Magnitude / 1.25, CFrame.Angles(math.rad(Angle), 0, 0))
                task.wait()

                FPos(BasePart, CFrame.new(0, -1.5, 0) + THumanoid.MoveDirection *
BasePart.Velocity.Magnitude / 1.25, CFrame.Angles(math.rad(Angle), 0, 0))
                task.wait()

                FPos(BasePart, CFrame.new(2.25, 1.5, -2.25) +
THumanoid.MoveDirection * BasePart.Velocity.Magnitude / 1.25, CFrame.Angles(math.rad(Angle), 0, 0))
                task.wait()

                FPos(BasePart, CFrame.new(-2.25, -1.5, 2.25) +
THumanoid.MoveDirection * BasePart.Velocity.Magnitude / 1.25, CFrame.Angles(math.rad(Angle), 0, 0))
                task.wait()

                FPos(BasePart, CFrame.new(0, 1.5, 0) +
THumanoid.MoveDirection, CFrame.Angles(math.rad(Angle), 0, 0))
                task.wait()

                FPos(BasePart, CFrame.new(0, -1.5, 0) +
THumanoid.MoveDirection, CFrame.Angles(math.rad(Angle), 0, 0))

```

```

                                task.wait()
                                else
                                FPos(BasePart, CFrame.new(0, 1.5, THumanoid.WalkSpeed),
                                task.wait()
                                FPos(BasePart, CFrame.new(0, -1.5, -THumanoid.WalkSpeed),
                                task.wait()
                                FPos(BasePart, CFrame.new(0, 1.5, THumanoid.WalkSpeed),
                                task.wait()
                                FPos(BasePart, CFrame.new(0, 1.5, TRootPart.Velocity.Magnitude /
                                task.wait()
                                FPos(BasePart, CFrame.new(0, -1.5, -TRootPart.Velocity.Magnitude /
                                task.wait()
                                FPos(BasePart, CFrame.new(0, 1.5, TRootPart.Velocity.Magnitude /
                                task.wait()
                                FPos(BasePart, CFrame.new(0, -1.5, 0), CFrame.Angles(math.rad(90),
                                task.wait()
                                FPos(BasePart, CFrame.new(0, -1.5, 0), CFrame.Angles(0, 0, 0))
                                task.wait()
                                FPos(BasePart, CFrame.new(0, -1.5 ,0), CFrame.Angles(math.rad(-90),
                                task.wait()
                                FPos(BasePart, CFrame.new(0, -1.5, 0), CFrame.Angles(0, 0, 0))
                                task.wait()
                                end
                                else
                                break
                                end
                                until BasePart.Velocity.Magnitude > 500 or BasePart.Parent ~= TargetPlayer.Character or
                                TargetPlayer.Parent ~= Players or not TargetPlayer.Character == TCharacter or THumanoid.Sit or Humanoid.Health <= 0 or
                                tick() > Time + TimeToWait
                                end
                                workspace.FallenPartsDestroyHeight = 0/0

```



```

local BV = Instance.new("BodyVelocity")
BV.Name = "EpixVel"
BV.Parent = RootPart
BV.Velocity = Vector3.new(9e8, 9e8, 9e8)
BV.MaxForce = Vector3.new(1/0, 1/0, 1/0)

Humanoid:SetStateEnabled(Enum.HumanoidStateType.Seated, false)

if TRootPart and THead then
    if (TRootPart.CFrame.p - THead.CFrame.p).Magnitude > 5 then
        SFBBasePart(THead)
    else
        SFBBasePart(TRootPart)
    end
elseif TRootPart and not THead then
    SFBBasePart(TRootPart)
elseif not TRootPart and THead then
    SFBBasePart(THead)
elseif not TRootPart and not THead and Accessory and Handle then
    SFBBasePart(Handle)
else
    end

BV:Destroy()
Humanoid:SetStateEnabled(Enum.HumanoidStateType.Seated, true)
workspace.CurrentCamera.CameraSubject = Humanoid

repeat
    RootPart.CFrame = getgenv().OldPos * CFrame.new(0, .5, 0)
    Character:SetPrimaryPartCFrame(getgenv().OldPos * CFrame.new(0, .5, 0))
    Humanoid:ChangeState("GettingUp")
    table.foreach(Character:GetChildren(), function(_, x)
        if x:IsA("BasePart") then
            x.Velocity, x.RotVelocity = Vector3.new(), Vector3.new()
        end
    end)
    task.wait()
until (RootPart.Position - getgenv().OldPos.p).Magnitude < 25
workspace.FallenPartsDestroyHeight = getgenv().FPDH

else
end

end

getgenv().Welcome = true
if Targets[1] then for _,x in next, Targets do GetPlayer(x) end else return end

if AllBool then
    for _,x in next, Players:GetPlayers() do

```

```

        SkidFling(x)
    end
end

for _,x in next, Targets do
    if GetPlayer(x) and GetPlayer(x) ~= Player then
        if GetPlayer(x).UserId ~= 1414978355 then
            local TPlayer = GetPlayer(x)
            if TPlayer then
                SkidFling(TPlayer)
            end
        else
            end
        elseif not GetPlayer(x) and not AllBool then
            end
        end
    end
end)

end)

cmd.add({"ping"}, {"ping", "Shows your ping"}, function()
-- Gui to Lua
-- Version: 3.2

-- Instances:

local Ping = Instance.new("ScreenGui")
local Pingtext = Instance.new("TextLabel")
local UICorner = Instance.new("UICorner")
local UIAspectRatioConstraint = Instance.new("UIAspectRatioConstraint")

--Properties:

Ping.Name = "Ping"
Ping.Parent = game.Players.LocalPlayer:WaitForChild("PlayerGui")
Ping.ZIndexBehavior = Enum.ZIndexBehavior.Sibling
Ping.ResetOnSpawn = false

Pingtext.Name = "Pingtext"
Pingtext.Parent = Ping
Pingtext.BackgroundColor3 = Color3.fromRGB(12, 4, 20)
Pingtext.BackgroundTransparency = 0.140
Pingtext.Position = UDim2.new(0, 0, 0, 48)
Pingtext.Size = UDim2.new(0, 201, 0, 35)
Pingtext.Font = Enum.Font.SourceSans
Pingtext.Text = "FPS:"
Pingtext.TextColor3 = Color3.fromRGB(255, 255, 255)
Pingtext.TextScaled = true

```

```

Pingtext.TextSize = 14.000
Pingtext.TextWrapped = true

UICorner.CornerRadius = UDim.new(1, 0)
UICorner.Parent = Pingtext

UIAspectRatioConstraint.Parent = Pingtext
UIAspectRatioConstraint.AspectRatio = 5.743

local script = Instance.new('LocalScript', Pingtext)
local RunService = game:GetService("RunService")
RunService.RenderStepped:Connect(function(ping)
script.Parent.Text = ("Ping: " ..game:GetService("Stats").Network.ServerStatsItem["Data
Ping"]:GetValueString(math.round(2/ping))) -- your ping
end)

                                end)

                                cmd.add({"fps"}, {"fps", "Shows your fps"}, function()

-- Gui to Lua
-- Version: 3.2

-- Instances:

local Fps = Instance.new("ScreenGui")
local Fpstext = Instance.new("TextLabel")
local UICorner = Instance.new("UICorner")
local UIAspectRatioConstraint = Instance.new("UIAspectRatioConstraint")

--Properties:

Fps.Name = "Fps"
Fps.Parent = game.Players.LocalPlayer:WaitForChild("PlayerGui")
Fps.ZIndexBehavior = Enum.ZIndexBehavior.Sibling
Fps.ResetOnSpawn = false

Fpstext.Name = "Fpstext"
Fpstext.Parent = Fps
Fpstext.BackgroundColor3 = Color3.fromRGB(12, 4, 20)
Fpstext.BackgroundTransparency = 0.140
Fpstext.Position = UDim2.new(0, 0, 0, 6)
Fpstext.Size = UDim2.new(0, 201, 0, 35)
Fpstext.Font = Enum.Font.SourceSans
Fpstext.Text = "FPS:"
Fpstext.TextColor3 = Color3.fromRGB(255, 255, 255)
Fpstext.TextScaled = true
Fpstext.TextSize = 14.000
Fpstext.TextWrapped = true

```

```

UICorner.CornerRadius = UDim.new(1, 0)
UICorner.Parent = Fpstext

UIAspectRatioConstraint.Parent = Fpstext
UIAspectRatioConstraint.AspectRatio = 5.743

local script = Instance.new('LocalScript', Fpstext)
local RunService = game:GetService("RunService")
RunService.RenderStepped:Connect(function(frame)
script.Parent.Text = ("FPS: "..math.round(1/frame))
end)
end)

cmd.add({"commands", "cmds"}, {"commands (cmds)", "Open the command list"}, function()
gui.commands()
end)

cmd.add({"commandcount", "cc"}, {"commandcount (cc)", "Counts how many commands NA has"}, function()

Notify({
Description = "Nameless Admin currently has ".. commandcount .. " commands";
Title = "Nameless Admin";
Duration = 5;

});

end)

hiddenfling = false
cmd.add({"walkfling", "wfling"}, {"walkfling (wfling) [THANKS TO X]", "probably the best fling lol"}, function()
Notify({
Description = "Walkfling enabled";
Title = "Nameless Admin";
Duration = 5;

});

if game:GetService("ReplicatedStorage"):FindFirstChild("juisdfj0i32i0eidsuf0iok") then
hiddenfling = true
else
hiddenfling = true
detection = Instance.new("Decal")
detection.Name = "juisdfj0i32i0eidsuf0iok"
detection.Parent = game:GetService("ReplicatedStorage")
local function fling()
local hrp, c, vel, move1 = nil, nil, nil, 0.1
while true do
game:GetService("RunService").Heartbeat:Wait()
if hiddenfling then
local lp = game.Players.LocalPlayer
while hiddenfling and not (c and c.Parent and hrp and hrp.Parent) do

```

```

        game:GetService("RunService").Heartbeat:Wait()
        c = lp.Character
        hrp = c:FindFirstChild("HumanoidRootPart") or c:FindFirstChild("Torso") or
c:FindFirstChild("UpperTorso")
        end
        if hiddenfling then
            vel = hrp.Velocity
            hrp.Velocity = vel * 10000 + Vector3.new(0, 10000, 0)
            game:GetService("RunService").RenderStepped:Wait()
            if c and c.Parent and hrp and hrp.Parent then
                hrp.Velocity = vel
            end
            game:GetService("RunService").Stepped:Wait()
            if c and c.Parent and hrp and hrp.Parent then
                hrp.Velocity = vel + Vector3.new(0, movel, 0)
                movel = movel * -1
            end
        end
    end
end
    end
    fling()
end)

cmd.add({"unwalkfling", "unwfling"}, {"unwalkfling (unwfling)", "stop the walkfling command"}, function()
    Notify({
        Description = "Walkfling disabled";
        Title = "Nameless Admin";
        Duration = 5;
    });
    hiddenfling = false
end)

cmd.add({"fling3"}, {"fling3 <player>", "another variant of fling"}, function(...)
    oldcframe = Players.LocalPlayer.Character.HumanoidRootPart.CFrame

    User = (...)
    Target = getPlr(User)

    hiddenfling = true

    if game:GetService("ReplicatedStorage"):FindFirstChild("juisdfj0i32i0eidsuf0iok") then
        hiddenfling = true
    else
        detection = Instance.new("Decal")
        detection.Name = "juisdfj0i32i0eidsuf0iok"
    end
end)

```

```

detection.Parent = game:GetService("ReplicatedStorage")
local function fling()
    local hrp, c, vel, movel = nil, nil, nil, 0.1
    while true do
        game:GetService("RunService").Heartbeat:Wait()
        if hiddenfling then
            local lp = game.Players.LocalPlayer
            while hiddenfling and not (c and c.Parent and hrp and hrp.Parent) do
                game:GetService("RunService").Heartbeat:Wait()
                c = lp.Character
                hrp = c:FindFirstChild("HumanoidRootPart") or c:FindFirstChild("Torso") or
c:FindFirstChild("UpperTorso")
            end
            if hiddenfling then
                vel = hrp.Velocity
                hrp.Velocity = vel * 10000 + Vector3.new(0, 10000, 0)
                game:GetService("RunService").RenderStepped:Wait()
                if c and c.Parent and hrp and hrp.Parent then
                    hrp.Velocity = vel
                end
                game:GetService("RunService").Stepped:Wait()
                if c and c.Parent and hrp and hrp.Parent then
                    hrp.Velocity = vel + Vector3.new(0, movel, 0)
                    movel = movel * -1
                end
            end
        end
    end
end
end
end
fling()
end
Player.Character.Humanoid:SetStateEnabled("Seated", false)
Player.Character.Humanoid.Sit = true
if User == "all" or User == "others" then
    for _,x in next, game.Players:GetPlayers() do
        for i=1, 10 do
            wait(0.017)
            game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
x.Character.HumanoidRootPart.CFrame * CFrame.new(0, 0, 4)
            wait(0.01)
            game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
x.Character.HumanoidRootPart.CFrame * CFrame.new(0, 0, -2)
            wait(0.01)
            game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
x.Character.HumanoidRootPart.CFrame
            wait(0.01)
            game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
x.Character.HumanoidRootPart.CFrame * CFrame.new(0, 0, -3)
            wait(0.01)

```

```

        game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
x.Character.HumanoidRootPart.CFrame * CFrame.new(0, 0, 2)
        wait(0.01)
        game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
x.Character.HumanoidRootPart.CFrame
        wait(0.01)
        game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
x.Character.HumanoidRootPart.CFrame * CFrame.new(0, 0, -1)
        wait(0.01)
        game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
x.Character.HumanoidRootPart.CFrame * CFrame.new(0, 0, -1)
        end
    end
    else
        for i=1, 10 do
            wait(0.017)
            Players.LocalPlayer.Character.HumanoidRootPart.CFrame = Target.Character.HumanoidRootPart.CFrame *
CFrame.new(0, 0, 4)
            wait(0.01)
            Players.LocalPlayer.Character.HumanoidRootPart.CFrame = Target.Character.HumanoidRootPart.CFrame *
CFrame.new(0, 0, -2)
            wait(0.01)
            Players.LocalPlayer.Character.HumanoidRootPart.CFrame = Target.Character.HumanoidRootPart.CFrame
            wait(0.01)
            Players.LocalPlayer.Character.HumanoidRootPart.CFrame = Target.Character.HumanoidRootPart.CFrame *
CFrame.new(0, 0, -3)
            wait(0.01)
            Players.LocalPlayer.Character.HumanoidRootPart.CFrame = Target.Character.HumanoidRootPart.CFrame *
CFrame.new(0, 0, 2)
            wait(0.01)
            Players.LocalPlayer.Character.HumanoidRootPart.CFrame = Target.Character.HumanoidRootPart.CFrame
            wait(0.01)
            Players.LocalPlayer.Character.HumanoidRootPart.CFrame = Target.Character.HumanoidRootPart.CFrame *
CFrame.new(0, 0, -1)
            wait(0.01)
            Players.LocalPlayer.Character.HumanoidRootPart.CFrame = Target.Character.HumanoidRootPart.CFrame *
CFrame.new(0, 0, -1)
        end
    end
    sFLY(true)
    speedofthefly = 1
    wait(0.3)
    Players.LocalPlayer.Character.HumanoidRootPart.CFrame = oldcframe
    wait(0.13)
        Player.Character.Humanoid:SetStateEnabled("Seated", true)
        Player.Character.Humanoid.Sit = false
    FLYING = false
    game.Players.LocalPlayer.Character.Humanoid.PlatformStand = false
    hiddenflying = false

```

```

end)

cmd.add({"rjre", "rejoinrefresh"}, {"rjre (rejoinrefresh)", "Rejoins and teleports you to the position where you were
before"}, function()

    queueteleport = (syn and syn.queue_on_teleport) or queue_on_teleport or (fluxus and fluxus.queue_on_teleport)

    if not DONE then
        DONE = true
        local qot = print("a")
        local hrp = game.Players.LocalPlayer.Character and
game.Players.LocalPlayer.Character:FindFirstChild("HumanoidRootPart")
        if hrp then
            qot = "task.spawn(function() end) repeat wait() until game and game:IsLoaded() local lp =
game:GetService('Players').LocalPlayer local char = lp.Character or lp.CharacterAdded:Wait() repeat
char:WaitForChild('HumanoidRootPart').CFrame = CFrame.new("..tostring(hrp.CFrame)..") wait() until
(Vector3.new("..tostring(hrp.Position)..") - char:WaitForChild('HumanoidRootPart').Position).Magnitude < 10"
            end
            queueteleport(qot)
            game:GetService("TeleportService"):TeleportCancel()
            game:GetService("TeleportService"):TeleportToPlaceInstance(game.PlaceId, game.JobId,
game.Players.LocalPlayer)
            end
        end)

cmd.add({"rejoin", "rj"}, {"rejoin (rj)", "Rejoin the game"}, function()
    game:GetService("TeleportService"):Teleport(game.PlaceId)
    wait()

wait();

Notify({
Description = "Rejoining...";
Title = "Nameless Admin";
Duration = 5;

});
end)

wrap(function()
    --i am so not putting an emulator as a command here
end)

--[ LOCALPLAYER ]--
local function respawn()
cf = game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame

```



```

game.Players.LocalPlayer.Character.Humanoid.Health = 0
player.CharacterAdded:wait(1); wait(0.2);
    character:WaitForChild("HumanoidRootPart").CFrame = cf
end

local function refresh()
cf = game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame
game.Players.LocalPlayer.Character.Humanoid.Health = 0
player.CharacterAdded:wait(1); wait(0.2);
    character:WaitForChild("HumanoidRootPart").CFrame = cf
end

local abort = 0
local function getTools(amt)
    if not amt then amt = 1 end
    local toolAmount, grabbed = 0, {}
    local lastCF = character.PrimaryPart.CFrame
    local ab = abort

    for i, v in pairs(localPlayer:FindFirstChildWhichIsA("Backpack"):GetChildren()) do
        if v:IsA("BackpackItem") then
            toolAmount = toolAmount + 1
        end
    end

    if toolAmount >= amt then return localPlayer:FindFirstChildWhichIsA("Backpack"):GetChildren() end
    if not localPlayer:FindFirstChildWhichIsA("Backpack"):FindFirstChildWhichIsA("BackpackItem") then return end

    repeat
        repeat wait() until localPlayer:FindFirstChildWhichIsA("Backpack") or ab ~= abort
        backpack = localPlayer:FindFirstChildWhichIsA("Backpack")
        wrap(function()
            repeat wait() until backpack:FindFirstChildWhichIsA("BackpackItem")
            for _, tool in pairs(backpack:GetChildren()) do
                if #grabbed >= amt or ab ~= abort then break end
                if tool:IsA("BackpackItem") then
                    tool.Parent = localPlayer
                    table.insert(grabbed, tool)
                end
            end
        end)

        respawn()
        wait(.1)
    until
        #grabbed >= amt or ab ~= abort

    repeat wait() until localPlayer.Character and tostring(localPlayer.Character) ~= "respawn_" and
localPlayer.Character == character
    wait(.2)

```

```

repeat wait() until localPlayer:FindFirstChildWhichIsA("Backpack") or ab ~= abort
local backpack = localPlayer:FindFirstChildWhichIsA("Backpack")
for _, tool in pairs(grabbed) do
    if tool:IsA("BackpackItem") then
        tool.Parent = backpack
    end
end
end
wrap(function()
    repeat wait() until character.PrimaryPart
    wait(.2)
    character:SetPrimaryPartCFrame(lastCF)
end)
wait(.2)
return grabbed
end

cmd.add({"joke"}, {"joke", "Random joke generator"}, function()
    coroutine.wrap(function()
        local HttpService = game:GetService('HttpService')
        local check = "https://official-joke-api.appspot.com/jokes/programming/random"
        local final1 = game:HttpGet(check)
        local final = string.gsub(final1, "[%[%]]", "")
        local decoded = HttpService:JSONDecode(final)

        game.ReplicatedStorage.DefaultChatSystemChatEvents.SayMessageRequest:FireServer(decoded.setup,
'All')
        wait(2)

game.ReplicatedStorage.DefaultChatSystemChatEvents.SayMessageRequest:FireServer(decoded.punchline, 'All')
    end)()

end)
cmd.add({"idiot"}, {"idiot <player>", "Tell someone that they are an idiot"}, function(...)
    local old = getChar().HumanoidRootPart.CFrame

Username = (...)

    Players = game:GetService("Players")
    HRP = game.Players.LocalPlayer.Character.HumanoidRootPart.Anchored

target = getPlr(Username)

    getChar().HumanoidRootPart.CFrame = target.Character.HumanoidRootPart.CFrame * CFrame.new(0, 1, 4)
local message = "Hey " .. target.Name .. ""
    game.ReplicatedStorage.DefaultChatSystemChatEvents.SayMessageRequest:FireServer(message, 'All')
wait(1)
    game.ReplicatedStorage.DefaultChatSystemChatEvents.SayMessageRequest:FireServer('Sorry to tell you this, but..', 'All')

```

```

wait(1)
game.ReplicatedStorage.DefaultChatSystemChatEvents.SayMessageRequest:FireServer('You are an idiot!', 'All')
wait(1)
game.ReplicatedStorage.DefaultChatSystemChatEvents.SayMessageRequest:FireServer('HAHAHA!', 'All')
wait(1)
    getChar():WaitForChild("HumanoidRootPart").CFrame = old

end)

cmd.add({"bringto"}, {"bringto (playertobring) [playertobringto]", "Brings a player to another player"}, function(h, d)
local target1 = getPlr(h)
local target2 = getPlr(d)

local old = getChar().HumanoidRootPart.CFrame
local tool = getBp():FindFirstChildOfClass("Tool") or getChar():FindFirstChildOfClass("Tool")

local distance = 1
local gripPosition = target2.Character.HumanoidRootPart.Position - target2.Character.HumanoidRootPart.CFrame.lookVector *
distance
wait(0.2)

local Target = target1
local Character = Player.Character
local PlayerGui = Player:waitForChild("PlayerGui")
local Backpack = Player:waitForChild("Backpack")
local Humanoid = Character and Character:FindFirstChildWhichIsA("Humanoid") or false
local RootPart = Character and Humanoid and Humanoid.RootPart or false
local RightArm = Character and Character:FindFirstChild("Right Arm") or Character:FindFirstChild("RightHand")
if not Humanoid or not RootPart or not RightArm then
    return
end
Humanoid:UnequipTools()
local MainTool = Backpack:FindFirstChildWhichIsA("Tool") or false
if not MainTool or not MainTool:FindFirstChild("Handle") then
    return
end
local TPlayer = getPlr(Target)
local TCharacter = TPlayer and TPlayer.Character
local THumanoid = TCharacter and TCharacter:FindFirstChildWhichIsA("Humanoid") or false
local TRootPart = TCharacter and THumanoid and THumanoid.RootPart or false
if not THumanoid or not TRootPart then
    return
end
Character.Humanoid.Name = "DAttach"
local l = Character["DAttach"]:Clone()
l.Parent = Character
l.Name = "Humanoid"
wait()

```

```

Character["DAttach"]:Destroy()
game.Workspace.CurrentCamera.CameraSubject = Character
Character.Animate.Disabled = true
wait()
Character.Animate.Disabled = false
Character.Humanoid:EquipTool(MainTool)
wait()
CF = Player.Character.PrimaryPart.CFrame
if firetouchinterest then
    local flag = false
    task.defer(function()
        MainTool.Handle.AncestryChanged:wait()
        flag = true
    end)
    repeat
        firetouchinterest(MainTool.Handle, TRootPart, 0)
        firetouchinterest(MainTool.Handle, TRootPart, 1)
        wait()
        Player.Character.HumanoidRootPart.CFrame = CF
    until flag
else
    Player.Character.HumanoidRootPart.CFrame =
    TCharacter.HumanoidRootPart.CFrame
    wait()
    Player.Character.HumanoidRootPart.CFrame =
    TCharacter.HumanoidRootPart.CFrame
    wait()
    Player.Character.HumanoidRootPart.CFrame = CF
    wait()
end
wait(.3)
Player.Character:SetPrimaryPartCFrame(CF)
if Humanoid.RigType == Enum.HumanoidRigType.R6 then
    Character["Right Arm"].RightGrip:Destroy()
else
    Character["RightHand"].RightGrip:Destroy()
    Character["RightHand"].RightGripAttachment:Destroy()
end

wait(4)
CF = Player.Character.HumanoidRootPart.CFrame
player.CharacterAdded:wait(1):waitForChild("HumanoidRootPart").CFrame = CF

-- Teleport the first player to the position next to the second player
getChar().HumanoidRootPart.CFrame = CFrame.new(gripPosition) + Vector3.new(0, 3, 0)

-- Tween the first player to the second player's position
local tween = game.GetService("TweenService"):Create(getChar().HumanoidRootPart, TweenInfo.new(1), {CFrame =
target2.Character.HumanoidRootPart.CFrame})

```

```

tween:Play()

tool.AncestryChanged:Wait()
if plr.Character.Humanoid.RigType == Enum.HumanoidRigType.R6 then
    --plr.Character["Right Arm"]:Destroy()
    game.Players.LocalPlayer.Character["Right Arm"].RightGrip:Destroy() --r6
elseif plr.Character.Humanoid.RigType == Enum.HumanoidRigType.R15 then
    --plr.Character["RightHand"]:Destroy()
    game.Players.LocalPlayer.Character.RightHand.RightGrip:Destroy() --r15
end
wait(0.07)
respawn()
end)

cmd.add({"accountage", "accage"}, {"accountage <player> (accage)", "Tells the account age of a player in the server"},
function(...)
    Username = (...)

    target = getPlr(Username)
    teller = target.AccountAge
    accountage = "The account age of " .. target.Name .. " is " .. teller

wait();

Notify({
    Description = accountage;
    Title = "Nameless Admin";
    Duration = 7;

});
end)

cmd.add({"notoolscripts", "nts"}, {"notoolscripts (nts)", "Destroy all scripts in backpack"}, function()
    print("test")
    local bp = player:FindFirstChildWhichIsA("Backpack")
    for _, item in pairs(bp:GetChildren()) do
        for _, obj in pairs(item:GetDescendants()) do
            if obj:IsA("LocalScript") or obj:IsA("Script") then
                obj.Disabled = true
                obj:Destroy()
            end
        end
    end
end)
end)

```

```

cmd.add({"spblockspam", "starterblockscam"}, {"spblockspam (starterblockspam)", "Spam blocks in any game that has the
starter place"}, function()
anniblockspam = true
end)

cmd.add({"febtools"}, {"febtools", "Move parts that are your hats"}, function()
-- [[ THANKS TO ROUXHAVER FOR THIS ]] --
-- check out his github - https://github.com/rouxhaver
local Players = game:GetService("Players")
local RunService = game:GetService("RunService")
local LocalPlayer = Players.LocalPlayer

if not getenv().Network then
    getenv().Network = {
        BaseParts = {};
        FakeConnections = {};
        Connections = {};
        Output = {
            Enabled = true;
            Prefix = "[NETWORK] ";
            Send = function(Type,Output,BypassOutput)
                if typeof(Type) == "function" and (Type == print or Type == warn or Type == error) and
typeof(Output) == "string" and (typeof(BypassOutput) == "nil" or typeof(BypassOutput) == "boolean") then
                    if Network["Output"].Enabled == true or BypassOutput == true then
                        Type(Network["Output"].Prefix..Output);
                    end;
                elseif Network["Output"].Enabled == true then
                    error(Network["Output"].Prefix.."Output Send Error : Invalid syntax.");
                end;
            end;
        };
        CharacterRelative = false;
    }

    Network["Output"].Send(print,": Loading.")
    Network["Velocity"] = Vector3.new(14.46262424,14.46262424,14.46262424); --exactly 25.1 magnitude
    Network["RetainPart"] = function(Part,ReturnFakePart) --function for retaining ownership of unanchored parts
        assert(typeof(Part) == "Instance" and Part:IsA("BasePart") and
Part:IsDescendantOf(workspace),Network["Output"].Prefix.."RetainPart Error : Invalid syntax: Arg1 (Part) must be a BasePart
which is a descendant of workspace.")
        assert(typeof(ReturnFakePart) == "boolean" or typeof(ReturnFakePart) ==
"nil",Network["Output"].Prefix.."RetainPart Error : Invalid syntax: Arg2 (ReturnFakePart) must be a boolean or nil.")
        if not table.find(Network["BaseParts"],Part) then
            if Network.CharacterRelative == true then
                local Character = LocalPlayer.Character
                if Character and Character.PrimaryPart then
                    local Distance = (Character.PrimaryPart.Position-Part.Position).Magnitude
                    if Distance > 1000 then
                        Network["Output"].Send(warn,"RetainPart Warning : PartOwnership not

```

```

applied to BasePart "..Part:GetFullName()..", as it is more than
"..gethiddenproperty(LocalPlayer,"MaximumSimulationRadius").." studs away.")
        return false
    end
    else
        Network["Output"].Send(warn,"RetainPart Warning : PartOwnership not applied to
BasePart "..Part:GetFullName()..", as the LocalPlayer Character's PrimaryPart does not exist.")
        return false
    end
end
table.insert(Network["BaseParts"],Part)
Part.CustomPhysicalProperties = PhysicalProperties.new(0,0,0,0,0)
Network["Output"].Send(print,"PartOwnership Output : PartOwnership applied to BasePart
"..Part:GetFullName()..".")
if ReturnFakePart == true then
    return FakePart
end
else
    Network["Output"].Send(warn,"RetainPart Warning : PartOwnership not applied to BasePart
"..Part:GetFullName()..", as it already active.")
    return false
end
end

Network["RemovePart"] = function(Part) --function for removing ownership of unanchored part
    assert(typeof(Part) == "Instance" and Part:IsA("BasePart"),Network["Output"].Prefix.."RemovePart Error :
Invalid syntax: Arg1 (Part) must be a BasePart.")
    local Index = table.find(Network["BaseParts"],Part)
    if Index then
        table.remove(Network["BaseParts"],Index)
        Network["Output"].Send(print,"RemovePart Output: PartOwnership removed from BasePart
"..Part:GetFullName()..".")
    else
        Network["Output"].Send(warn,"RemovePart Warning : BasePart "..Part:GetFullName().." not found in
BaseParts table.")
    end
end

Network["SuperStepper"] = Instance.new("BindableEvent") --make super fast event to connect to
for _,Event in pairs({RunService.Stepped,RunService.Heartbeat}) do
    Event:Connect(function()
        return Network["SuperStepper"]:Fire(Network["SuperStepper"],tick())
    end)
end

Network["PartOwnership"] = {};
Network["PartOwnership"]["PreMethodSettings"] = {};
Network["PartOwnership"]["Enabled"] = false;
Network["PartOwnership"]["Enable"] = coroutine.create(function() --creating a thread for network stuff

```

```

        if Network["PartOwnership"]["Enabled"] == false then
            Network["PartOwnership"]["Enabled"] = true --do cool network stuff before doing more cool network
stuff
            Network["PartOwnership"]["PreMethodSettings"].ReplicationFocus = LocalPlayer.ReplicationFocus
            LocalPlayer.ReplicationFocus = workspace
            Network["PartOwnership"]["PreMethodSettings"].SimulationRadius =
gethiddenproperty(LocalPlayer,"SimulationRadius")
            Network["PartOwnership"]["Connection"] = Network["SuperStepper"].Event:Connect(function() --super
fast asynchronous loop
                sethiddenproperty(LocalPlayer,"SimulationRadius",1/0)
                for _,Part in pairs(Network["BaseParts"]) do --loop through parts and do network stuff
                    coroutine.wrap(function()
                        if Part:IsDescendantOf(workspace) then
                            if Network.CharacterRelative == true then
                                local Character = LocalPlayer.Character;
                                if Character and Character.PrimaryPart then
                                    local Distance = (Character.PrimaryPart.Position -
Part.Position).Magnitude
                                    if Distance > 1000 then
                                        Network["Output"].Send(warn,"PartOwnership
Warning : PartOwnership not applied to BasePart "..Part:GetFullName()..", as it is more than
"..gethiddenproperty(LocalPlayer,"MaximumSimulationRadius").." studs away.")
                                        Lost = true;
                                        Network["RemovePart"](Part)
                                    end
                                end
                            else
                                Network["Output"].Send(warn,"PartOwnership Warning
: PartOwnership not applied to BasePart "..Part:GetFullName()..", as the LocalPlayer Character's PrimaryPart does not
exist.")
                            end
                        end
                        Part.Velocity =
Network["Velocity"]+Vector3.new(0,math.cos(tick()*10)/100,0) --keep network by sending physics packets of 30 magnitude + an
everchanging addition in the y level so roblox doesnt get triggered and fuck your ownership
                    else
                        Network["RemovePart"](Part)
                    end
                end
            end)()
        end
    end)
    Network["Output"].Send(print,"PartOwnership Output : PartOwnership enabled.")
else
    Network["Output"].Send(warn,"PartOwnership Output : PartOwnership already enabled.")
end
end)
Network["PartOwnership"]["Disable"] = coroutine.create(function()
    if Network["PartOwnership"]["Connection"] then
        Network["PartOwnership"]["Connection"]:Disconnect()
        LocalPlayer.ReplicationFocus = Network["PartOwnership"]["PreMethodSettings"].ReplicationFocus
    end
end)

```



```

        sethiddenproperty(LocalPlayer,"SimulationRadius",Network["PartOwnership"]
["PreMethodSettings"].SimulationRadius)
        Network["PartOwnership"]["PreMethodSettings"] = {}
        for _,Part in pairs(Network["BaseParts"]) do
            Network["RemovePart"](Part)
        end
        Network["PartOwnership"]["Enabled"] = false
        Network["Output"].Send(print,"PartOwnership Output : PartOwnership disabled.")
    else
        Network["Output"].Send(warn,"PartOwnership Output : PartOwnership already disabled.")
    end
end)
Network["Output"].Send(print,": Loaded.")
end

coroutine.resume(Network["PartOwnership"]["Enable"])

```

```

local lp = game.Players.LocalPlayer -- local player var
local char = lp.Character -- char var

```

```

lp.Character = nil -- nil character for pdeath
lp.Character = char -- newvar

```

```

local hrp = char:FindFirstChild("HumanoidRootPart") -- hrp check
if hrp == nil then return end -- return if no hrp

```

```

wait(game.Players.RespawnTime + .3) -- nil wait

```

```

hrp:Destroy() -- rip hrp
char.Torso:Destroy() -- rip torso
local clone = char["Body Colors"]:Clone() -- body colors clone
char["Body Colors"]:Destroy() -- delete any instances from char that replicates deletion
clone.Parent = char -- parent back in clone in case some script uses it

```

```

player = game:GetService("Players").LocalPlayer
Gui = player.PlayerGui
Backpack = player.Backpack
Mouse = player:GetMouse()

```

```

Parts_Folder = Instance.new("Folder",workspace)

```

```

for i,v in pairs(player.Character:GetChildren()) do
    if v:IsA("Accessory") then
        local Part = Instance.new("Part",Parts_Folder)
    end
end

```

```

        Part.Name = v.Name
        Part.Anchored = true
        Part.Size = v.Handle.Size - Vector3.new(0.001,0.001,0.001)
        Part.Position = player.Character.Head.Position +
Vector3.new(math.random(-5,5),math.random(-1,1),math.random(-5,5))
        Part:SetAttribute("Moveable",true)
        Part.Material = Enum.Material.SmoothPlastic
        Part.CanCollide = false
        Part.Color = Color3.new(1,0,0)

        local Hat = v.Handle
        local vbreak = false
        Network.RetainPart(Hat)
        Hat.CustomPhysicalProperties = PhysicalProperties.new(0,0,0,0,0)
        coroutine.wrap(function()
            while task.wait() do
                if vbreak == true then break end
                Hat.CFrame = Part.CFrame
            end
        end)()
        Hat:FindFirstChildWhichIsA("SpecialMesh"):Destroy()
    end
end

```

```

Move_Tool = Instance.new("Tool",Backpack)
Rotate_Tool = Instance.new("Tool",Backpack)
MHandle = Instance.new("Part",Move_Tool)
RHandle = Instance.new("Part",Rotate_Tool)
Mgrabs = Instance.new("Handles",Gui)
Rgrabs = Instance.new("ArcHandles",Gui)
Outline = Instance.new("Highlight")

```

```

Move_Tool.Name = "Move"
Move_Tool.CanBeDropped = false

```

```

Rotate_Tool.Name = "Rotate"
Rotate_Tool.CanBeDropped = false

```

```

MHandle.Name = "Handle"
MHandle.Transparency = 1

```

```

RHandle.Name = "Handle"
RHandle.Transparency = 1

```

```

Mgrabs.Visible = false
Mgrabs.Color3 = Color3.new(1, 0.8, 0)
Mgrabs.Style = "Movement"

```

```

Rgrabs.Visible = false

Outline.FillTransparency = 1
Outline.OutlineTransparency = 0
Outline.OutlineColor = Color3.new(1, 0.8, 0)

Active_Part = nil

Move_Tool.AncestryChanged:Connect(function()
    if Move_Tool.Parent == char and Active_Part ~= nil then
        Mgrabs.Visible = true
        Mgrabs.Adornee = Active_Part
    end
end)

Move_Tool.AncestryChanged:Connect(function()
    if Move_Tool.Parent ~= char then
        Mgrabs.Visible = false
        Mgrabs.Adornee = nil
    end
end)

Mouse.Button1Down:Connect(function()
    if Move_Tool.Parent == char and Mouse.Target:GetAttribute("Moveable") then
        Active_Part = Mouse.Target
        Mgrabs.Visible = true
        Mgrabs.Adornee = Active_Part
        Outline.Parent = Active_Part
    end
    if Rotate_Tool.Parent == char and Mouse.Target:GetAttribute("Moveable") then
        Active_Part = Mouse.Target
        Rgrabs.Visible = true
        Rgrabs.Adornee = Active_Part
        Outline.Parent = Active_Part
    end
end)

Rotate_Tool.AncestryChanged:Connect(function()
    if Rotate_Tool.Parent == char and Active_Part ~= nil then
        Rgrabs.Visible = true
        Rgrabs.Adornee = Active_Part
    end
end)

Rotate_Tool.AncestryChanged:Connect(function()
    if Rotate_Tool.Parent ~= char then
        Rgrabs.Visible = false
        Rgrabs.Adornee = nil
    end
end)

```

```

end)

MOGCFRAME = CFrame.new()

Mgrabs.MouseButton1Down:Connect(function()
    MOGCFRAME = Active_Part.CFrame
end)

Mgrabs.MouseDrag:Connect(function(knob, pos)
    if knob == Enum.NormalId.Front then
        Active_Part.CFrame = MOGCFRAME + MOGCFRAME.LookVector * pos
    end
    if knob == Enum.NormalId.Back then
        Active_Part.CFrame = MOGCFRAME + MOGCFRAME.LookVector * -pos
    end
    if knob == Enum.NormalId.Top then
        Active_Part.CFrame = MOGCFRAME + MOGCFRAME.UpVector * pos
    end
    if knob == Enum.NormalId.Bottom then
        Active_Part.CFrame = MOGCFRAME + MOGCFRAME.UpVector * -pos
    end
    if knob == Enum.NormalId.Left then
        Active_Part.CFrame = MOGCFRAME + MOGCFRAME.RightVector * -pos
    end
    if knob == Enum.NormalId.Right then
        Active_Part.CFrame = MOGCFRAME + MOGCFRAME.RightVector * pos
    end
end)

ROGCFRAME = CFrame.new()

Rgrabs.MouseButton1Down:Connect(function()
    ROGCFRAME = Active_Part.CFrame
end)

Rgrabs.MouseDrag:Connect(function(knob, angle)
    if knob == Enum.Axis.Y then
        Active_Part.CFrame = ROGCFRAME * CFrame.Angles(0,angle,0)
    end
    if knob == Enum.Axis.X then
        Active_Part.CFrame = ROGCFRAME * CFrame.Angles(angle,0,0)
    end
    if knob == Enum.Axis.Z then
        Active_Part.CFrame = ROGCFRAME * CFrame.Angles(0,0,angle)
    end
end)

```

```
Mouse.TargetFilter = player.Character
```

```
camera = workspace.CurrentCamera  
input = game.GetService("UserInputService")
```

```
Camera_Part = Instance.new("Part",workspace)  
Camera_Part.Anchored = true  
Camera_Part.Transparency = 0.85  
Camera_Part.Shape = Enum.PartType.Ball  
Camera_Part.Size = Vector3.new(0.5,0.5,0.5)  
Camera_Part.Material = Enum.Material.SmoothPlastic
```

```
current_position = char.Head.Position
```

```
camera.CameraSubject = Camera_Part
```

```
for i,v in pairs(char:GetDescendants()) do  
    if v:IsA("BasePart") and v.Parent:IsA("Accessory") == false then  
        v:Destroy()  
    end  
end
```

```
while wait() do  
    if vbreak == true then  
        break  
    end  
    if input:IsKeyDown(Enum.KeyCode.D) then  
        current_position += camera.CFrame.RightVector * speed  
    end  
    if input:IsKeyDown(Enum.KeyCode.A) then  
        current_position += camera.CFrame.RightVector * -speed  
    end  
    if input:IsKeyDown(Enum.KeyCode.W) then  
        current_position += camera.CFrame.LookVector * speed  
    end  
    if input:IsKeyDown(Enum.KeyCode.S) then  
        current_position += camera.CFrame.LookVector * -speed  
    end  
    if input:IsKeyDown(Enum.KeyCode.E) then  
        current_position += camera.CFrame.UpVector * speed  
    end  
    if input:IsKeyDown(Enum.KeyCode.Q) then  
        current_position += camera.CFrame.UpVector * -speed  
    end  
end
```

```

        if input:IsKeyDown(Enum.KeyCode.LeftShift) then do
            speed = 1.5
        end else
            speed = 0.75
        end
        Camera_Part.Position = current_position
    end
end)

cmd.add({"unspblockspam", "unstarterblockscam"}, {"unspblockspam (unstarterblockspam)", "Stops the starterblockspam command"}, function()
    anniblockspam = false
end)

cmd.add({"blockspam"}, {"blockspam [amount]", "Spawn blocks by the given amount"}, function(amt)
    amt = tonumber(amt) or 1
    local hatAmount, grabbed = 0, {}
    local lastCF = character.PrimaryPart.CFrame
    character:ClearAllChildren()
    respawn()
    repeat
        if character.Name ~= "respawn_" then
            local c = character
            repeat wait() until c:FindFirstChildWhichIsA("Accoutrement")
            c:MoveTo(lastCF.p)
            wait(1)
            for i, v in pairs(c:GetChildren()) do
                if v:IsA("Accoutrement") then
                    v:WaitForChild("Handle")
                    v.Handle.CanCollide = true
                    if v:FindFirstChildWhichIsA("DataModelMesh", true) then
                        v:FindFirstChildWhichIsA("DataModelMesh", true):Destroy()
                    end
                    v.Parent = workspace
                    table.insert(grabbed, v)
                end
            end
            hatAmount = hatAmount + 1
        end
        character:ClearAllChildren()
        respawn()
        wait()
    until
        hatAmount >= amt

    repeat wait() until tostring(localPlayer.Character) ~= "respawn_" and localPlayer.Character
    wait(0.5)

    spawn(function()

```

```

        repeat wait() until character.PrimaryPart
        wait(0.2)
        character:SetPrimaryPartCFrame(lastCF)

        for _, item in pairs(grabbed) do
            if item:IsA("Accoutrement") and item:FindFirstChild("Handle") then
                item.Parent = workspace
                wait()
            end
        end
    end)
end)

cmd.add({"hitboxes"}, {"hitboxes", "shows all the hitboxes"}, function()
settings():GetService("RenderSettings").ShowBoundingBoxes = true
end)

cmd.add({"unhitboxes"}, {"unhitboxes", "removes the hitboxes outline"}, function()
settings():GetService("RenderSettings").ShowBoundingBoxes = false
end)

cmd.add({"punch"}, {"punch", "punch tool that flings"}, function()
loadstring(game:HttpGet("https://raw.githubusercontent.com/FilteringEnabled/FE/main/punch",true))()
end)

cmd.add({"vfly", "vehiclefly"}, {"vehiclefly (vfly)", "be able to fly vehicles"}, function(...)
FLYING = false
    cmdlp.Character.Humanoid.PlatformStand = false
    wait()

    wait();

    Notify({
        Description = "Vehicle fly enabled";
        Title = "Nameless Admin";
        Duration = 5;
    });

    sFLY(true)
    speedofthevfly = (...)
    if (...) == nil then
        speedofthevfly = 2
    end
end)

cmd.add({"unvfly", "unvehiclefly"}, {"unvehiclefly (unvfly)", "disable vehicle fly"}, function()

```

```

        wait();

        Notify({
        Description = "Vehicle fly disabled";
        Title = "Nameless Admin";
        Duration = 5;

});
FLYING = false
    cmdlp.Character.Humanoid.PlatformStand = false
end)

cmd.add({"trap"}, {"trap", "makes your tool be away from you making it look like its dropped"}, function()

local function Kill(humanoid)
    if not humanoid then
        return
    end
    local function getPlr(Name)
        if Name:lower() == "random" then
            return game.Players:GetPlayers()[math.random(#game.Players:GetPlayers())]
        else
            Name = Name:lower():gsub("%s", "")
            for _, x in next, game.Players:GetPlayers() do
                if x.Name:lower():match(Name) then
                    return x
                elseif x.DisplayName:lower():match("^" .. Name) then
                    return x
                end
            end
        end
    end
end

local Character = game.Players.LocalPlayer.Character
local Humanoid = Character:FindFirstChildOfClass("Humanoid")
local RootPart = Character.HumanoidRootPart
local Tool = Character:FindFirstChildOfClass("Tool")
local Handle = Tool and Tool:FindFirstChild("Handle")

if not Handle then
    return
end

local TPlayer = getPlr(humanoid.Parent.Name)
local TCharacter = TPlayer and TPlayer.Character
local THumanoid = TCharacter and TCharacter:FindFirstChildOfClass("Humanoid")
local TRootPart = THumanoid and THumanoid.RootPart

```



```

    if not TPlayer or not TCharacter or not THumanoid or not TRootPart then
        return
    end

    if THumanoid.Sit then
        return
    end

    local OldCFrame = RootPart.CFrame

    Humanoid:Destroy()
    local NewHumanoid = Humanoid:Clone()
    NewHumanoid.Parent = Character
    NewHumanoid:UnequipTools()
    NewHumanoid:EquipTool(Tool)
    Tool.Parent = workspace

    local Timer = os.time()

    repeat
        if (TRootPart.CFrame.p - RootPart.CFrame.p).Magnitude < 500 then
            Tool.Grip = CFrame.new()
            Tool.Grip = Handle.CFrame:ToObjectSpace(TRootPart.CFrame):Inverse()
        end
        firetouchinterest(Handle, TRootPart, 0)
        firetouchinterest(Handle, TRootPart, 1)
        game:FindService("RunService").Heartbeat:wait()
    game:FindService("RunService").Heartbeat:wait()
        until Tool.Parent ~= Character or not TPlayer or not TRootPart or THumanoid.Health <= 0 or os.time() >
Timer + .20
            wait(0.4)
            Player.Character = nil
            NewHumanoid.Health = 0
            player.CharacterAdded:wait(1)
            repeat game:FindService("RunService").Heartbeat:wait() until
Player.Character:FindFirstChild("HumanoidRootPart")
            Player.Character.HumanoidRootPart.CFrame = OldCFrame
        end

        if not LoopKill then
            Kill()
        else
            while LoopKill do
                Kill()
            end
        end
    end

    local function equipRandomTool()

```

```

    local player = game.Players.LocalPlayer
    local backpack = player.Backpack
    local tools = backpack and backpack:GetChildren()
    if not tools or #tools == 0 then
        return
    end
    local randomTool = tools[math.random(#tools)]
    randomTool.Grip = CFrame.new(0, 2, 19)
    player.Character.Humanoid:EquipTool(randomTool)
    randomTool.Parent = player.Character
    local handle = randomTool:FindFirstChild("Handle")
    if handle then
        handle.Touched:Connect(Kill)
    end
end

equipRandomTool()
end)

cmd.add({"kill"}, {"kill <player>", "after a while i have added a working kill script thats almost instant to this
admin"}, function(...)
    Target = (...)

    if Target == "all" or Target == "others" then
        print("Patched")
    else
        local function Kill()
            if not getPlr(Target) then
                end

                repeat game.FindService("RunService").Heartbeat:wait() until getPlr(Target).Character and
getPlr(Target).Character:FindFirstChildOfClass("Humanoid") and
getPlr(Target).Character:FindFirstChildOfClass("Humanoid").Health > 0
                local Character
                local Humanoid
                local RootPart
                local Tool
                local Handle

                local TPlayer = getPlr(Target)
                local TCharacter = TPlayer.Character
                local THumanoid
                local TRootPart

                if Player.Character and Player.Character and Player.Character.Name == Player.Name then
                    Character = Player.Character
                else
                    end
                if Character:FindFirstChildOfClass("Humanoid") then

```

```

        Humanoid = Character:FindFirstChildOfClass("Humanoid")
    else
    end
    if Humanoid and Humanoid.RootPart then
        RootPart = Humanoid.RootPart
    else
    end
    if Character:FindFirstChildOfClass("Tool") then
        Tool = Character:FindFirstChildOfClass("Tool")
    elseif Player.Backpack:FindFirstChildOfClass("Tool") and Humanoid then
        Tool = Player.Backpack:FindFirstChildOfClass("Tool")
        Humanoid:EquipTool(Player.Backpack:FindFirstChildOfClass("Tool"))
    else
    end
    if Tool and Tool:FindFirstChild("Handle") then
        Handle = Tool.Handle
    else
    end

    --Target
    if TCharacter:FindFirstChildOfClass("Humanoid") then
        THumanoid = TCharacter:FindFirstChildOfClass("Humanoid")
    else
        return Message("Error", "> Missing Target Humanoid")
    end
    if THumanoid.RootPart then
        TRootPart = THumanoid.RootPart
    else
        return Message("Error", "> Missing Target RootPart")
    end

    if THumanoid.Sit then
        return Message("Error", "> Target is seated")
    end

    local OldCFrame = RootPart.CFrame

    Humanoid:Destroy()
    local NewHumanoid = Humanoid:Clone()
    NewHumanoid.Parent = Character
    NewHumanoid:UnequipTools()
    NewHumanoid:EquipTool(Tool)
    Tool.Parent = workspace

    local Timer = os.time()

    repeat
        if (TRootPart.CFrame.p - RootPart.CFrame.p).Magnitude < 500 then
            Tool.Grip = CFrame.new()

```

```

        Tool.Grip = Handle.CFrame:ToObjectSpace(TRootPart.CFrame):Inverse()
    end
    firetouchinterest(Handle,TRootPart,0)
    firetouchinterest(Handle,TRootPart,1)
    game:FindService("RunService").Heartbeat:wait()
until Tool.Parent ~= Character or not TPlayer or not TRootPart or THumanoid.Health <= 0 or
os.time() > Timer + .20
    Player.Character = nil
    NewHumanoid.Health = 0
    player.CharacterAdded:wait(1)
    repeat game:FindService("RunService").Heartbeat:wait() until
Player.Character:FindFirstChild("HumanoidRootPart")
    Player.Character.HumanoidRootPart.CFrame = OldCFrame
end

    if not LoopKill then
        Kill()
    else
        while LoopKill do
            Kill()
        end
    end
end
end)

cmd.add({"toolblockspam"}, {"toolblockspam [amount]", "Spawn blocks by the given amount"}, function(amt)
    if not amt then amt = 1 end
    amt = tonumber(amt)
    local tools = getTools(amt)
    for i, tool in pairs(tools) do
        wait()
        spawn(function()
            wait(0.1)
            tool.Parent = character
            tool.CanBeDropped = true
            wait(0.1)
            for _, mesh in pairs(tool:GetDescendants()) do
                if mesh:IsA("DataModelMesh") then
                    mesh:Destroy()
                end
            end
            end
            for _, weld in pairs(character:GetDescendants()) do
                if weld.Name == "RightGrip" then
                    weld:Destroy()
                end
            end
            end
            wait(0.1)
            tool.Parent = workspace
            wait(0.1)
        end)
    end
end)

```

```

        local cf, p = CFrame.new(), character:FindFirstChild("HumanoidRootPart") or
character:FindFirstChild("Head")
        if p then
            cf = p.CFrame
        end
        respawn()
        player.CharacterAdded:wait(1); wait(0.2);
        character:WaitForChild("HumanoidRootPart").CFrame = cf
    end
end)

cmd.add({"equiptools", "equipall"}, {"equiptools", "Equip all of your tools"}, function()
    local backpack = localPlayer:FindFirstChildWhichIsA("Backpack")
    if backpack then
        for _, tool in pairs(backpack:GetChildren()) do
            if tool:IsA("Tool") then
                tool.Parent = character
            end
        end
    end
end)

cmd.add({"tweento", "tweengoto"}, {"tweengoto (tweento)", "Teleportation method that bypassses some anticheats"},
function(...)
    local Username = (...)

    char = game.Players.LocalPlayer

    TweenService = game:GetService("TweenService")

    speaker = game.Players.LocalPlayer
    Players = game:GetService("Players")

    local players = getPlayer(Username)
    TweenService:Create(getRoot(speaker.Character), TweenInfo.new(2, Enum.EasingStyle.Linear), {CFrame
= getRoot(players.Character).CFrame + Vector3.new(3,1,0)}):Play()

end)

cmd.add({"reach"}, {"reach {number}", "Sword reach"}, function(reachsize)
    local reachsize = reachsize or 25
    local Tool = game.Players.LocalPlayer.Character:FindFirstChildOfClass("Tool") or
Player.Backpack:FindFirstChildOfClass("Tool")
    if Tool:FindFirstChild("OGSize3") then
        Tool.Handle.Size = Tool.OGSize3.Value
        Tool.OGSize3:Destroy()
        Tool.Handle.FunTIMES:Destroy()
    end
end)

```

```

end
local val = Instance.new("Vector3Value",Tool)
val.Name = "OGSize3"
val.Value = Tool.Handle.Size
local sb = Instance.new("SelectionBox")
sb.Adornee = Tool.Handle
sb.Name = "FunTIMES"
sb.Parent = Tool.Handle
Tool.Handle.Massless = true
Tool.Handle.Size = Vector3.new(Tool.Handle.Size.X,Tool.Handle.Size.Y,reachsize)
end)

cmd.add({"aura"}, {"aura {number}", "Sword aura"}, function(reachsize)
    local reachsize = reachsize or 25
    local Tool = game.Players.LocalPlayer.Character:FindFirstChildOfClass("Tool") or
game.Players.LocalPlayer.Backpack:FindFirstChildOfClass("Tool")
    if Tool:FindFirstChild("OGSize3") then
        Tool.Handle.Size = Tool.OGSize3.Value
        Tool.OGSize3:Destroy()
        Tool.Handle.FunTIMES:Destroy()
    end
    local val = Instance.new("Vector3Value",Tool)
    val.Name = "OGSize3"
    val.Value = Tool.Handle.Size
    local sb = Instance.new("SelectionBox")
    sb.Adornee = Tool.Handle
    sb.Name = "FunTIMES"
    sb.Transparency = 0.5
    sb.Parent = Tool.Handle
    Tool.Handle.Massless = true
    Tool.Handle.Size = Vector3.new(reachsize,reachsize,reachsize)
end)

cmd.add({"droptools"}, {"dropalltools", "Drop all of your tools"}, function()
    local backpack = localPlayer:FindFirstChildWhichIsA("Backpack")
    if backpack then
        for _, tool in pairs(backpack:GetChildren()) do
            if tool:IsA("Tool") then
                tool.Parent = character
            end
        end
    end
    end
    wait()
    for _, tool in pairs(character:GetChildren()) do
        if tool:IsA("Tool") then
            tool.Parent = workspace
        end
    end
end)
end)

```

```

cmd.add({"notools"}, {"notools", "Remove your tools"}, function()
    for _, tool in pairs(character:GetChildren()) do
        if tool:IsA("Tool") then
            tool:Destroy()
        end
    end
    for _, tool in pairs(localPlayer.Backpack:GetChildren()) do
        if tool:IsA("Tool") then
            tool:Destroy()
        end
    end
end)

cmd.add({"breaklayeredclothing", "blc"}, {"breaklayeredclothing (blc)", "Strechtes your layered clothing"}, function()
    -- its literally just leg resize with swim
wait();

Notify({
    Description = "Break layered clothing executed, if you havent already equip shirt, jacket, pants and shoes (Layered Clothing ones)";
    Title = "Nameless Admin";
    Duration = 5;

});
local swimming = false
local RunService = game:GetService("RunService")
oldgrav = workspace.Gravity
workspace.Gravity = 0
local char = game.Players.LocalPlayer.Character
local swimDied = function()
workspace.Gravity = oldgrav
swimming = false
end
local Humanoid = char:FindFirstChildWhichIsA("Humanoid")
gravReset = Humanoid.Died:Connect(swimDied)
local enums = Enum.HumanoidStateType:GetEnumItems()
table.remove(enums, table.find(enums, Enum.HumanoidStateType.None))
for i, v in pairs(enums) do
Humanoid:SetStateEnabled(v, false)
end
Humanoid:ChangeState(Enum.HumanoidStateType.Swimming)
swimbeat = RunService.Heartbeat:Connect(function()
pcall(function()
char.HumanoidRootPart.Velocity = ((Humanoid.MoveDirection ~= Vector3.new() or
UserInputService:IsKeyDown(Enum.KeyCode.Space)) and char.HumanoidRootPart.Velocity or Vector3.new())
end)
end)
swimming = true

```

```

local Clip = false
wait(0.1)
local function NoclipLoop()
if Clip == false and char ~= nil then
for _, child in pairs(char:GetDescendants()) do
if child:IsA("BasePart") and child.CanCollide == true then
child.CanCollide = false
end
end
end
end
NoclipLoop = RunService.Stepped:Connect(NoclipLoop)
loadstring(game:HttpGet('https://raw.githubusercontent.com/DigitalityScripts/roblox-scripts/main/Leg%20Resize'))()
end)

```

```

cmd.add({"fpsbooster", "lowgraphics", "boostfps", "lowg"}, {"fpsbooster (lowgraphics, boostfps, lowg)", "Low graphics mode
if the game is laggy"}, function()
    local decalsyeeted = true
    local g = game
    local w = g.Workspace
    local l = g.Lighting
    local t = w.Terrain
    sethiddenproperty(l,"Technology",2)
    sethiddenproperty(t,"Decoration",false)
    t.WaterWaveSize = 0
    t.WaterWaveSpeed = 0
    t.WaterReflectance = 0
    t.WaterTransparency = 0
    l.GlobalShadows = 0
    l.FogEnd = 9e9
    l.Brightness = 0
    settings().Rendering.QualityLevel = "Level01"
    for i, v in pairs(w:GetDescendants()) do
        if v:IsA("BasePart") and not v:IsA("MeshPart") then
            v.Material = "Plastic"
            v.Reflectance = 0
        elseif (v:IsA("Decal") or v:IsA("Texture")) and decalsyeeted then
            v.Transparency = 1
        elseif v:IsA("ParticleEmitter") or v:IsA("Trail") then
            v.Lifetime = NumberRange.new(0)
        elseif v:IsA("Explosion") then
            v.BlastPressure = 1
            v.BlastRadius = 1
        elseif v:IsA("Fire") or v:IsA("SpotLight") or v:IsA("Smoke") or v:IsA("Sparkles") then
            v.Enabled = false
        elseif v:IsA("MeshPart") and decalsyeeted then
            v.Material = "Plastic"
            v.Reflectance = 0
        end
    end
end)

```



```

        v.TextureID = 10385902758728957
    elseif v:IsA("SpecialMesh") and decalsyeeted then
        v.TextureId=0
    elseif v:IsA("ShirtGraphic") and decalsyeeted then
        v.Graphic=0
    elseif (v:IsA("Shirt") or v:IsA("Pants")) and decalsyeeted then
        v[v.ClassName.."Template"]=0
    end
end
for i = 1,#l:GetChildren() do
    e=l:GetChildren()[i]
    if e:IsA("BlurEffect") or e:IsA("SunRaysEffect") or e:IsA("ColorCorrectionEffect") or e:IsA("BloomEffect")
or e:IsA("DepthOfFieldEffect") then
        e.Enabled = false
    end
end
end
w.DescendantAdded:Connect(function(v)
    wait()--prevent errors and shit
    if v:IsA("BasePart") and not v:IsA("MeshPart") then
        v.Material = "Plastic"
        v.Reflectance = 0
    elseif v:IsA("Decal") or v:IsA("Texture") and decalsyeeted then
        v.Transparency = 1
    elseif v:IsA("ParticleEmitter") or v:IsA("Trail") then
        v.Lifetime = NumberRange.new(0)
    elseif v:IsA("Explosion") then
        v.BlastPressure = 1
        v.BlastRadius = 1
    elseif v:IsA("Fire") or v:IsA("SpotLight") or v:IsA("Smoke") or v:IsA("Sparkles") then
        v.Enabled = false
    elseif v:IsA("MeshPart") and decalsyeeted then
        v.Material = "Plastic"
        v.Reflectance = 0
        v.TextureID = 10385902758728957
    elseif v:IsA("SpecialMesh") and decalsyeeted then
        v.TextureId=0
    elseif v:IsA("ShirtGraphic") and decalsyeeted then
        v.ShirtGraphic=0
    elseif (v:IsA("Shirt") or v:IsA("Pants")) and decalsyeeted then
        v[v.ClassName.."Template"]=0
    end
end)
end)

cmd.add({"vr", "clovr", "vrscript", "fevr"}, {"vr (clovr, vrscript, fevr)", "FE VR SCRIPT AKA CLOVR"}, function()
    -- [[ should be patched ]] --
    loadstring(game:HttpGet("https://raw.githubusercontent.com/FilteringEnabled/FE/main/CloVR"))();
end)

```

```

cmd.add({"flash"}, {"flash <player>", "Flashes the targets screen"}, function(...)
    local oldCF = game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame

Target = (...)
local TPlayer = getPlayer(Target)
    TRootPart = TPlayer.Character.HumanoidRootPart
    local Character = Player.Character
    local PlayerGui = Player:WaitForChild("PlayerGui")
    local Backpack = Player:WaitForChild("Backpack")
    local Humanoid = Character and Character:FindFirstChildWhichIsA("Humanoid") or false
    local RootPart = Character and Humanoid and Humanoid.RootPart or false
    local RightArm = Character and Character:FindFirstChild("Right Arm") or
Character:FindFirstChild("RightHand")
    if not Humanoid or not RootPart or not RightArm then
        return
    end
    Humanoid:UnequipTools()
    local MainTool = Backpack:FindFirstChildWhichIsA("Tool") or false
    if not MainTool or not MainTool:FindFirstChild("Handle") then
        return
    end
    Humanoid.Name = "DAttach"
    local l = Character["DAttach"]:Clone()
    l.Parent = Character
    l.Name = "Humanoid"
    wait()
    Character["DAttach"]:Destroy()
    game.Workspace.CurrentCamera.CameraSubject = Character
    Character.Animate.Disabled = true
    wait()
    Character.Animate.Disabled = false
    Character.Humanoid:EquipTool(MainTool)
    wait()
    CF = Player.Character.PrimaryPart.CFrame
    if firetouchinterest then
        local flag = false
        task.defer(function()
            MainTool.Handle.AncestryChanged:wait()
            flag = true
        end)
        repeat
            firetouchinterest(MainTool.Handle, TRootPart, 0)
            firetouchinterest(MainTool.Handle, TRootPart, 1)
            wait()
        until flag
        for i= 1,50,1 do
            print('pee'..i)
            game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(0,9e+18,0)
            wait(.04)
        end
    end
end

```

```

        game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = oldCF
        wait(.04)
    end
else
    Player.Character.HumanoidRootPart.CFrame =
    TCharacter.HumanoidRootPart.CFrame
    wait()
    Player.Character.HumanoidRootPart.CFrame =
    TCharacter.HumanoidRootPart.CFrame
    wait()
end
player.CharacterAdded:wait(1):waitForChild("HumanoidRootPart").CFrame = CF
end)

cmd.add({"void"}, {"void <player>", "Kill the given players without FE god"}, function(...)
    Target = (...)
    local Character = Player.Character
    local PlayerGui = Player:waitForChild("PlayerGui")
    local Backpack = Player:waitForChild("Backpack")
    local Humanoid = Character and Character:FindFirstChildWhichIsA("Humanoid") or false
    local RootPart = Character and Humanoid and Humanoid.RootPart or false
    local RightArm = Character and Character:FindFirstChild("Right Arm") or Character:FindFirstChild("RightHand")
    if not Humanoid or not RootPart or not RightArm then
        return
    end

    Humanoid:UnequipTools()
    local MainTool = Backpack:FindFirstChildWhichIsA("Tool") or false
    if not MainTool or not MainTool:FindFirstChild("Handle") then
        return
    end

    local TPlayer = getPlr(Target)
    local TCharacter = TPlayer and TPlayer.Character

    local THumanoid = TCharacter and TCharacter:FindFirstChildWhichIsA("Humanoid") or false
    local TRootPart = TCharacter and THumanoid and THumanoid.RootPart or false
    if not THumanoid or not TRootPart then
        return
    end

    Character.Humanoid.Name = "DAttach"
    local l = Character["DAttach"]:Clone()
    l.Parent = Character
    l.Name = "Humanoid"
    wait()
    Character["DAttach"]:Destroy()
    game.Workspace.CurrentCamera.CameraSubject = Character
    Character.Animate.Disabled = true

```

```

wait()
Character.Animate.Disabled = false
Character.Humanoid:EquipTool(MainTool)
wait()
CF = Player.Character.PrimaryPart.CFrame
XC = TCharacter.HumanoidRootPart.CFrame.X
ZC = TCharacter.HumanoidRootPart.CFrame.Z
if firetouchinterest then
local flag = false
task.defer(function()
    MainTool.Handle.AncestryChanged:wait()
    flag = true
end)
repeat
    firetouchinterest(MainTool.Handle, TRootPart, 0)
    firetouchinterest(MainTool.Handle, TRootPart, 1)
    wait()
until flag
    wait(0.2)
Player.Character.HumanoidRootPart.CFrame = CFrame.new(0,-1000,0)
else
Player.Character.HumanoidRootPart.CFrame =
TCharacter.HumanoidRootPart.CFrame
wait()
Player.Character.HumanoidRootPart.CFrame =
TCharacter.HumanoidRootPart.CFrame
wait()
Player.Character.HumanoidRootPart.CFrame = CFrame.new(XC,-99,ZC)
wait()
end
wait(.3)
Player.Character:SetPrimaryPartCFrame(CF)
if Humanoid.RigType == Enum.HumanoidRigType.R6 then
Character["Right Arm"].RightGrip:Destroy()
else
Character["RightHand"].RightGrip:Destroy()
Character["RightHand"].RightGripAttachment:Destroy()
end
wait(0.02)
respawn()
end)

annoyloop = false
cmd.add({"annoy"}, {"annoy <player>", "Annoys the given player"}, function(...)
    annoyloop = true
    User = (...)
    Target = getPlayer(User)
    local SaveCFrame = game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame
repeat wait()

```

```

        game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
Target.Character.HumanoidRootPart.CFrame + Vector3.new(math.random(-2,2),math.random(0,2),math.random(-2,2))
        game:GetService('RunService').RenderStepped:Wait()
        wait(.1)
    until annoyloop == false
    game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = SaveCFrame

end)

cmd.add({"unannoy"}, {"unannoy", "Stops the annoy command"}, function()
    annoyloop = false
end)

cmd.add({"seat"}, {"seat", "Finds a seat and automatically sits on it"}, function()
    local seats = {}
    for i,v in next, game:GetDescendants() do
        if v:IsA'Seat' then
            table.insert(seats, v)
        end
    end
    end
    wait(0.07)
    for i=1, 8 do
        seats[math.random(1, #seats)]:Sit(game.Players.LocalPlayer.Character.Humanoid)
    end
end)

cmd.add({"banish", "punish", "jail"}, {"punish <player> (banish, jail)", "Banishes the player using a void script, can
make them not respawn if the game is old"}, function(...)
    Target = (...)
    local TPlayer = getPlayer(Target)
        TRootPart = TPlayer.Character.HumanoidRootPart
        local Character = Player.Character
        local PlayerGui = Player:WaitForChild("PlayerGui")
        local Backpack = Player:WaitForChild("Backpack")
        local Humanoid = Character and Character:FindFirstChildWhichIsA("Humanoid") or false
        local RootPart = Character and Humanoid and Humanoid.RootPart or false
        local RightArm = Character and Character:FindFirstChild("Right Arm") or
Character:FindFirstChild("RightHand")
        if not Humanoid or not RootPart or not RightArm then
            return
        end
        Humanoid:UnequipTools()
        local MainTool = Backpack:FindFirstChildWhichIsA("Tool") or false
        if not MainTool or not MainTool:FindFirstChild("Handle") then
            return
        end
        end
        Humanoid.Name = "DAttach"
        local l = Character["DAttach"]:Clone()
        l.Parent = Character

```

```

l.Name = "Humanoid"
wait()
Character["DAttach"]:Destroy()
game.Workspace.CurrentCamera.CameraSubject = Character
Character.Animate.Disabled = true
wait()
Character.Animate.Disabled = false
Character.Humanoid:EquipTool(MainTool)
wait()
CF = Player.Character.PrimaryPart.CFrame
if firetouchinterest then
    local flag = false
    task.defer(function()
        MainTool.Handle.AncestryChanged:wait()
        flag = true
    end)
    repeat
        firetouchinterest(MainTool.Handle, TRootPart, 0)
        firetouchinterest(MainTool.Handle, TRootPart, 1)
        wait()
    until flag
    Player.Character.HumanoidRootPart.CFrame =
CFrame.new(Vector3.new(-100000, 100000000000000000000000, -100000))
    else
        Player.Character.HumanoidRootPart.CFrame =
TCharacter.HumanoidRootPart.CFrame
        wait()
        Player.Character.HumanoidRootPart.CFrame =
TCharacter.HumanoidRootPart.CFrame
        wait()
    end
    player.CharacterAdded:wait(1):waitForChild("HumanoidRootPart").CFrame = CF
end)

massplay = false
cmd.add({"sync"}, {"sync", "Syncs all in-game audios"}, function()
massplay = true
if game:GetService("SoundService").RespectFilteringEnabled == false then
repeat wait() do
for _, sound in next, game.Workspace:GetDescendants() do
if sound:IsA("Sound") then
sound.Volume = 10
sound:Play()
end
end
end
until massplay == false
else
Notify({

```

```

Description = "Sorry, wont replicate for this game, try another game.";
Title = "Nameless Admin";
Duration = 5;

});
end
end)

cmd.add({"unsync"}, {"unsync", "Unsyncs all in-game audios"}, function()
    massplay = false
end)

cmd.add({"infvoid"}, {"infvoid <player>", "Makes a players avatar glitch"}, function(...)
    Target = (...)
    local TPlayer = getPlr(Target)
    TRootPart = TPlayer.Character.HumanoidRootPart
    local Character = Player.Character
    local PlayerGui = Player:WaitForChild("PlayerGui")
    local Backpack = Player:WaitForChild("Backpack")
    local Humanoid = Character and Character:FindFirstChildWhichIsA("Humanoid") or false
    local RootPart = Character and Humanoid and Humanoid.RootPart or false
    local RightArm = Character and Character:FindFirstChild("Right Arm") or
Character:FindFirstChild("RightHand")
    if not Humanoid or not RootPart or not RightArm then
        return
    end
    Humanoid:UnequipTools()
    local MainTool = Backpack:FindFirstChildWhichIsA("Tool") or false
    if not MainTool or not MainTool:FindFirstChild("Handle") then
        return
    end
    Humanoid.Name = "DAttach"
    local l = Character["DAttach"]:Clone()
    l.Parent = Character
    l.Name = "Humanoid"
    wait()
    Character["DAttach"]:Destroy()
    game.Workspace.CurrentCamera.CameraSubject = Character
    Character.Animate.Disabled = true
    wait()
    Character.Animate.Disabled = false
    Character.Humanoid:EquipTool(MainTool)
    wait()
    CF = Player.Character.PrimaryPart.CFrame
    if firetouchinterest then
        local flag = false
        task.defer(function()
            MainTool.Handle.AncestryChanged:wait()
            flag = true
        end)
    end
end)

```

```

        end)
        repeat
            firetouchinterest(MainTool.Handle, TRootPart, 0)
            firetouchinterest(MainTool.Handle, TRootPart, 1)
            wait()
        until flag
    else
        Player.Character.HumanoidRootPart.CFrame =
            TCharacter.HumanoidRootPart.CFrame
        wait()
        Player.Character.HumanoidRootPart.CFrame =
            TCharacter.HumanoidRootPart.CFrame
        wait()
    end
    game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(111111110,
111111110, 111111110)
end)

cmd.add({"attach"}, {"attach <player>", "Attach the given player(s)"}, function(...)
    Target = (...)
    local TPlayer = getPlayer(Target)
    TRootPart = TPlayer.Character.HumanoidRootPart
    local Character = Player.Character
    local PlayerGui = Player:WaitForChild("PlayerGui")
    local Backpack = Player:WaitForChild("Backpack")
    local Humanoid = Character and Character:FindFirstChildWhichIsA("Humanoid") or false
    local RootPart = Character and Humanoid and Humanoid.RootPart or false
    local RightArm = Character and Character:FindFirstChild("Right Arm") or
Character:FindFirstChild("RightHand")
    if not Humanoid or not RootPart or not RightArm then
        return
    end
    Humanoid:UnequipTools()
    local MainTool = Backpack:FindFirstChildWhichIsA("Tool") or false
    if not MainTool or not MainTool:FindFirstChild("Handle") then
        return
    end
    end
    Humanoid.Name = "DAttach"
    local l = Character["DAttach"]:Clone()
    l.Parent = Character
    l.Name = "Humanoid"
    wait()
    Character["DAttach"]:Destroy()
    game.Workspace.CurrentCamera.CameraSubject = Character
    Character.Animate.Disabled = true
    wait()
    Character.Animate.Disabled = false
    Character.Humanoid:EquipTool(MainTool)
    wait()
end)

```



```

        CF = Player.Character.PrimaryPart.CFrame
        if firetouchinterest then
            local flag = false
            task.defer(function()
                MainTool.Handle.AncestryChanged:wait()
                flag = true
            end)
            repeat
                firetouchinterest(MainTool.Handle, TRootPart, 0)
                firetouchinterest(MainTool.Handle, TRootPart, 1)
                wait()
            until flag
        else
            Player.Character.HumanoidRootPart.CFrame =
            TCharacter.HumanoidRootPart.CFrame
            wait()
            Player.Character.HumanoidRootPart.CFrame =
            TCharacter.HumanoidRootPart.CFrame
            wait()
        end
        player.CharacterAdded:wait(1):waitForChild("HumanoidRootPart").CFrame = CF

    end)

    cmd.add({"enableinventory", "enableinv"}, {"enableinv (enableinventory)", "Lets you see what you have in your inventory
    since some games hide it"}, function(...)
        game.StarterGui:SetCoreGuiEnabled(2, true)
    end)

    cmd.add({"copytools", "ctools"}, {"copytools <player> (ctools)", "Copies the tools the given player has"}, function(...)
        PLAYERNAMEHERE = (...)
        Target = getPlayer(PLAYERNAMEHERE)
        for i, v in pairs(Target.Backpack:GetChildren()) do
            if v:IsA("Tool") or v:IsA('HopperBin') then
                v:Clone().Parent = game.Players.LocalPlayer:FindFirstChildOfClass("Backpack")
            end
        end
    end)

    cmd.add({"bring"}, {"bring <player>", "Bring the given player(s)"}, function(...)
        local Target = (...)
        if Target == "all" or Target == "others" then
            print("Patched")
        end
        local Character = Player.Character
        local PlayerGui = Player:waitForChild("PlayerGui")
        local Backpack = Player:waitForChild("Backpack")
        local Humanoid = Character and Character:FindFirstChildWhichIsA("Humanoid") or false
        local RootPart = Character and Humanoid and Humanoid.RootPart or false
    end)

```

```

        local RightArm = Character and Character:FindFirstChild("Right Arm") or
Character:FindFirstChild("RightHand")
        if not Humanoid or not RootPart or not RightArm then
            return
        end
        Humanoid:UnequipTools()
        local MainTool = Backpack:FindFirstChildWhichIsA("Tool") or false
        if not MainTool or not MainTool:FindFirstChild("Handle") then
            return
        end
        local TPlayer = getPlr(Target)
        local TCharacter = TPlayer and TPlayer.Character
        local THumanoid = TCharacter and TCharacter:FindFirstChildWhichIsA("Humanoid") or false
        local TRootPart = TCharacter and THumanoid and THumanoid.RootPart or false
        if not THumanoid or not TRootPart then
            return
        end
        Character.Humanoid.Name = "DAttach"
        local l = Character["DAttach"]:Clone()
        l.Parent = Character
        l.Name = "Humanoid"
        wait()
        Character["DAttach"]:Destroy()
        game.Workspace.CurrentCamera.CameraSubject = Character
        Character.Animate.Disabled = true
        wait()
        Character.Animate.Disabled = false
        Character.Humanoid:EquipTool(MainTool)
        wait()
        CF = Player.Character.PrimaryPart.CFrame
        if firetouchinterest then
            local flag = false
            task.defer(function()
                MainTool.Handle.AncestryChanged:wait()
                flag = true
            end)
            repeat
                firetouchinterest(MainTool.Handle, TRootPart, 0)
                firetouchinterest(MainTool.Handle, TRootPart, 1)
                wait()
                Player.Character.HumanoidRootPart.CFrame = CF
            until flag
        else
            Player.Character.HumanoidRootPart.CFrame =
TCharacter.HumanoidRootPart.CFrame
            wait()
            Player.Character.HumanoidRootPart.CFrame =
TCharacter.HumanoidRootPart.CFrame
            wait()

```

```

        Player.Character.HumanoidRootPart.CFrame = CF
        wait()
    end
    wait(.3)
    Player.Character:SetPrimaryPartCFrame(CF)
    if Humanoid.RigType == Enum.HumanoidRigType.R6 then
        Character["Right Arm"].RightGrip:Destroy()
    else
        Character["RightHand"].RightGrip:Destroy()
        Character["RightHand"].RightGripAttachment:Destroy()
    end

    wait(4)
    CF = Player.Character.HumanoidRootPart.CFrame
    player.CharacterAdded:wait(1):waitForChild("HumanoidRootPart").CFrame = CF
end)

cmd.add({"skydive", "sky"}, {"skydive <player> (sky)", "Skydives the player"}, function(...)
    local Target = (...)
    local Character = Player.Character
    local PlayerGui = Player:waitForChild("PlayerGui")
    local Backpack = Player:waitForChild("Backpack")
    local Humanoid = Character and Character:FindFirstChildWhichIsA("Humanoid") or false
    local RootPart = Character and Humanoid and Humanoid.RootPart or false
    local RightArm = Character and Character:FindFirstChild("Right Arm") or
Character:FindFirstChild("RightHand")
    if not Humanoid or not RootPart or not RightArm then
        return
    end

    local getPlr = function(Name)
        for x in string.gmatch(Name, "[%a%d%p]+") do
            Name = x:lower()
            break
        end
        local TPlayer = nil
        for _, x in next, Players:GetPlayers() do
            if tostring(x):lower():match(Name) or x["DisplayName"]:lower():match(Name) then
                TPlayer = x
                break
            end
        end
        return TPlayer
    end

    Humanoid:UnequipTools()
    local MainTool = Backpack:FindFirstChildWhichIsA("Tool") or false
    if not MainTool or not MainTool:FindFirstChild("Handle") then
        return
    end
end)

```

```

end

local TPlayer = getPlr(Target)
local TCharacter = TPlayer and TPlayer.Character

local THumanoid = TCharacter and TCharacter:FindFirstChildWhichIsA("Humanoid") or false
local TRootPart = TCharacter and THumanoid and THumanoid.RootPart or false
if not THumanoid or not TRootPart then
    return
end

Character.Humanoid.Name = "DAttach"
local l = Character["DAttach"]:Clone()
l.Parent = Character
l.Name = "Humanoid"
wait()
Character["DAttach"]:Destroy()
game.Workspace.CurrentCamera.CameraSubject = Character
Character.Animate.Disabled = true
wait()
Character.Animate.Disabled = false
Character.Humanoid:EquipTool(MainTool)
wait()
CF = Player.Character.PrimaryPart.CFrame
XC = TCharacter.HumanoidRootPart.CFrame.X
ZC = TCharacter.HumanoidRootPart.CFrame.Z
if firetouchinterest then
    local flag = false
    task.defer(function()
        MainTool.Handle.AncestryChanged:wait()
        flag = true
    end)
    repeat
        firetouchinterest(MainTool.Handle, TRootPart, 0)
        firetouchinterest(MainTool.Handle, TRootPart, 1)
        wait()
        Player.Character.HumanoidRootPart.CFrame = CFrame.new(XC,10000,ZC)
    until flag
else
    Player.Character.HumanoidRootPart.CFrame =
    TCharacter.HumanoidRootPart.CFrame
    wait()
    Player.Character.HumanoidRootPart.CFrame =
    TCharacter.HumanoidRootPart.CFrame
    wait()
    Player.Character.HumanoidRootPart.CFrame = CFrame.new(XC,1000,ZC)
    wait()
end
wait(.3)

```

```

        Player.Character:SetPrimaryPartCFrame(CF)
        if Humanoid.RigType == Enum.HumanoidRigType.R6 then
            Character["Right Arm"].RightGrip:Destroy()
        else
            Character["RightHand"].RightGrip:Destroy()
            Character["RightHand"].RightGripAttachment:Destroy()
        end

        wait(4)
        CF = Player.Character.HumanoidRootPart.CFrame
        player.CharacterAdded:wait(1):waitForChild("HumanoidRootPart").CFrame = CF
    end)

    cmd.add({"localtime", "yourtime"}, {"localtime (yourtime)", "Chats your current time"}, function()
        local hour = os.date("*t")['hour']
        if hour < 10 then
            hour = "0"..hour
        end
        local min = os.date("*t")['min']
        if min < 10 then
            min = "0"..min
        end
        local sec = os.date("*t")['sec']
        if sec < 10 then
            sec = "0"..sec
        end
        local clock = hour..":"..min..":"..sec

        game.ReplicatedStorage.DefaultChatSystemChatEvents.SayMessageRequest:FireServer(clock,
'All')

    end)

    cmd.add({"cartornado", "ctornado"}, {"cartornado (ctornado)", "Tornados a car just sit in the car"}, function(...)
        local SPart = Instance.new("Part");
        local Player = game:GetService('Players').LocalPlayer;
        repeat game:GetService('RunService').RenderStepped:Wait() until Player.Character;
        local Character = Player.Character;
        SPart.Anchored, SPart.CanCollide = true, true;
        SPart.Parent = workspace;
        SPart.Size = Vector3.new(1, 100, 1)
        SPart.Transparency = 0.4
        game:GetService('RunService').Stepped:Connect(function()
            local Ray = Ray.new(Character.PrimaryPart.Position + Character.PrimaryPart.CFrame.LookVector * 6,
Vector3.new(0,-1,0) * 4);
            local FPOR = workspace:FindPartOnRayWithIgnoreList(Ray, {Character});
            if (FPOR) then
                SPart.CFrame = Character.PrimaryPart.CFrame + Character.PrimaryPart.CFrame.LookVector * 6;
            end
        end)
    end)

```

```

if SPart == nil then
Ray:destroy()
FPOR:destroy()
end
end)

SPart.Touched:Connect(function(hit)
    if hit:IsA("Seat") then
        local IsFlying = False
    local flyv
    local flyg
    local Player = game.Players.LocalPlayer
    local Speed = 50
    local LastSpeed = Speed
    local maxspeed = 100
    local IsRunning = false
    local f = 0

    IsFlying = true
        flyv = Instance.new("BodyVelocity")

        flyv.Parent = Player.Character:FindFirstChild('Torso') or Player.Character:FindFirstChild('UpperTorso')
        flyv.MaxForce = Vector3.new(math.huge,math.huge,math.huge)

        flyg = Instance.new("BodyGyro")
        flyg.Parent = Player.Character:FindFirstChild('Torso') or Player.Character:FindFirstChild('UpperTorso')
        flyg.MaxTorque = Vector3.new(9e9,9e9,9e9)
        flyg.P = 1000
        flyg.D = 50

    Player.Character:WaitForChild('Humanoid').PlatformStand = true

    Player.Character.Humanoid.Changed:Connect(function(Prop)

        if Player.Character.Humanoid.MoveDirection == Vector3.new(0,0,0) then
            IsRunning = false
        else
            IsRunning = true
        end
    end)

    spawn(function()
        while true do
            wait()
            if IsFlying then

                flyg.CFrame = workspace.CurrentCamera.CoordinateFrame * CFrame.Angles(-math.rad((f+0)*50*Speed/maxspeed),0,0)
                flyv.Velocity = workspace.CurrentCamera.CoordinateFrame.LookVector * Speed
                wait(0.1)
            end
        end
    end)

```

```

        if Speed < 0 then
            Speed = 0
            f = 0
        end
    end
    if IsRunning then
        Speed = LastSpeed
    else
        if not Speed == 0 then
            LastSpeed = Speed
        end
        Speed = 0
    end
end)
Speed = 0.1
wait(0.3)
hit:Sit(game:GetService("Players").LocalPlayer.Character.Humanoid)
SPart:Destroy()
wait(0.3)
local speaker = game.Players.LocalPlayer
local seat = speaker.Character:FindFirstChildOfClass('Humanoid').SeatPart
local vehicleModel = seat.Parent
repeat
    if vehicleModel.ClassName ~= "Model" then
        vehicleModel = vehicleModel.Parent
    end
until vehicleModel.ClassName == "Model"
wait(0.1)
for i,v in pairs(vehicleModel:GetDescendants()) do
    if v:IsA("BasePart") and v.CanCollide then
        v.CanCollide = false
    end
end

wait(0.2)
Speed = 80
local Spin = Instance.new("BodyAngularVelocity")
Spin.Name = "Spinning"
Spin.Parent = getRoot(speaker.Character)
Spin.MaxTorque = Vector3.new(0, math.huge, 0)
Spin.AngularVelocity = Vector3.new(0,2000,0)
end
end)
end)

```

```
cmd.add({"tornado"}, {"tornado <player>", "Tornados the player to be in the sky"}, function(...)
```

Username = (...)

```
local target = getPlr(Username)
local THumanoidPart
local plrtorso
local TargetCharacter = target.Character
    if TargetCharacter:FindFirstChild("Torso") then
        plrtorso = TargetCharacter.Torso
    elseif TargetCharacter:FindFirstChild("UpperTorso") then
        plrtorso = TargetCharacter.UpperTorso
    end
    local old = getChar().HumanoidRootPart.CFrame
    local tool = getBp():FindFirstChildOfClass("Tool") or getChar():FindFirstChildOfClass("Tool")
    if target == nil or tool == nil then return end
    local attWeld = attachTool(tool,CFrame.new(0,0,0))
    attachTool(tool,CFrame.new(0,0,0.2) * CFrame.Angles(math.rad(-90),0,0))
    tool.Grip = plrtorso.CFrame
    wait(0.07)
tool.Grip = CFrame.new(0, -7, -3)
    firetouchinterest(target.Character.Humanoid.RootPart,tool.Handle,0)
    firetouchinterest(target.Character.Humanoid.RootPart,tool.Handle,1)
    local Spin = Instance.new("BodyAngularVelocity")
    Spin.Name = "Spinning"
    Spin.Parent = getRoot(game.Players.LocalPlayer.Character)
    Spin.MaxTorque = Vector3.new(0, math.huge, 0)
    Spin.AngularVelocity = Vector3.new(0,40,0)
end)
```

```
cmd.add({"unspam", "unlag", "unchatspam", "unanimlag", "unremotespam"}, {"unspam", "Stop all attempts to lag/spam"},
function()
    lib.disconnect("spam")
end)
```

```
cmd.add({"respawn", "re"}, {"respawn", "Respawn your character"}, function()
    local old = getChar().HumanoidRootPart.CFrame
    respawn()
    wait()
    plr.CharacterAdded:Wait()
    getChar():WaitForChild("HumanoidRootPart").CFrame = old
end)
```

```
cmd.add({"seizure"}, {"seizure", "Gives you a seizure"}, function()
    spawn(function()
        local Anim = Instance.new("Animation")
        if game.Players.LocalPlayer.Character:FindFirstChild("UpperTorso") then
            Anim.AnimationId = "rbxassetid://507767968"
```



```

        else
            Anim.AnimationId = "rbxassetid://180436148"
        end
        local k = game.Players.LocalPlayer.Character.Humanoid:LoadAnimation(Anim)
        getgenv().ssss = game.Players.LocalPlayer:GetMouse()
        getgenv().Lzzz = false

        if Lzzz == false then
            getgenv().Lzzz = true
            if game.Players.LocalPlayer.Character:FindFirstChild("UpperTorso") then
                Anim.AnimationId = "rbxassetid://507767968"
            else
                Anim.AnimationId = "rbxassetid://180436148"
            end
            getgenv().currentnormal = game:GetService("Workspace").Gravity
            game:GetService("Workspace").Gravity = 196.2

            game:GetService("Players").LocalPlayer.Character:PivotTo(game:GetService("Players").LocalPlayer.Character:GetPivot() *
            CFrame.Angles(2, 0, 0))
            wait(0.5)
            game:GetService("Players").LocalPlayer.Character.Humanoid.PlatformStand = true
            game.Players.LocalPlayer.Character.Animate.Disabled = true

            k:Play()
            k:AdjustSpeed(10)

            game.Players.LocalPlayer.Character.Animate.Disabled = true
        else
            getgenv().Lzzz = false
            if game.Players.LocalPlayer.Character:FindFirstChild("UpperTorso") then
                Anim.AnimationId = "rbxassetid://507767968"
            else
                Anim.AnimationId = "rbxassetid://180436148"
            end
            game:GetService("Workspace").Gravity = currentnormal
            game:GetService("Players").LocalPlayer.Character.Humanoid.PlatformStand = false
            game:GetService("Players").LocalPlayer.Character.Humanoid.Jump = true
            k:Stop()

            game.Players.LocalPlayer.Character.Animate.Disabled = false
            game:GetService("RunService").Heartbeat:Wait()
            for i = 1,10 do

                game.Players.LocalPlayer.Character.HumanoidRootPart.AssemblyLinearVelocity = Vector3.new(0, 0, 0)
                wait(0.1)
            end
            game:GetService("RunService").RenderStepped:Connect(function()
            if Lzzz == true then

```

```

        game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame * CFrame.new(.075*math.sin(45*tick()),
.075*math.sin(45*tick()),.075*math.sin(45*tick())) --angle*math.sin(velocity*tick())
    end
    end)
end)

end)

cmd.add({"unseizure"}, {"unseizure", "Stops you from having a seizure not in real life noob"}, function(n)

    spawn(function()
        local Anim = Instance.new("Animation")
        if game.Players.LocalPlayer.Character:FindFirstChild("UpperTorso") then
            Anim.AnimationId = "rbxassetid://507767968"
        else
            Anim.AnimationId = "rbxassetid://180436148"
        end
        local k = game.Players.LocalPlayer.Character.Humanoid:LoadAnimation(Anim)
        getgenv().ssss = game.Players.LocalPlayer:GetMouse()
        getgenv().Lzzz = true

        if Lzzz == false then
            getgenv().Lzzz = true
            if game.Players.LocalPlayer.Character:FindFirstChild("UpperTorso") then
                Anim.AnimationId = "rbxassetid://507767968"
            else
                Anim.AnimationId = "rbxassetid://180436148"
            end
            getgenv().currentnormal = game:GetService("Workspace").Gravity
            game:GetService("Workspace").Gravity = 196.2

game:GetService("Players").LocalPlayer.Character:PivotTo(game:GetService("Players").LocalPlayer.Character:GetPivot() *
CFrame.Angles(2, 0, 0))
            wait(0.5)
            game:GetService("Players").LocalPlayer.Character.Humanoid.PlatformStand = true
            game.Players.LocalPlayer.Character.Animate.Disabled = true

            k:Play()
            k:AdjustSpeed(10)

            game.Players.LocalPlayer.Character.Animate.Disabled = true
        else
            getgenv().Lzzz = false
            if game.Players.LocalPlayer.Character:FindFirstChild("UpperTorso") then
                Anim.AnimationId = "rbxassetid://507767968"
            else
                Anim.AnimationId = "rbxassetid://180436148"
            end
        end
    end)
end)

```

```

game:GetService("Workspace").Gravity = currentnormal
game:GetService("Players").LocalPlayer.Character.Humanoid.PlatformStand = false
game:GetService("Players").LocalPlayer.Character.Humanoid.Jump = true
    k:Stop()

game.Players.LocalPlayer.Character.Animate.Disabled = false
game:GetService('RunService').Heartbeat:Wait()
for i = 1,10 do

game.Players.LocalPlayer.Character.HumanoidRootPart.AssemblyLinearVelocity = Vector3.new(0, 0, 0)
    wait(0.1)
    end
    end
game:GetService("RunService").RenderStepped:Connect(function()
if Lzzz == true then
    game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame * CFrame.new(.075*math.sin(45*tick()),
.075*math.sin(45*tick()),.075*math.sin(45*tick())) --angle*math.sin(velocity*tick())
    end
    end)
    end)

end)

cmd.add({"antisit"}, {"antisit", "Antisit"}, function()
    Player.Character.Humanoid:SetStateEnabled("Seated", false)
    Player.Character.Humanoid.Sit = true

    wait();

    Notify({
        Description = "Anti sit enabled";
        Title = "Nameless Admin";
        Duration = 5;

    });
end)

cmd.add({"unantisit"}, {"unantisit", "Disable antisit command"}, function()
    Player.Character.Humanoid:SetStateEnabled("Seated", true)
    Player.Character.Humanoid.Sit = false

    wait();

    Notify({

```

```
Description = "Anti sit disabled";
Title = "Nameless Admin";
Duration = 5;
```

```
});
end)

cmd.add({"lay"}, {"lay", "zzzzzzzz"}, function()
    local Human = game.Players.LocalPlayer.Character and game.Players.LocalPlayer.Character.Humanoid
    if not Human then
        return
    end
    Human.Sit = true
    task.wait(.1)
    Human.RootPart.CFrame = Human.RootPart.CFrame * CFrame.Angles(math.pi * .5, 0, 0)
    for _, v in ipairs(Human:GetPlayingAnimationTracks()) do
        v:Stop()
    end
end)

cmd.add({"trip"}, {"trip", "get up NOW"}, function()
    game.Players.LocalPlayer.Character:FindFirstChildOfClass("Humanoid"):ChangeState(0)
    game.Players.LocalPlayer.Character:FindFirstChild("HumanoidRootPart").Velocity =
game.Players.LocalPlayer.Character:FindFirstChild("HumanoidRootPart").CFrame.LookVector * 25
end)

cmd.add({"checkrfe"}, {"checkrfe", "Checks if the game has respect filtering enabled off"}, function()
    if game:GetService("SoundService").RespectFilteringEnabled == true then

        Notify({
            Description = "Respect Filtering Enabled is on";
            Title = "Nameless Admin";
            Duration = 5;

        });
    else
        Notify({
            Description = "Respect Filtering Enabled is off";
            Title = "Nameless Admin";
            Duration = 5;

        });
    end
end)

cmd.add({"sit"}, {"sit", "Sit your player"}, function()
    local hum = character:FindFirstChildWhichIsA("Humanoid")
    if hum then
```

```

        hum.Sit = true
    end
end)

cmd.add({"spin"}, {"spin", "Spin yourself at the speed you want"}, function(d)
    local spinSpeed = tonumber(d)
    if d and isNumber(d) then
        spinSpeed = (d)
    end
    for i,v in pairs(getRoot(game.Players.LocalPlayer.Character):GetChildren()) do
        if v.Name == "Spinning" then
            v:Destroy()
        end
    end
    local Spin = Instance.new("BodyAngularVelocity")
    Spin.Name = "Spinning"
    Spin.Parent = getRoot(speaker.Character)
    Spin.MaxTorque = Vector3.new(0, math.huge, 0)
    Spin.AngularVelocity = Vector3.new(0,spinSpeed,0)
end)

cmd.add({"oldroblox"}, {"oldroblox", "Old skybox and studs"}, function()
    for i,v in pairs(workspace:GetDescendants()) do
        if v:IsA("BasePart") then
            local dec = Instance.new("Texture", v)
            dec.Texture = "rbxassetid://48715260"
            dec.Face = "Top"
            dec.StudsPerTileU = "1"
            dec.StudsPerTileV = "1"
            dec.Transparency = v.Transparency
            v.Material = "Plastic"
            local dec2 = Instance.new("Texture", v)
            dec2.Texture = "rbxassetid://20299774"
            dec2.Face = "Bottom"
            dec2.StudsPerTileU = "1"
            dec2.StudsPerTileV = "1"
            dec2.Transparency = v.Transparency
            v.Material = "Plastic"
        end
    end
    game.Lighting.ClockTime = 12
    game.Lighting.GlobalShadows = false
    game.Lighting.Outlines = false
    for i,v in pairs(game.Lighting:GetDescendants()) do
        if v:IsA("Sky") then
            v:Destroy()
        end
    end
    local sky = Instance.new("Sky", game.Lighting)
end)

```

```

sky.SkyboxBk = "rbxassetid://161781263"
sky.SkyboxDn = "rbxassetid://161781258"
sky.SkyboxFt = "rbxassetid://161781261"
sky.SkyboxLf = "rbxassetid://161781267"
sky.SkyboxRt = "rbxassetid://161781268"
sky.SkyboxUp = "rbxassetid://161781260"
end)

cmd.add({"f3x", "fex"}, {"f3x", "F3X for client"}, function()
    loadstring(game:GetObjects("rbxassetid://6695644299")[1].Source)()
end)

cmd.add({"dupetools"}, {"dupetools [amount]", "Probably the fastest tool duping method"}, function(...)
    _G.ammount = (...)
    for i=1,_G.ammount do
        loadstring(game:HttpGet("https://raw.githubusercontent.com/joshclark756/joshclark756-s-scripts/main/dupetools.lua",true))
    end
end)

cmd.add({"harked", "comet"}, {"harked (comet)", "Executes Comet which is like harked"}, function()
    Notify({
        Description = "Join the discord to see supported games! Use the discord command to get the invite";
        Title = "Nameless Admin";
        Duration = 7;
    });
end)

loadstring(game:HttpGet("https://raw.githubusercontent.com/FilteringEnabled/FE/main/Comet"))();

cmd.add({"triggerbot", "tbot"}, {"triggerbot (tbot)", "Executes a script that automatically clicks
the mouse when the mouse is on a player"}, function()
    local ToggleKey = Enum.KeyCode.Q

    local Player = game:GetService("Players").LocalPlayer
    local Char = Player.Character or player.CharacterAdded:wait(1)
    local Root = Char.HumanoidRootPart or Char:WaitForChild("HumanoidRootPart")
    local Camera = game.Workspace.CurrentCamera
    local Mouse = Player:GetMouse()
    local PlayerTeam = Player.Team
    local Neutral = Player.Neutral
    local UIS = game:GetService("UserInputService")
    local Toggled = false

    ----==GUI==----
    local GUI = Instance.new("ScreenGui")
    local On = Instance.new("TextLabel")

```

```

local uicorner = Instance.new("UICorner")
GUI.Name = "GUI"
GUI.Parent = game.CoreGui --game.Players.LocalPlayer:WaitForChild("PlayerGui")
On.Name = "On"
On.Parent = GUI
On.BackgroundColor3 = Color3.fromRGB(12, 4, 20)
On.BackgroundTransparency = 0.14
On.BorderSizePixel = 0
On.Position = UDim2.new(0.880059958, 0, 0.328616381, 0)
On.Size = UDim2.new(0, 160, 0, 20)
On.Font = Enum.Font.SourceSans
On.Text = "TriggerBot On: false"
On.TextColor3 = Color3.new(1, 1, 1)
On.TextScaled = true
On.TextSize = 14
On.TextWrapped = true
uicorner.Parent = On
---End Gui--

local FindTeams = function()
    local CC1 = false
    local CC2 = false

    if PlayerTeam ~= nil and Neutral == false then
        if #game:GetService("Teams"):GetTeams() > 0 then
            CC1 = true
            for i, v in pairs(game:GetService("Teams"):GetTeams()) do
                if #v:GetPlayers() > 0 and v ~= PlayerTeam and CC1 == true then
                    CC2 = true
                elseif #v:GetPlayers() <= 0 and CC1 == true then
                    return "FFA"
                end
            end
        elseif #game:GetService("Teams"):GetTeams() <= 0 then
            return "FFA"
        end
    elseif Neutral == true then
        return "FFA"
    elseif PlayerTeam == nil then
        return "FFA"
    end
    if CC1 == true and CC2 == true then
        return "TEAMS"
    end
end
--[/| Functions |\]}--

function Click()
    mouse1click()

```

```

        --print("Tripped")
    end
    function CastRay(Mode)
        local RaySPTR = Camera:ScreenPointToRay(Mouse.X, Mouse.Y) --Hence the var name, the magnitude of this is 1.
        local NewRay = Ray.new(RaySPTR.Origin, RaySPTR.Direction * 9999)
        local Target, Position = workspace:FindPartOnRayWithIgnoreList(NewRay, {Char,workspace.CurrentCamera})
        if Target and Position and game:GetService("Players"):GetPlayerFromCharacter(Target.Parent) and
Target.Parent.Humanoid.Health > 0 or Target and Position and
game:GetService("Players"):GetPlayerFromCharacter(Target.Parent.Parent) and Target.Parent.Parent.Humanoid.Health > 0 then
            local TPlayer = game:GetService("Players"):GetPlayerFromCharacter(Target.Parent) or
game:GetService("Players"):GetPlayerFromCharacter(Target.Parent.Parent)
            if TPlayer.Team ~= PlayerTeam and Mode ~= "FFA" and TPlayer ~= Player then
                Click()
            elseif TPlayer.Team == PlayerTeam and TPlayer ~= Player then
                if Mode == "FFA" then
                    Click()
                end
            end
        end
    end
end
--End Functions--
UIS.InputBegan:Connect(function(Input)
    if Input.KeyCode == ToggleKey then
        Toggled = not Toggled
        On.Text = "Trigger Bot On: ".. tostring(Toggled)
    end
end)

local PreMode = FindTeams()
local O = false
game:GetService("RunService").Stepped:Connect(function()
    local Mode = FindTeams()
    if O == false then
        O = true
        print(Mode)
    end
    if Mode ~= PreMode then
        PreMode = Mode
        print(Mode)
    end
    if Toggled == true then

        CastRay(Mode)
    end
end)

print("BrokenCoding's Trigger Bot V4 Loaded")
spawn(function()
    wait(2)

```



```

        Loaded:Destroy()
end)

wait();

Notify({
Description = "Keybind: Q";
Title = "Nameless Admin";
Duration = 5;

});

                                end)

                                cmd.add({"nofog"}, {"nofog", "Removes all fog from the game"}, function()
                                    local Lighting = game.Lighting
                                    Lighting.FogEnd = 100000
                                    for i,v in pairs(Lighting:GetDescendants()) do
                                        if v:IsA("Atmosphere") then
                                            v:Destroy()
                                        end
                                    end
                                end
                                end)

                                cmd.add({"antiafk", "noafk"}, {"antiafk (noafk)", "Makes you not be kicked for being afk for 20
mins"}, function()

                                    wait();

                                    Notify({
                                        Description = "Anti AFK has been enabled";
                                        Title = "Nameless Admin";
                                        Duration = 5;

                                    });

                                    ANTIAFK = game.Players.LocalPlayer.Idled:connect(function()
game:FindService("VirtualUser"):Button2Down(Vector2.new(0,0),workspace.CurrentCamera.CFrame)
                                task.wait(1)

game:FindService("VirtualUser"):Button2Up(Vector2.new(0,0),workspace.CurrentCamera.CFrame)
                                end)
                                end)

```

```

        cmd.add({"antiattach", "noattach"}, {"antiattach (noattach)", "Makes you not be able to be
attached by using a item"}, function()
    local Tools = {}
    for i,v in pairs(game.Players.LocalPlayer.Character:GetChildren()) do
        if v:IsA("Tool") then
            table.insert(Tools,v:GetDebugId())
        end
    end
    for i,v in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
        if v:IsA("Tool") then
            table.insert(Tools,v:GetDebugId())
        end
    end
    AAttach = game.Players.LocalPlayer.Character.ChildAdded:Connect(function(instance)
        if instance:IsA("Tool") and not table.find(Tools,instance:GetDebugId())
then
            task.wait()
            instance.Parent = nil
        end
    end)

    wait();

    Notify({
        Description = "Anti attach enabled";
        Title = "Nameless Admin";
        Duration = 5;

});

    end)

    cmd.add({"unantiattach", "unnoattach"}, {"unantiattach (unnoattach)", "Makes you
to be able for others to attach you"}, function()
        if AAttach then
            AAttach:Disconnect()

            wait();

            Notify({
                Description = "Anti attach disabled";
                Title = "Nameless Admin";
                Duration = 5;

});

        else

```

```
wait();

Notify({
Description = "Anti attach already disabled";
Title = "Nameless Admin";
Duration = 5;
```

```
});
```

```
end
end)
```

```
cmd.add({"setspawn", "spawnpoint", "ss"}, {"setspawn (spawnpoint, ss)",
```

```
"Makes your spawn point be in the place where your character is"}, function()
```

```
wait();

Notify({
Description = "Spawn has been set";
Title = "Nameless Admin";
Duration = 5;
```

```
});
```

```
local stationaryrespawn = true
```

```
local needsrespawning = false
local haspos = false
local pos = CFrame.new()
```

```
game:GetService("UserInputService").InputBegan:connect(StatRespawn)
```

```
game:GetService('RunService').Stepped:connect(function()
```

```
if stationaryrespawn == true and game.Players.LocalPlayer.Character.Humanoid.Health == 0 then
if haspos == false then
pos = game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame
haspos = true
end
needsrespawning = true
end
```

```
if needsrespawning == true then
game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = pos
end
end)
```

```

game.Players.LocalPlayer.CharacterAdded:connect(function()
wait(0.6)
needsrespawning = false
haspos = false
end)

end)

cmd.add({"hamster"}, {"hamster <speed>", "Hamster ball"}, function(...)
-- [[ skidded ]] --
local UserInputService = game:GetService("UserInputService")
local RunService = game:GetService("RunService")
local Camera = workspace.CurrentCamera

local SPEED_MULTIPLIER = (...)
local JUMP_POWER = 60
local JUMP_GAP = 0.3

if (...) == nil then
    SPEED_MULTIPLIER = 30
end

local character = game.Players.LocalPlayer.Character

for i,v in ipairs(character:GetDescendants()) do
    if v:IsA("BasePart") then
        v.CanCollide = false
    end
end

local ball = character.HumanoidRootPart
ball.Shape = Enum.PartType.Ball
ball.Size = Vector3.new(5,5,5)
local humanoid = character:WaitForChild("Humanoid")
local params = RaycastParams.new()
params.FilterType = Enum.RaycastFilterType.Blacklist
params.FilterDescendantsInstances = {character}

local tc = RunService.RenderStepped:Connect(function(delta)
    ball.CanCollide = true
    humanoid.PlatformStand = true
    if UserInputService:GetFocusedTextBox() then return end
    if UserInputService:IsKeyDown("W") then
        ball.RotVelocity -= Camera.CFrame.RightVector * delta * SPEED_MULTIPLIER
    end
    if UserInputService:IsKeyDown("A") then
        ball.RotVelocity -= Camera.CFrame.LookVector * delta * SPEED_MULTIPLIER
    end
    if UserInputService:IsKeyDown("S") then
        ball.RotVelocity += Camera.CFrame.RightVector * delta * SPEED_MULTIPLIER
    end
end)

```

```

end
if UserInputService.IsKeyDown("D") then
ball.RotVelocity += Camera.CFrame.LookVector * delta * SPEED_MULTIPLIER
end
end)

```

```

UserInputService.JumpRequest:Connect(function()
local result = workspace.Raycast(
ball.Position,
Vector3.new(
0,
-((ball.Size.Y/2)+JUMP_GAP),
0
),
params
)
if result then
ball.Velocity = ball.Velocity + Vector3.new(0,JUMP_POWER,0)
end
end)

```

```

Camera.CameraSubject = ball
humanoid.Died:Connect(function() tc:Disconnect() end)
end)

```

```

cmd.add({"unantiafk", "unnoafk"}, {"unantiafk (unnoafk)", "Makes you able to be kicked for
being afk for 20 mins"}, function()

```

```

    if ANTIAFK then
        ANTIAFK:Disconnect()
        wait();

```

```

        Notify({
        Description = "Anti AFK disabled";
        Title = "Nameless Admin";
        Duration = 5;

```

```

    });

```

```

    else

```

```

        wait();

```

```

        Notify({
        Description = "Anti AFK already disabled";
        Title = "Nameless Admin";
        Duration = 5;

```

```

    });

```

```

    end
end)

```

```

        cmd.add({"toolgui"}, {"toolgui", "cool tool ui aka replication ui made by 0866"}, function()
            loadstring(game:HttpGet("https://pastebin.com/raw/vr2YVyF6"))();
        end)

wait();

Notify({
    Description = "For a better experience, use R6 if you want tools do ;dupetools 5";
    Title = "Nameless Admin";
    Duration = 5;
});

        cmd.add({"clicktp"}, {"clicktp", "Teleport where your mouse is"}, function()
            mouse = game.Players.LocalPlayer:GetMouse()

tool = Instance.new("Tool")
tool.RequiresHandle = false
tool.Name = "Click TP"
tool.Activated:connect(function()
    local pos = mouse.Hit+Vector3.new(0,2.5,0)
    pos = CFrame.new(pos.X,pos.Y,pos.Z)
    game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = pos
end)
tool.Parent = game.Players.LocalPlayer.Backpack
wait(0.07)
local TweenService = game:GetService("TweenService")
local UserInputService = game:GetService("UserInputService")
local Players = game:GetService("Players")

local tool = Instance.new("Tool")
tool.RequiresHandle = false
tool.Name = "Tween Click TP"
local function onActivated()
    local mouse = Players.LocalPlayer:GetMouse()
    local pos = mouse.Hit + Vector3.new(0,2.5,0)
    local humanoidRootPart = Players.LocalPlayer.Character.HumanoidRootPart

    local tweenInfo = TweenInfo.new(
        1,
        Enum.EasingStyle.Quad,
        Enum.EasingDirection.Out,
        0,
        false,
        0
    )

    local tween = TweenService:Create(humanoidRootPart, tweenInfo, {
        CFrame = CFrame.new(pos.X, pos.Y, pos.Z)
    })

```

```

    tween:Play()
end

tool.Activated:Connect(onActivated)
tool.Parent = Players.LocalPlayer.Backpack
end)

cmd.add({"dex"}, {"dex", "Using this you can see the parts / guis / scripts etc with this. A really good and helpful script."}, function()
    -- thanks to moon for this dex / best dex out there
    loadstring(game:HttpGet("https://raw.githubusercontent.com/infyiff/backup/main/dex.lua"))()
end)

    cmd.add({"antikill"}, {"antikill", "Makes exploiters not be able to kill you"}, function()
        Player.Character.Humanoid:SetStateEnabled("Seated", false)
        Player.Character.Humanoid.Sit = true
        wait();

        Notify({
            Description = "Anti kill enabled";
            Title = "Nameless Admin";
            Duration = 5;

});

    end)

cmd.add({"gayrate"}, {"gayrate <player>", "Gay scale of a player"}, function(...)
    Username = (...)
    target = getPlr(Username)
    local coolPercentage = math.random(1, 100)
    rate = target.Name .. ' is ' .. coolPercentage .. '% gay'
    game.ReplicatedStorage.DefaultChatSystemChatEvents.SayMessageRequest:FireServer(rate, 'All')
end)

cmd.add({"coolrate"}, {"coolrate <player>", "Cool scale of a player"}, function(...)
    Username = (...)
    target = getPlr(Username)
    local coolPercentage = math.random(1, 100)
    rate = target.Name .. ' is ' .. coolPercentage .. '% cool'
    game.ReplicatedStorage.DefaultChatSystemChatEvents.SayMessageRequest:FireServer(rate, 'All')
end)

    cmd.add({"unantikill"}, {"unantikill", "Makes exploiters to be able to kill you"}, function()
        Player.Character.Humanoid:SetStateEnabled("Seated", true)
        Player.Character.Humanoid.Sit = false

        wait();
    end)
end
```

```

        Notify({
            Description = "Anti kill disabled";
            Title = "Nameless Admin";
            Duration = 5;

});

        end)

        AntiFling = false
        cmd.add({"antifling"}, {"antifling", "makes it so you cant collide with others"}, function()
AntiFling = true

local function NoCollision(PLR)
    if AntiFling and PLR.Character then
        for _,x in pairs(PLR.Character:GetDescendants()) do
            if x:IsA("BasePart") and x.CanCollide then
                x.CanCollide = false
            end
        end
    end
end

end

for _,v in pairs(game.Players:GetPlayers()) do
    if v ~= game.Players then
        local antifling = game:GetService('RunService').Stepped:connect(function()
            NoCollision(v)
        end)
    end
end

game.Players.PlayerAdded:Connect(function()
    if v ~= game.Players.LocalPlayer and antifling then
        local antifling = game:GetService('RunService').Stepped:connect(function()
            NoCollision(v)
        end)
    end
end)

wait();
Notify({
    Description = "Anti fling enabled";
    Title = "Nameless Admin";
    Duration = 5;

});

        end)

        cmd.add({"unantifling"}, {"unantifling", "removes antifling"}, function()
AntiFling = true

```



```

wait();
Notify({
Description = "Anti fling disabled";
Title = "Nameless Admin";
Duration = 5;

});

for _,v in pairs(game.Players:GetPlayers()) do
    if v ~= game.Players then
char = v.Character
for _,x in pairs(char:GetDescendants()) do
    if x:IsA("BasePart") then
        x.CanCollide = true
    end
end
end
end

end)

cmd.add({"gravitygun"}, {"gravitygun", "Probably the best gravity gun script thats fe"},
function()
    wait();
    Notify({
        Description = "Wait a few seconds for it to load";
        Title = "Nameless Admin";
        Duration = 5;

    });

loadstring(game:HttpGet("https://raw.githubusercontent.com/qipurblx/Script/main/Gravity%20Gun"))()
end)

cmd.add({"flingnpcs"}, {"flingnpcs", "Flings NPCs"}, function()

local npcs = {}

local function disappear(hum)
    if hum:IsA("Humanoid") and not game.Players:GetPlayerFromCharacter(hum.Parent) then
        table.insert(npcs,{hum,hum.HipHeight})
        hum.HipHeight = 1024
    end
end

for _,hum in pairs(workspace:GetDescendants()) do
    disappear(hum)
end

end)

cmd.add({"voidnpcs"}, {"voidnpcs", "Voids NPCs"}, function()

```

```

local npcs = {}

    local function disappear(hum)
        if hum:IsA("Humanoid") and not game.Players:GetPlayerFromCharacter(hum.Parent) then
            table.insert(npcs,{hum,hum.HipHeight})
            hum.HipHeight = -1024
        end
    end
    for _,hum in pairs(workspace:GetDescendants()) do
        disappear(hum)
    end
end)

cmd.add({"npcfollow"}, {"npcfollow", "Makes NPCS follow you"}, function()
    local npcs = {}

    local function disappear(hum)
        if hum:IsA("Humanoid") and not game.Players:GetPlayerFromCharacter(hum.Parent) then
            table.insert(npcs,{hum,hum.HipHeight})
        end
    end
    local rootPart = hum.Parent:FindFirstChild("HumanoidRootPart")
    local targetPos =
game.Players.LocalPlayer.Character:FindFirstChild("HumanoidRootPart").Position
    hum:MoveTo(targetPos)

    for _,hum in pairs(workspace:GetDescendants()) do
        disappear(hum)
    end
end)

npcfollowloop = false
cmd.add({"loopnpcfollow"}, {"loopnpcfollow", "Makes NPCS follow you in a loop"}, function()
npcfollowloop = true

    repeat wait(0.1)
    local npcs = {}

    local function disappear(hum)
        if hum:IsA("Humanoid") and not game.Players:GetPlayerFromCharacter(hum.Parent) then
            table.insert(npcs,{hum,hum.HipHeight})
        end
    end
    local rootPart = hum.Parent:FindFirstChild("HumanoidRootPart")
    local targetPos =
game.Players.LocalPlayer.Character:FindFirstChild("HumanoidRootPart").Position
    hum:MoveTo(targetPos)

    for _,hum in pairs(workspace:GetDescendants()) do
        disappear(hum)
    end
end)

```

```

until npcfollowloop == false
end)

cmd.add({"unloopnpcfollow"}, {"unloopnpcfollow", "Makes NPCS not follow you in a loop"}, function()
    npcfollowloop = false
end)

cmd.add({"sitnpcs"}, {"sitnpcs", "Makes NPCS sit"}, function()
    local npcs = {}

    local function disappear(hum)
        if hum:IsA("Humanoid") and not game.Players:GetPlayerFromCharacter(hum.Parent) then
            table.insert(npcs, {hum, hum.HipHeight})
        end
    end

    local rootPart = hum.Parent:FindFirstChild("HumanoidRootPart")
    if rootPart then
        hum.Sit = true
    end

    for _, hum in pairs(workspace:GetDescendants()) do
        disappear(hum)
    end
end)

cmd.add({"unsitnpcs"}, {"unsitnpcs", "Makes NPCS unsit"}, function()
    local npcs = {}

    local function disappear(hum)
        if hum:IsA("Humanoid") and not game.Players:GetPlayerFromCharacter(hum.Parent) then
            table.insert(npcs, {hum, hum.HipHeight})
        end
    end

    local rootPart = hum.Parent:FindFirstChild("HumanoidRootPart")
    if rootPart then
        hum.Sit = true
    end

    for _, hum in pairs(workspace:GetDescendants()) do
        disappear(hum)
    end
end)

cmd.add({"vehiclespeed", "vspeed"}, {"vehiclespeed <amount> (vspeed)", "Change the vehicle speed"}, function(...)
    if vehicleloopspeed then
        vehicleloopspeed:Disconnect()
    end
    local UserInputService = game:GetService("UserInputService")
    local GuiService = game:GetService("GuiService")
    local LocalPlayer = game:GetService("Players").LocalPlayer

```

```

local intens = (...)

vehicleloopspeed = game.GetService("RunService").Stepped:Connect(function()
    local Humanoid = workspace.CurrentCamera.CameraSubject;
    if Humanoid:IsA("Humanoid") then
        Humanoid.SeatPart:ApplyImpulse(Humanoid.SeatPart.CFrame.LookVector * Vector3.new(intens,
intens, intens))
    elseif Humanoid:IsA("BasePart") then
        Humanoid:ApplyImpulse(Humanoid.CFrame.LookVector * Vector3.new(intens, intens, intens))
    end
end)

cmd.add({"unvehiclespeed", "unvspeed"}, {"unvehiclespeed (unvspeed)", "Stops the vehiclespeed command"}, function()
    vehicleloopspeed = vehicleloopspeed:Disconnect()
end)

cmd.add({"killnpcs"}, {"killnpcs", "Kills NPCs"}, function()
    local npcs = {}

    local function disappear(hum)
        if hum:IsA("Humanoid") and not game.Players:GetPlayerFromCharacter(hum.Parent) then
            table.insert(npcs, {hum, hum.HipHeight})
        end
    end

    local rootPart = hum.Parent:FindFirstChild("HumanoidRootPart")
    if rootPart then
        hum.Health = 0
    end

    for _, hum in pairs(workspace.GetDescendants()) do
        disappear(hum)
    end
end)

cmd.add({"bringnpcs"}, {"bringnpcs", "Brings NPCs"}, function()
    local npcs = {}

    local function disappear(hum)
        if hum:IsA("Humanoid") and not game.Players:GetPlayerFromCharacter(hum.Parent) then
            table.insert(npcs, {hum, hum.HipHeight})
        end
    end

    local rootPart = hum.Parent:FindFirstChild("HumanoidRootPart")
    if rootPart then
        rootPart.CFrame = game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame
    end

    for _, hum in pairs(workspace.GetDescendants()) do
        disappear(hum)
    end
end)

```

```

end)

cmd.add({"controlnpcs", "cnpcs"}, {"controlnpcs (cnpcs)", "Keybind: CTRL + LEFTCLICK"}, function()

wait();

Notify({
Description = "ControlNPCs executed, CTRL + Click on an NPC";
Title = "Nameless Admin";
Duration = 5;

});
    --- made by joshclark756#7155
local mouse = game.Players.LocalPlayer:GetMouse()
local uis = game:GetService("UserInputService")
mouse.Button1Down:Connect(function()
    if mouse.Target and uis:IsKeyDown(Enum.KeyCode.LeftControl) then
local npc = mouse.target.Parent
local npcRootPart = npc.HumanoidRootPart
local PlayerCharacter = game:GetService("Players").LocalPlayer.Character
local PlayerRootPart = PlayerCharacter.HumanoidRootPart
local A0 = Instance.new("Attachment")
local AP = Instance.new("AlignPosition")
local AO = Instance.new("AlignOrientation")
local A1 = Instance.new("Attachment")
for _, v in pairs(npc:GetDescendants()) do
if v:IsA("BasePart") then
game:GetService("RunService").Stepped:Connect(function()
v.CanCollide = false
end)
end
end
PlayerRootPart:BreakJoints()
for _, v in pairs(PlayerCharacter:GetDescendants()) do
if v:IsA("BasePart") then
if v.Name == "HumanoidRootPart" or v.Name == "UpperTorso" or v.Name == "Head" then
else
v:Destroy()
end
end
end
PlayerRootPart.Position = PlayerRootPart.Position+Vector3.new(5, 0, 0)
PlayerCharacter.Head.Anchored = true
PlayerCharacter.UpperTorso.Anchored = true
A0.Parent = npcRootPart
AP.Parent = npcRootPart
AO.Parent = npcRootPart

```

```

AP.Responsiveness = 200
AP.MaxForce = math.huge
A0.MaxTorque = math.huge
A0.Responsiveness = 200
AP.Attachment0 = A0
AP.Attachment1 = A1
A0.Attachment1 = A1
A0.Attachment0 = A0
A1.Parent = PlayerRootPart
end
end)

        end)

cmd.add({"attachpart"}, {"attachpart", "Keybind: CTRL + LEFTCLICK"}, function()

wait();

Notify({
Description = "AttachPart executed, CTRL + Click on a part";
Title = "Nameless Admin";
Duration = 5;

});

    -- made by joshclark756#7155
-- Variables
local mouse = game.Players.LocalPlayer:GetMouse()
local uis = game:GetService("UserInputService")

-- Connect
mouse.Button1Down:Connect(function()
    -- Check for Target & Left Shift
    if mouse.Target and uis:IsKeyDown(Enum.KeyCode.LeftControl) then
local npc = mouse.target
local npcparts = mouse.target.Parent
local PlayerCharacter = game:GetService("Players").LocalPlayer.Character
local PlayerRootPart = PlayerCharacter.HumanoidRootPart
local A0 = Instance.new("Attachment")
local AP = Instance.new("AlignPosition")
local AO = Instance.new("AlignOrientation")
local A1 = Instance.new("Attachment")
for _, v in pairs(npcparts:GetDescendants()) do
if v:IsA("BasePart") or v:IsA("Part") and v.Name ~= "HumanoidRootPart" then
do
v.CanCollide = false

end
end
end
-- Variables

```

```

local mouse = game.Players.LocalPlayer:GetMouse()
local uis = game:GetService("UserInputService")

-- Connect
mouse.Button1Down:Connect(function()
    if mouse.Target and uis:IsKeyDown(Enum.KeyCode.LeftControl) then
local npc = mouse.target
local npcparts = mouse.target.Parent
local PlayerCharacter = game:GetService("Players").LocalPlayer.Character
local PlayerRootPart = PlayerCharacter.HumanoidRootPart
local A0 = Instance.new("Attachment")
local AP = Instance.new("AlignPosition")
local AO = Instance.new("AlignOrientation")
local A1 = Instance.new("Attachment")
for _, v in pairs(npcparts:GetDescendants()) do
if v:IsA("BasePart") or v:IsA("Part") and v.Name ~= "HumanoidRootPart" then
do
v.CanCollide = false

wait(0)
local player = game.Players.LocalPlayer
local mouse = player:GetMouse()
bind = "e" -- has to be lowercase
mouse.KeyDown:connect(function(key)
if key == bind then do
v.CanCollide = true
end
end
end)
end
end
end
for _, v in pairs(PlayerCharacter:GetDescendants()) do
if v:IsA("BasePart") then
if v.Name == "HumanoidRootPart" or v.Name == "UpperTorso" or v.Name == "Head" then

end
end
end
PlayerRootPart.Position = PlayerRootPart.Position+Vector3.new(0, 0, 0)
PlayerCharacter.Head.Anchored = false
PlayerCharacter.Torso.Anchored = false
A0.Parent = npc
AP.Parent = npc
AO.Parent = npc
AP.Responsiveness = 200
AP.MaxForce = math.huge
AO.MaxTorque = math.huge
AO.Responsiveness = 200

```

```

AP.Attachment0 = A0
AP.Attachment1 = A1
A0.Attachment1 = A1
A0.Attachment0 = A0
A1.Parent = PlayerRootPart
end
end)
for _, v in pairs(PlayerCharacter:GetDescendants()) do
if v:IsA("BasePart") then
if v.Name == "HumanoidRootPart" or v.Name == "UpperTorso" or v.Name == "Head" then

end
end
end
PlayerRootPart.Position = PlayerRootPart.Position+Vector3.new(0, 0, 0)
PlayerCharacter.Head.Anchored = false
PlayerCharacter.Torso.Anchored = false
A0.Parent = npc
AP.Parent = npc
A0.Parent = npc
AP.Responsiveness = 200
AP.MaxForce = math.huge
A0.MaxTorque = math.huge
A0.Responsiveness = 200
AP.Attachment0 = A0
AP.Attachment1 = A1
A0.Attachment1 = A1
A0.Attachment0 = A0
A1.Parent = PlayerRootPart
end
end)

    end)

    active = false
    local MobileCameraFramework = {}
    local players = game:GetService("Players")
    local runservice = game:GetService("RunService")
    local CAS = game:GetService("ContextActionService")
    local camera = workspace.CurrentCamera

    uis = game:GetService("UserInputService")
    ismobile = uis.TouchEnabled

    local MAX_LENGTH = 900000
    local active = false
    local ENABLED_OFFSET = CFrame.new(1.7, 0, 0)
    local DISABLED_OFFSET = CFrame.new(-1.7, 0, 0)
    local function UpdateAutoRotate(BOOL)
        humanoid.AutoRotate = BOOL
    end

```



```

end
local function GetUpdatedCameraCFrame(ROOT, CAMERA)
    return CFrame.new(root.Position, Vector3.new(CAMERA.CFrame.LookVector.X * MAX_LENGTH, root.Position.Y,
CAMERA.CFrame.LookVector.Z * MAX_LENGTH))
end
local function EnableShiftlock()
    local player = players.LocalPlayer
    local character = player.Character or player.CharacterAdded:Wait()
    local root = character:WaitForChild("HumanoidRootPart")
    local humanoid = character.Humanoid
    UpdateAutoRotate(false)
    root.CFrame = GetUpdatedCameraCFrame(root, camera)
    camera.CFrame = camera.CFrame * ENABLED_OFFSET
end
local function DisableShiftlock()
    local player = players.LocalPlayer
    local character = player.Character or player.CharacterAdded:Wait()
    local root = character:WaitForChild("HumanoidRootPart")
    local humanoid = character.Humanoid
    UpdateAutoRotate(true)
    camera.CFrame = camera.CFrame * DISABLED_OFFSET
    pcall(function()
        active:Disconnect()
        active = nil
    end)
end
end
active = false
function ShiftLock()
    local player = players.LocalPlayer
    local character = player.Character or player.CharacterAdded:Wait()
    local root = character:WaitForChild("HumanoidRootPart")
    local humanoid = character.Humanoid
    if not active then
        active = runservice.RenderStepped:Connect(function()
            EnableShiftlock()
        end)
    else
        DisableShiftlock()
    end
end
end
cmd.add({"shiftlock", "sl"}, {"shiftlock (sl)", "Enable shiftlock"}, function()
    EnableShiftlock()
end)

cmd.add({"unshiftlock", "unsl"}, {"unshiftlock (unsl)", "Disables shiftlock if you're on mobile"}, function()
    DisableShiftlock()
end)

cmd.add({"ctrlshiftlock", "ctrlsl"}, {"ctrlshiftlock (ctrlsl)", "Enables shift lock if you press Control"}, function()

```

```

        game:GetService("Players").LocalPlayer.PlayerScripts.PlayerModule.CameraModule.MouseLockController.BoundKeys.Value
= "LeftControl,RightControl"
end)

        cmd.add({"esp"}, {"esp", "ESP"}, function()
local ReplicatedStorage = game:GetService("ReplicatedStorage")
local Players = game:GetService("Players")
local RunService = game:GetService("RunService")
local LP = Players.LocalPlayer
local roles
function CreateAllHighlight(p)
    for i, v in pairs(game.Players:GetChildren()) do
        if v ~= LP and v.Character and not v.Character:FindFirstChild("Highlight") then
            Instance.new("Highlight", v.Character)
        end
    end
end
end
function UpdateAllHighlights()
    for _, v in pairs(game.Players:GetChildren()) do
        if v ~= LP and v.Character and v.Character:FindFirstChild("Highlight") then
            Highlight = v.Character:FindFirstChild("Highlight")
            Highlight.FillColor = Color3.fromRGB(0, 225, 0)
        end
    end
end
function CreateHighlight(p)
    for i, v in pairs(p:GetChildren()) do
        if v ~= LP and v.Character and not v.Character:FindFirstChild("Highlight") then
            Instance.new("Highlight", v.Character)
        end
    end
end
function UpdateHighlights(p)
    for _, v in pairs(p:GetChildren()) do
        if v ~= LP and v.Character and v.Character:FindFirstChild("Highlight") then
            Highlight = v.Character:FindFirstChild("Highlight")
            Highlight.FillColor = Color3.fromRGB(0, 225, 0)
        end
    end
end
function IsAlive(Player)
    for i, v in pairs(roles) do
        if Player.Name == i then
            if not v.Killed and not v.Dead then
                return true
            else
                return false
            end
        end
    end
end

```

```

        end
    end
end
CreateAllHighlight()
    UpdateAllHighlights(game.Players)

    Players = game.Players
COREGUI = game.CoreGui

for i,plr in pairs(game.Players:GetChildren()) do
for i,v in pairs(COREGUI:GetChildren()) do
    if v.Name == plr.Name..'__ESP' then
        v:Destroy()
    end
end
if plr.Character and plr.Name ~= Players.LocalPlayer.Name and not COREGUI:FindFirstChild(plr.Name..'__ESP') then
    local ESPholder = Instance.new("Folder")
    ESPholder.Name = plr.Name..'__ESP'
    ESPholder.Parent = COREGUI

    if plr.Character and plr.Character:FindFirstChild('Head') then
        local BillboardGui = Instance.new("BillboardGui")
        local TextLabel = Instance.new("TextLabel")
        BillboardGui.Adornee = plr.Character.Head
        BillboardGui.Name = plr.Name
        BillboardGui.Parent = ESPholder
        BillboardGui.Size = UDim2.new(0, 100, 0, 150)
        BillboardGui.StudsOffset = Vector3.new(0, 1, 0)
        BillboardGui.AlwaysOnTop = true
        TextLabel.Parent = BillboardGui
        TextLabel.BackgroundTransparency = 1
        TextLabel.Position = UDim2.new(0, 0, 0, -50)
        TextLabel.Size = UDim2.new(0, 100, 0, 100)
        TextLabel.Font = Enum.Font.SourceSansSemibold
        TextLabel.TextSize = 17
        TextLabel.TextColor3 = Color3.new(12, 4, 20)
        TextLabel.TextStrokeTransparency = 0.3
        TextLabel.TextYAlignment = Enum.TextYAlignment.Bottom
        TextLabel.Text = '@'..plr.Name .. ' | ' .. plr.DisplayName .. ''
        TextLabel.ZIndex = 10
        local espLoopFunc
        local teamChange
        local addedFunc
    end

end
end

addedFunc = plr.CharacterAdded:Connect(function()
    wait(2)

```

```

        CreateHighlight(plr)
        UpdateHighlights(plr)
        if ESPenabled then
            espLoopFunc:Disconnect()
            teamChange:Disconnect()
            ESPholder:Destroy()
            repeat wait(1) until plr.Character.HumanoidRootPart and
plr.Character:FindFirstChildOfClass("Humanoid")
            ESP(plr)
        else
            addedFunc:Disconnect()
        end
    end)
end

end)

        cmd.add({"unesp"}, {"unesp", "Disables esp"}, function()
            addedFunc:Disconnect()
        for _, player in ipairs(game.Players:GetPlayers()) do
            local character = player.Character
            if character then
                local highlight = character:FindFirstChild("Highlight")
                if highlight then
                    highlight:Destroy()
                end
            end
        end
    end

    game.Players.PlayerAdded:Connect(function(player)
        player.CharacterAdded:Connect(function(character)
            local highlight = character:FindFirstChild("Highlight")
            if highlight then
                highlight:Destroy()
            end
        end)
    end)

    for i,b in pairs(game.CoreGui:GetChildren()) do
    if b:IsA("Folder") then
        b:Destroy()
    end
    end

    end)

        cmd.add({"creep", "ctp", "scare"}, {"ctp <player> (creep, scare)", "Teleports from a player behind them and under
the floor to the top"}, function(...)
        Players = game:GetService("Players")
        HRP = game.Players.LocalPlayer.Character.HumanoidRootPart.Anchored

```

```

Username = (...)

local target = getPlr(Username)

4)      getChar().HumanoidRootPart.CFrame = target.Character.HumanoidRootPart.CFrame * CFrame.new(0, -10,

        wait()
        if connections["noclip"] then lib.disconnect("noclip") return end
        lib.connect("noclip", RunService.Stepped:Connect(function()
            if not character then return end
            for i, v in pairs(character:GetDescendants()) do
                if v:IsA("BasePart") then
                    v.CanCollide = false
                end
            end
        end))
        wait()
        game.Players.LocalPlayer.Character.HumanoidRootPart.Anchored = true
        wait()

            tweenService, tweenInfo = game:GetService("TweenService"),
TweenInfo.new(1000, Enum.EasingStyle.Linear)

            tween = tweenService:Create(game:GetService("Players")
["LocalPlayer"].Character.HumanoidRootPart, tweenInfo, {CFrame = CFrame.new(0, 10000, 0)})
            tween:Play()
            wait(1.5)
            tween:Pause()
            game.Players.LocalPlayer.Character.HumanoidRootPart.Anchored = false
            wait()
            lib.disconnect("noclip")

        end)
        cmd.add({"netless", "net"}, {"netless (net)", "Executes netless which makes scripts more stable"}, function()
for i,v in next, game:GetService("Players").LocalPlayer.Character:GetDescendants() do
    if v:IsA("BasePart") and v.Name ~= "HumanoidRootPart" then
        game:GetService("RunService").Heartbeat:connect(function()
            v.Velocity = Vector3.new(-30,0,0)
        end)
    end
end

wait();

Notify({
    Description = "Netless has been activated, re-run this script if you die";
    Title = "Nameless Admin";
    Duration = 5;

});

```

```

end)

cmd.add({"rocket"}, {"rocket <player>", "rockets a player"}, function(...)

wait();

Notify({
Description = "Get ready to launch...";
Title = "Nameless Admin";
Duration = 5;

});
wait(0.2)

local OldPos = getRoot().CFrame
tweenService, tweenInfo = game.GetService("TweenService"), TweenInfo.new(70, Enum.EasingStyle.Linear)

tween = tweenService:Create(game.GetService("Players")["LocalPlayer"].Character.HumanoidRootPart, tweenInfo,
{CFrame = CFrame.new(0, 10000, 0)})
tween:Play()
Username = (...)

Target = (...)
local TPlayer = getPlayer(Target)
TRootPart = TPlayer.Character.HumanoidRootPart
local Character = Player.Character
local PlayerGui = Player:WaitForChild("PlayerGui")
local Backpack = Player:WaitForChild("Backpack")
local Humanoid = Character and Character:FindFirstChildWhichIsA("Humanoid") or false
local RootPart = Character and Humanoid and Humanoid.RootPart or false
local RightArm = Character and Character:FindFirstChild("Right Arm") or
Character:FindFirstChild("RightHand")
if not Humanoid or not RootPart or not RightArm then
return
end
Humanoid:UnequipTools()
local MainTool = Backpack:FindFirstChildWhichIsA("Tool") or false
if not MainTool or not MainTool:FindFirstChild("Handle") then
return
end
Humanoid.Name = "DAttach"
local l = Character["DAttach"]:Clone()
l.Parent = Character
l.Name = "Humanoid"
wait()
Character["DAttach"]:Destroy()
game.Workspace.CurrentCamera.CameraSubject = Character
Character.Animate.Disabled = true

```

```

        wait()
        Character.Animate.Disabled = false
        Character.Humanoid:EquipTool(MainTool)
        wait()
        CF = Player.Character.PrimaryPart.CFrame
        if firetouchinterest then
            local flag = false
            task.defer(function()
                MainTool.Handle.AncestryChanged:wait()
                flag = true
            end)
            repeat
                firetouchinterest(MainTool.Handle, TRootPart, 0)
                firetouchinterest(MainTool.Handle, TRootPart, 1)
                wait()
            until flag
        else
            Player.Character.HumanoidRootPart.CFrame =
            TCharacter.HumanoidRootPart.CFrame
            wait()
            Player.Character.HumanoidRootPart.CFrame =
            TCharacter.HumanoidRootPart.CFrame
            wait()
        end
        CF = Player.Character.HumanoidRootPart.CFrame
        player.CharacterAdded:wait(1):waitForChild("HumanoidRootPart").CFrame = CF
    end)

    cmd.add({"kidnap"}, {"kidnap <player>", "Kidnaps a player"}, function(...)
        Username = (...)
        Target = getPlayer(Username)
        local currentCFrame = Target.Character.Head.CFrame
        local offset = Vector3.new(0, 0, -50)
        local newPosition = currentCFrame.p + offset
        local newCFrame = CFrame.new(newPosition, currentCFrame.lookVector)
        game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = newCFrame
        wait(1)
        local player = game.Players.LocalPlayer
        local targetPlayer = Target

        local tweenInfo = TweenInfo.new(1.5, Enum.EasingStyle.Quad, Enum.EasingDirection.Out)
        local teleportTween = game:GetService("TweenService"):Create(player.Character.HumanoidRootPart, tweenInfo,
{
    CFrame = CFrame.new()
})

        function startTeleportTween()
            if targetPlayer then
                teleportTween:Cancel()

```

```

        teleportTween = game.GetService("TweenService"):Create(player.Character.HumanoidRootPart, tweenInfo, {
            CFrame = targetPlayer.Character.HumanoidRootPart.CFrame
        })
        teleportTween:Play()
    end
end

    startTeleportTween()
wait(2)
    local TPlayer = Target
        TRootPart = TPlayer.Character.HumanoidRootPart
        local Character = Player.Character
        local PlayerGui = Player:WaitForChild("PlayerGui")
        local Backpack = Player:WaitForChild("Backpack")
        local Humanoid = Character and Character:FindFirstChildWhichIsA("Humanoid") or
false
        local RootPart = Character and Humanoid and Humanoid.RootPart or false
        local RightArm = Character and Character:FindFirstChild("Right Arm") or
Character:FindFirstChild("RightHand")
        if not Humanoid or not RootPart or not RightArm then
            return
        end
        Humanoid:UnequipTools()
        local MainTool = Backpack:FindFirstChildWhichIsA("Tool") or false
        if not MainTool or not MainTool:FindFirstChild("Handle") then
            return
        end
        end
        Humanoid.Name = "DAttach"
        local l = Character["DAttach"]:Clone()
        l.Parent = Character
        l.Name = "Humanoid"
        wait()
        Character["DAttach"]:Destroy()
        game.Workspace.CurrentCamera.CameraSubject = Character
        Character.Animate.Disabled = true
        wait()
        Character.Animate.Disabled = false
        Character.Humanoid:EquipTool(MainTool)
        wait()
        CF = Player.Character.PrimaryPart.CFrame
        if firetouchinterest then
            local flag = false
            task.defer(function()
                MainTool.Handle.AncestryChanged:wait()
                flag = true
            end)
            repeat
                firetouchinterest(MainTool.Handle, TRootPart, 0)
                firetouchinterest(MainTool.Handle, TRootPart, 1)
            until flag
        end
    end
end

```



```

        wait()
    until flag
else
    Player.Character.HumanoidRootPart.CFrame =
    TCharacter.HumanoidRootPart.CFrame
    wait()
    Player.Character.HumanoidRootPart.CFrame =
    TCharacter.HumanoidRootPart.CFrame
    wait()
end
wait(0.7)
local targetPosition = player.Character.HumanoidRootPart.Position + Vector3.new(0, 0, 1000)

local tweenInfo = TweenInfo.new(4, Enum.EasingStyle.Quad, Enum.EasingDirection.Out)

local teleportTween = game:GetService("TweenService"):Create(player.Character.HumanoidRootPart, tweenInfo, {
    CFrame = CFrame.new(targetPosition)
})

    teleportTween:Play()
end)

    cmd.add({"quicksand"}, {"quicksand <player>", "Quicksands a player"}, function(...)
wait();

Notify({
Description = "Kidnapping... next time take a van, or not";
Title = "Nameless Admin";
Duration = 5;

});

        local OldPos = getRoot().CFrame
wait()

        tweenService, tweenInfo = game:GetService("TweenService"), TweenInfo.new(160, Enum.EasingStyle.Linear)

        tween = tweenService:Create(game:GetService("Players")["LocalPlayer"].Character.HumanoidRootPart,
tweenInfo, {CFrame = CFrame.new(0, -1000, 0)})
        tween:Play()
        wait()
        Username = (...)

        Target = (...)
        local TPlayer = getPlayer(Target)
            TRootPart = TPlayer.Character.HumanoidRootPart
            local Character = Player.Character
            local PlayerGui = Player:WaitForChild("PlayerGui")
            local Backpack = Player:WaitForChild("Backpack")
            local Humanoid = Character and Character:FindFirstChildWhichIsA("Humanoid") or
false

```

```

Character:FindFirstChild("RightHand")
    local RootPart = Character and Humanoid and Humanoid.RootPart or false
    local RightArm = Character and Character:FindFirstChild("Right Arm") or
    if not Humanoid or not RootPart or not RightArm then
        return
    end
    Humanoid:UnequipTools()
    local MainTool = Backpack:FindFirstChildWhichIsA("Tool") or false
    if not MainTool or not MainTool:FindFirstChild("Handle") then
        return
    end
    Humanoid.Name = "DAttach"
    local l = Character["DAttach"]:Clone()
    l.Parent = Character
    l.Name = "Humanoid"
    wait()
    Character["DAttach"]:Destroy()
    game.Workspace.CurrentCamera.CameraSubject = Character
    Character.Animate.Disabled = true
    wait()
    Character.Animate.Disabled = false
    Character.Humanoid:EquipTool(MainTool)
    wait()
    CF = Player.Character.PrimaryPart.CFrame
    if firetouchinterest then
        local flag = false
        task.defer(function()
            MainTool.Handle.AncestryChanged:wait()
            flag = true
        end)
        repeat
            firetouchinterest(MainTool.Handle, TRootPart, 0)
            firetouchinterest(MainTool.Handle, TRootPart, 1)
            wait()
        until flag
    else
        Player.Character.HumanoidRootPart.CFrame =
        TCharacter.HumanoidRootPart.CFrame
        wait()
        Player.Character.HumanoidRootPart.CFrame =
        TCharacter.HumanoidRootPart.CFrame
        wait()
    end
    CF = Player.Character.HumanoidRootPart.CFrame
    player.CharacterAdded:wait(1):waitForChild("HumanoidRootPart").CFrame = CF
end)

cmd.add({"hatsleash", "h1"}, {"hatsleash", "Makes you be able to carry your hats"}, function()
    -- [[ PROBABLY PATCHED ]] --

```

```

for _, v in pairs(game.Players.LocalPlayer.Character:GetChildren()) do
    if v.ClassName == "Accessory" then
        for i, k in pairs(v:GetDescendants()) do
            if k.ClassName == "Attachment" then
                s = Instance.new("RopeConstraint")
                k.Parent.CanCollide = true
                s.Parent = game.Players.LocalPlayer.Character.HumanoidRootPart
                s.Attachment1 = k
                s.Attachment0 = game.Players.LocalPlayer.Character.Head.FaceCenterAttachment
                s.Visible = true
                s.Length = 10
                v.Handle.AccessoryWeld:Destroy()
            end
        end
    end
end
end)

cmd.add({"toolleash", "t1"}, {"toolleash", "Makes you be able to carry your tools"}, function()
    -- [[ PROBABLY PATCHED ]] --
    for _,v in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
        v.Parent = game.Players.LocalPlayer.Character
    end

    for _,v in pairs(game.Players.LocalPlayer.Character:GetChildren()) do
        if v.ClassName == "Tool" then
            x = Instance.new("Attachment")
            s = Instance.new("RopeConstraint")
            v.Handle.CanCollide = true
            x.Parent = v.Handle
            s.Parent = game.Players.LocalPlayer.Character.HumanoidRootPart
            s.Attachment1 = game.Players.LocalPlayer.Character["Right Arm"].RightGripAttachment
            s.Attachment0 = v.Handle.Attachment
            s.Length = 100
            s.Visible = true
            wait()
        end
    end

    for _,v in pairs(game.Players.LocalPlayer.Character:GetDescendants()) do
        if v.Name == "RightGrip" then
            v:Destroy()
        end
    end

    while wait() do
        for _,v in pairs(game.Players.LocalPlayer.Character:GetChildren()) do
            if v.ClassName == "Tool" then
                v.Handle.Velocity = Vector3.new(math.random(-100, 100), 5, math.random(-100, 100))
            end
        end
    end
end)

```

```

end
end
end)

cmd.add({"control"}, {"control <player>", "Control a player"}, function(...)
Target = (...)
Control = true
repeat wait()
    local TPlayer = getPlr(Target)
        TRootPart = TPlayer.Character.HumanoidRootPart
        local Character = Player.Character
        local PlayerGui = Player:WaitForChild("PlayerGui")
        local Backpack = Player:WaitForChild("Backpack")
        local Humanoid = Character and Character:FindFirstChildWhichIsA("Humanoid") or false
        local RootPart = Character and Humanoid and Humanoid.RootPart or false
        local RightArm = Character and Character:FindFirstChild("Right Arm") or
Character:FindFirstChild("RightHand")
        if not Humanoid or not RootPart or not RightArm then
            return
        end
        Humanoid:UnequipTools()
        local MainTool = Backpack:FindFirstChildWhichIsA("Tool") or false
        if not MainTool or not MainTool:FindFirstChild("Handle") then
            return
        end
        Humanoid.Name = "DAttach"
        local l = Character["DAttach"]:Clone()
        l.Parent = Character
        l.Name = "Humanoid"
        wait()
        Character["DAttach"]:Destroy()
        game.Workspace.CurrentCamera.CameraSubject = Character
        Character.Animate.Disabled = true
        wait()
        Character.Animate.Disabled = false
        Character.Humanoid:EquipTool(MainTool)
        wait()
        CF = Player.Character.PrimaryPart.CFrame
        if firetouchinterest then
            local flag = false
            task.defer(function()
                MainTool.Handle.AncestryChanged:wait()
                flag = true
            end)
            repeat
                firetouchinterest(MainTool.Handle, TRootPart, 0)
                firetouchinterest(MainTool.Handle, TRootPart, 1)
                wait()
            until flag
        end
    end
end
end)

```

```

        else
            Player.Character.HumanoidRootPart.CFrame =
            TCharacter.HumanoidRootPart.CFrame
            wait()
            Player.Character.HumanoidRootPart.CFrame =
            TCharacter.HumanoidRootPart.CFrame
            wait()
        end
        player.CharacterAdded:wait(1)
        wait(0.2)
    getRoot().CFrame= getPlr(Target).Character.Head.CFrame
    wait(0.05)
    until Control == false
    end)

    cmd.add({"uncontrol"}, {"uncontrol", "Uncontrol a player"}, function()
    Control = false
    end)

    cmd.add({"reset"}, {"reset", "Makes your health be 0"}, function()
        game.Players.LocalPlayer.Character.Humanoid.Health = 0
    end)

    cmd.add({"admin"}, {"admin", "whitelist someone to allow them to use commands"}, function(...)
        function ChatMessage(Message, Whisper)
    game:GetService("ReplicatedStorage").DefaultChatSystemChatEvents.SayMessageRequest:FireServer(Message, Whisper or "All")
        end
        local Player = getPlr(...)
        if Player ~= nil and not Admin[Player.UserId] then
            Admin[Player.UserId] = {Player = Player}
            ChatMessage("/w "..Player.Name.." [Nameless Admin] You've got admin. Prefix: ';'")
            wait(0.2)
            ChatMessage("/w "..Player.Name.." [Nameless Admin Commands] glue, unglue, fling, fling2, spinfling,
unspinfling, fcd, fti, fpp, fireremotes, holdhat")
            ChatMessage("/w "..Player.Name.." reset, commitoof, seizure, unseizure, toolorbit, lay, fall, toolspin,
hatspin, sit, joke, kanye")
            Notify({
                Description = "" .. Player.Name .. " has now been whitelisted to use commands";
                Title = "Nameless Admin";
                Duration = 15;

            });
        else
            Notify({
                Description = "No player found";
                Title = "Nameless Admin";
                Duration = 15;

            });
        end
    end)

```

```

        end
    end)

    cmd.add({"unadmin"}, {"unadmin <player>", "removes someone from being admin"}, function(...)
        function ChatMessage(Message, Whisper)
            game:GetService("ReplicatedStorage").DefaultChatSystemChatEvents.SayMessageRequest:FireServer(Message, Whisper or "All")
        end
        local Player = getPlr(...)
        if Player ~= nil and Admin[Player.UserId] then
            Admin[Player.UserId] = nil
            ChatMessage("/w "..Player.Name.." You can no longer use commands")
            Notify({
                Description = "" .. Player.Name .. " is no longer an admin";
                Title = "Nameless Admin";
                Duration = 15;
            });
        else
            Notify({
                Description = "Player not found";
                Title = "Nameless Admin";
                Duration = 15;
            });
        end
    end)

    cmd.add({"2016"}, {"2016", "2016 CORE GUI"}, function()
        -- [[ PLAYERBOARD IS BUGGED BUT WILL TRY TO FIX. ]] --
        loadstring(game:HttpGet("https://raw.githubusercontent.com/FilteringEnabled/FE/main/2016MODE"))()
    end)

    cmd.add({"removedn", "nodn", "nodpn"}, {"removedn (nodn, nodpn)", "Removes all display names"}, function()
        -- [[ IM NOT SURE WHO MADE THIS ]] --

        wait();
        Notify({
            Description = "Display names successfully removed";
            Title = "Nameless Admin";
            Duration = 5;
        });

        local Players = game:FindService("Players")
        require(game:GetService("Chat"):WaitForChild("ClientChatModules").ChatSettings).PlayerDisplayNamesEnabled = false
        local function rename(character, name)
            repeat task.wait() until character:FindFirstChildWhichIsA("Humanoid")
            character:FindFirstChildWhichIsA("Humanoid").DisplayName = name
        end
    end)

```

```

end
for i,v in next, Players:GetPlayers() do
    if v.Character then
        v.DisplayName = v.Name
        rename(v.Character,v.Name)
    end
    v.CharacterAdded:Connect(function(char)
        rename(char,v.Name)
    end)
end
Players.PlayerAdded:Connect(function(plr)
    plr.DisplayName = plr.Name
    plr.CharacterAdded:Connect(function(char)
        rename(char,plr.Name)
    end)
end)
end)

cmd.add({"anticlientkick", "antickick"}, {"anticlientkick (antickick)", "Makes local scripts not able to kick you"},
function()
    if not hookmetamethod then
        Notify({
            Description = "Your executor does not support anticlientkick";
            Title = "Nameless Admin";
            Duration = 5;

        });
    end
    oldhmmi = hookmetamethod(game, "__index", function(self, method)
        if self == LocalPlayer and method:lower() == "kick" then
            return print("Expected ':' not '.' calling member function Kick")
        end
        return oldhmmi(self, method)
    end)
    oldhmmnc = hookmetamethod(game, "__namecall", function(self, ...)
        if self == LocalPlayer and getnamecallmethod():lower() == "kick" then
            return
            Notify({
                Description = "A kick was just attempted but was blocked";
                Title = "Nameless Admin";
                Duration = 5;

            });
        end
        return oldhmmnc(self, ...)
    end)
    Notify({
        Description = "Anti kick executed";
        Title = "Nameless Admin";
    })
end)

```

```

Duration = 5;

});
end)

cmd.add({"backdoorscan", "backdoor"}, {"backdoorscan (backdoor)", "Scans for any backdoors using FraktureSS"}, function()
-- [[ THANKS TO LIGHTING BOLT FOR THIS ]] --
    loadstring(game:HttpGet("https://raw.githubusercontent.com/L1ghtingBolt/FraktureSS/master/unobfuscated.lua"))()
end)

cmd.add({"jobid"}, {"jobid", "Copies your job id"}, function()
    local jobId = 'Roblox.GameLauncher.joinGameInstance('..PlaceId..' , '..JobId..' )'
    setclipboard(jobId)
    wait();

Notify({
Description = "Copied your jobid (" .. jobId .. ")";
Title = "Nameless Admin";
Duration = 5;

});
end)

cmd.add({"joinjobid", "jjjobid"}, {"joinjobid <jobid> (jjid)", "Joins the job id you put in"}, function(id)
TeleportService:TeleportToPlaceInstance(game.PlaceId,id)
end)

cmd.add({"serverhop", "shop"}, {"serverhop (shop)", "Serverhop"}, function()
    wait();

Notify({
Description = "Searching";
Title = "Nameless Admin";
Duration = 5;

});

    local Number = 0
    local SomeSRVS = {}
    for _, v in
ipairs(game:GetService("HttpService"):JSONDecode(game:HttpGetAsync("https://games.roblox.com/v1/games/" .. game.PlaceId ..
"/servers/Public?sortOrder=Asc&limit=100"))).data) do
        if type(v) == "table" and v.maxPlayers > v.playing and v.id ~= game.JobId then
            if v.playing > Number then
                Number = v.playing
                SomeSRVS[1] = v.id
            end
        end
    end
end
end

```



```

        if #SomeSRVS > 0 then
            Notify({
Description = "Searched, please wait while we are teleporting you";
Title = "Nameless Admin";
Duration = 5;

});

        game:GetService("TeleportService"):TeleportToPlaceInstance(game.PlaceId,
SomeSRVS[1])
        end
    end)

    cmd.add({"autorejoin", "autorj"}, {"autorejoin", "Rejoins the server if you get kicked / disconnected"}, function()
        Players = game.Players

game.CoreGui:FindFirstChild("RobloxPromptGui"):FindFirstChild("promptOverlay").DescendantAdded:Connect(function(Err)
    if Err.Name == "ErrorTitle" then
        Err:GetPropertyChangedSignal("Text"):Connect(function()
            if Err.Text:sub(0, 12) == "Disconnected" then
                if #Players:GetPlayers() <= 1 then
                    Players.LocalPlayer:Kick("\nRejoining...")
                    wait()
                    game:GetService("TeleportService"):Teleport(game.PlaceId,
game.Players.LocalPlayer)
                else
game:GetService("TeleportService"):TeleportToPlaceInstance(game.PlaceId, game.JobId, game.Players.LocalPlayer)
                end
            end
        end)
    end
end)

    Notify({
        Description = "Auto Rejoin is now on!";
        Title = "Nameless Admin";
        Duration = 5;

    }); end)

    cmd.add({"functionspy"}, {"functionspy", "Check console"}, function()
        local toLog = {
            debug.getconstants;
            getconstants;
            debug.getconstant;
            getconstant;
            debug.setconstant;
            setconstant;

```

```

        debug.getupvalues;
        debug.getupvalue;
        getupvalues;
        getupvalue;
        debug.setupvalue;
        setupvalue;
        getsenv;
        getreg;
        getgc;
        getconnections;
        firesignal;
        fireclickdetector;
        fireproximityprompt;
        firetouchinterest;
        gethiddenproperty;
        sethiddenproperty;
        hookmetamethod;
        setnamecallmethod;
        getrawmetatable;
        setrawmetatable;
        setreadonly;
        isreadonly;
        debug.setmetatable;
    }

    local FunctionSpy = Instance.new("ScreenGui")
    local Main = Instance.new("Frame")
    local LeftPanel = Instance.new("ScrollingFrame")
    local UIListLayout = Instance.new("UIListLayout")
    local example = Instance.new("TextButton")
    local name = Instance.new("TextLabel")
    local UIPadding = Instance.new("UIPadding")
    local FakeTitle = Instance.new("TextButton")
    local Title = Instance.new("TextLabel")
    local clear = Instance.new("ImageButton")
    local RightPanel = Instance.new("ScrollingFrame")
    local output = Instance.new("TextLabel")
    local clear_2 = Instance.new("TextButton")
    local copy = Instance.new("TextButton")

    FunctionSpy.Name = "FunctionSpy"
    FunctionSpy.Parent = game.CoreGui
    FunctionSpy.ZIndexBehavior = Enum.ZIndexBehavior.Sibling

    Main.Name = "Main"
    Main.Parent = FunctionSpy
    Main.BackgroundColor3 = Color3.fromRGB(33, 33, 33)
    Main.BorderSizePixel = 0
    Main.Position = UDim2.new(0, 10, 0, 36)

```

```
Main.Size = UDim2.new(0, 536, 0, 328)
```

```
LeftPanel.Name = "LeftPanel"  
LeftPanel.Parent = Main  
LeftPanel.Active = true  
LeftPanel.BackgroundColor3 = Color3.fromRGB(45, 45, 45)  
LeftPanel.BorderSizePixel = 0  
LeftPanel.Size = UDim2.new(0.349999994, 0, 1, 0)  
LeftPanel.CanvasSize = UDim2.new(0, 0, 0, 0)  
LeftPanel.HorizontalScrollBarInset = Enum.ScrollBarInset.ScrollBar  
LeftPanel.ScrollBarThickness = 3
```

```
UICollectionLayout.Parent = LeftPanel  
UICollectionLayout.SortOrder = Enum.SortOrder.LayoutOrder  
UICollectionLayout.Padding = UDim.new(0, 7)
```

```
example.Name = "example"  
example.Parent = LeftPanel  
example.BackgroundColor3 = Color3.fromRGB(31, 31, 31)  
example.BorderSizePixel = 0  
example.Position = UDim2.new(4.39481269e-08, 0, 0, 0)  
example.Size = UDim2.new(0, 163, 0, 19)  
example.Visible = false  
example.Font = Enum.Font.SourceSans  
example.Text = ""  
example.TextColor3 = Color3.fromRGB(0, 0, 0)  
example.TextSize = 14.000  
example.TextXAlignment = Enum.TextXAlignment.Left
```

```
name.Name = "name"  
name.Parent = example  
name.BackgroundColor3 = Color3.fromRGB(255, 255, 255)  
name.BackgroundTransparency = 1.000  
name.BorderSizePixel = 0  
name.Position = UDim2.new(0, 10, 0, 0)  
name.Size = UDim2.new(1, -10, 1, 0)  
name.Font = Enum.Font.SourceSans  
name.TextColor3 = Color3.fromRGB(255, 255, 255)  
name.TextSize = 14.000  
name.TextXAlignment = Enum.TextXAlignment.Left
```

```
UIPadding.Parent = LeftPanel  
UIPadding.PaddingBottom = UDim.new(0, 7)  
UIPadding.PaddingLeft = UDim.new(0, 7)  
UIPadding.PaddingRight = UDim.new(0, 7)  
UIPadding.PaddingTop = UDim.new(0, 7)
```

```
FakeTitle.Name = "FakeTitle"  
FakeTitle.Parent = Main
```

```
FakeTitle.BackgroundColor3 = Color3.fromRGB(40, 40, 40)
FakeTitle.BorderSizePixel = 0
FakeTitle.Position = UDim2.new(0, 225, 0, -26)
FakeTitle.Size = UDim2.new(0.166044772, 0, 0, 26)
FakeTitle.Font = Enum.Font.GothamMedium
FakeTitle.Text = "FunctionSpy"
FakeTitle.TextColor3 = Color3.fromRGB(255, 255, 255)
FakeTitle.TextSize = 14.000
```

```
Title.Name = "Title"
Title.Parent = Main
Title.BackgroundColor3 = Color3.fromRGB(40, 40, 40)
Title.BorderSizePixel = 0
Title.Position = UDim2.new(0, 0, 0, -26)
Title.Size = UDim2.new(1, 0, 0, 26)
Title.Font = Enum.Font.GothamMedium
Title.Text = "FunctionSpy"
Title.TextColor3 = Color3.fromRGB(255, 255, 255)
Title.TextSize = 14.000
Title.TextWrapped = true
```

```
clear.Name = "clear"
clear.Parent = Title
clear.BackgroundTransparency = 1.000
clear.Position = UDim2.new(1, -28, 0, 2)
clear.Size = UDim2.new(0, 24, 0, 24)
clear.ZIndex = 2
clear.Image = "rbxassetid://3926305904"
clear.ImageRectOffset = Vector2.new(924, 724)
clear.ImageRectSize = Vector2.new(36, 36)
```

```
RightPanel.Name = "RightPanel"
RightPanel.Parent = Main
RightPanel.Active = true
RightPanel.BackgroundColor3 = Color3.fromRGB(35, 35, 35)
RightPanel.BorderSizePixel = 0
RightPanel.Position = UDim2.new(0.349999994, 0, 0, 0)
RightPanel.Size = UDim2.new(0.649999976, 0, 1, 0)
RightPanel.CanvasSize = UDim2.new(0, 0, 0, 0)
RightPanel.HorizontalScrollBarInset = Enum.ScrollBarInset.ScrollBar
RightPanel.ScrollBarThickness = 3
```

```
output.Name = "output"
output.Parent = RightPanel
output.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
output.BackgroundTransparency = 1.000
output.BorderColor3 = Color3.fromRGB(27, 42, 53)
output.BorderSizePixel = 0
output.Position = UDim2.new(0, 10, 0, 10)
```

```

output.Size = UDim2.new(1, -10, 0.75, -10)
output.Font = Enum.Font.GothamMedium
output.Text = ""
output.TextColor3 = Color3.fromRGB(255, 255, 255)
output.TextSize = 14.000
output.TextXAlignment = Enum.TextXAlignment.Left
output.TextYAlignment = Enum.TextYAlignment.Top

clear_2.Name = "clear"
clear_2.Parent = RightPanel
clear_2.BackgroundColor3 = Color3.fromRGB(30, 30, 30)
clear_2.BorderSizePixel = 0
clear_2.Position = UDim2.new(0.0631457642, 0, 0.826219559, 0)
clear_2.Size = UDim2.new(0, 140, 0, 33)
clear_2.Font = Enum.Font.SourceSans
clear_2.Text = "Clear logs"
clear_2.TextColor3 = Color3.fromRGB(255, 255, 255)
clear_2.TextSize = 14.000

copy.Name = "copy"
copy.Parent = RightPanel
copy.BackgroundColor3 = Color3.fromRGB(30, 30, 30)
copy.BorderSizePixel = 0
copy.Position = UDim2.new(0.545350134, 0, 0.826219559, 0)
copy.Size = UDim2.new(0, 140, 0, 33)
copy.Font = Enum.Font.SourceSans
copy.Text = "Copy info"
copy.TextColor3 = Color3.fromRGB(255, 255, 255)
copy.TextSize = 14.000

-- Scripts:

local function AKIHDI_fake_script() -- Main.Main
    local script = Instance.new('LocalScript', Main)

    _G.functionspy = {
        instance = script.Parent.Parent;
        logging = true;
        connections = {};
    }

    _G.functionspy.shutdown = function()
        for i,v in pairs(_G.functionspy.connections) do
            v:Disconnect()
        end
        _G.functionspy.connections = {}
        _G.functionspy = nil
        script.Parent.Parent:Destroy()
    end
end

```

```

local connections = {}

local currentInfo = nil

function log(name, text)
    local btn = script.Parent.LeftPanel.example:Clone()
    btn.Parent = script.Parent.LeftPanel
    btn.Name = name
    btn.name.Text = name
    btn.Visible = true
    table.insert(connections, btn.MouseButton1Click:Connect(function()
        script.Parent.RightPanel.output.Text = text
        currentInfo = text
    end))
end

script.Parent.RightPanel.copy.MouseButton1Click:Connect(function()
    if currentInfo ~= nil then
        setclipboard(currentInfo)
    end
end)

script.Parent.RightPanel.clear.MouseButton1Click:Connect(function()
    for i,v in pairs(connections) do
        v:Disconnect()
    end
    for i,v in pairs(script.Parent.LeftPanel:GetDescendants()) do
        if v:IsA("TextButton") and v.Visible == true then
            v:Destroy()
        end
    end
    script.Parent.RightPanel.output.Text = ""
    currentInfo = nil
end)

local hooked = {}
local Seralize = loadstring(game:HttpGet('https://api.irisapp.ca/Scripts/SeralizeTable.lua', true))()
for i,v in next, toLog do
    if type(v) == "string" then
        local suc,err = pcall(function()
            local func = loadstring("return "..v)()
            hooked[i] = hookfunction(func, function(...)
                local args = {...}
                if _G.functions.py then
                    pcall(function()
                        out = ""
                        out = out..(v..", Args -> {"})..("\n"):format()
                        for l,k in pairs(args) do

```

```

        if type(k) == "function" then
            out = out..("    ["..tostring(l).."]
"..tostring(k)..", Type -> "..type(k)..", Name -> "..getinfo(k).name)..("\n"):format()
        elseif type(k) == "table" then
            out = out..("    ["..tostring(l).."]
"..tostring(k)..", Type -> "..type(k)..", Data -> "..Serialize(k))..("\n"):format()
        elseif type(k) == "boolean" then
            out = out..("    ["..tostring(l).."] Value
-> "..tostring(k)..", Type -> "..type(k))..("\n"):format()

        elseif type(k) == "nil" then
            out = out..("    ["..tostring(l).."]

        elseif type(k) == "number" then
            out = out..("    ["..tostring(l).."] Value

        else
            out = out..("    ["..tostring(l).."] Value

        end
    end
    out = out..("}, Result -> "..tostring(nil))..
    if _G.functions.py.logging == true then
        log(v,out)
    end
end)
end
return hooked[i](...)
end)
end)
if not suc then
    warn("Something went wrong while hooking "..v..". Error: "..err)
end
elseif type(v) == "function" then
    local suc,err = pcall(function()
        hooked[i] = hookfunction(v, function(...)
            local args = {...}
            if _G.functions.py then
                pcall(function()
                    out = ""
                    out = out..(getinfo(v).name..", Args -> {")..
("\n"):format()

                    for l,k in pairs(args) do
                        if type(k) == "function" then
                            out = out..("    ["..tostring(l).."]
"..tostring(k)..", Type -> "..type(k)..", Name -> "..getinfo(k).name)..("\n"):format()
                        elseif type(k) == "table" then
                            out = out..("    ["..tostring(l).."]
"..tostring(k)..", Type -> "..type(k)..", Data -> "..Serialize(k))..("\n"):format()

```

```

-> "..tostring(k).." -> "..type(k))..("\n"):format()

null"))..("\n"):format()

-> "..tostring(k).."", Type -> "..type(k))..("\n"):format()

-> "..tostring(k).."", Type -> "..type(k))..("\n"):format()

("\n"):format()

elseif type(k) == "boolean" then
    out = out..("    ["..tostring(l).."] Value

elseif type(k) == "nil" then
    out = out..("    ["..tostring(l).."]

elseif type(k) == "number" then
    out = out..("    ["..tostring(l).."] Value

else
    out = out..("    ["..tostring(l).."] Value

end

end
out = out..("}, Result -> "..tostring(nil))..

if _G.functions.py.logging == true then
    log(getinfo(v).name,out)
end

end)

end
return hooked[i](...)

end)

end)
if not suc then
    warn("Something went wrong while hooking "..getinfo(v).name..". Error: "..err)
end

end

end

end
coroutine.wrap(AKIHDI_fake_script)()
local function KVVJTK_fake_script() -- FakeTitle.DragScript
    local script = Instance.new('LocalScript', FakeTitle)

    local UIS = game:GetService('UserInputService')
    local frame = script.Parent.Parent
    local dragToggle = nil
    local dragSpeed = 0.25
    local dragStart = nil
    local startPos = nil

    local function updateInput(input)
        local delta = input.Position - dragStart
        local position = UDim2.new(startPos.X.Scale, startPos.X.Offset + delta.X,
            startPos.Y.Scale, startPos.Y.Offset + delta.Y)
        game:GetService('TweenService'):Create(frame, TweenInfo.new(dragSpeed), {Position =
position}):Play()
    end

```



```

        table.insert(_G.functionspy.connections, frame.Title.InputBegan:Connect(function(input)
            if (input.UserInputType == Enum.UserInputType.MouseButton1 or input.UserInputType ==
Enum.UserInputType.Touch) then
                dragToggle = true
                dragStart = input.Position
                startPos = frame.Position
                input.Changed:Connect(function()
                    if input.UserInputState == Enum.UserInputState.End then
                        dragToggle = false
                    end
                end)
            end
        end))

        table.insert(_G.functionspy.connections, UIS.InputChanged:Connect(function(input)
            if input.UserInputType == Enum.UserInputType.MouseMovement or input.UserInputType ==
Enum.UserInputType.Touch then
                if dragToggle then
                    updateInput(input)
                end
            end
        end))

    end
    coroutine.wrap(KVVJTK_fake_script)()
    local function BIPVKVC_fake_script() -- FakeTitle.LocalScript
        local script = Instance.new('LocalScript', FakeTitle)

        table.insert(_G.functionspy.connections, script.Parent.MouseEnter:Connect(function()
            if _G.functionspy.logging == true then
                game.GetService("TweenService"):Create(script.Parent.Parent.Title, TweenInfo.new(0.3),
{TextColor3 = Color3.new(0,1,0)}):Play()
            elseif _G.functionspy.logging == false then
                game.GetService("TweenService"):Create(script.Parent.Parent.Title, TweenInfo.new(0.3),
{TextColor3 = Color3.new(1,0,0)}):Play()
            end
        end))

        table.insert(_G.functionspy.connections, script.Parent.MouseMoved:Connect(function()
            if _G.functionspy.logging == true then
                game.GetService("TweenService"):Create(script.Parent.Parent.Title, TweenInfo.new(0.3),
{TextColor3 = Color3.new(0,1,0)}):Play()
            elseif _G.functionspy.logging == false then
                game.GetService("TweenService"):Create(script.Parent.Parent.Title, TweenInfo.new(0.3),
{TextColor3 = Color3.new(1,0,0)}):Play()
            end
        end))
    end
end

```

```

        table.insert(_G.functionspy.connections, script.Parent.MouseButton1Click:Connect(function()
            _G.functionspy.logging = not _G.functionspy.logging
            if _G.functionspy.logging == true then
                game.GetService("TweenService"):Create(script.Parent.Parent.Title, TweenInfo.new(0.3),
{TextColor3 = Color3.new(0,1,0)}}):Play()
            elseif _G.functionspy.logging == false then
                game.GetService("TweenService"):Create(script.Parent.Parent.Title, TweenInfo.new(0.3),
{TextColor3 = Color3.new(1,0,0)}}):Play()
            end
        end))

        table.insert(_G.functionspy.connections, script.Parent.MouseLeave:Connect(function()
            game.GetService("TweenService"):Create(script.Parent.Parent.Title, TweenInfo.new(0.3), {TextColor3
= Color3.new(1,1,1)}}):Play()
        end))
    end
    coroutine.wrap(BIPVKVC_fake_script)()
    local function PRML_fake_script() -- clear.LocalScript
        local script = Instance.new('LocalScript', clear)

        script.Parent.MouseButton1Click:Connect(function()
            _G.functionspy.shutdown()
        end)
    end
    coroutine.wrap(PRML_fake_script)()
end)

on = false
cmd.add({"mobilefly", "mfly"}, {"mobilefly [speed] (mfly)", "Fly that works on mobile"}, function(...)
on = true
-- kind of bad mobile fly but it works after the reject character deletions enabling
speed = (...)

    if speed == nil then
        speed = 69
    else
    end

    if table.find({Enum.Platform.IOS, Enum.Platform.Android}, game.GetService("UserInputService"):GetPlatform()) then
        wait();

        Notify({
            Description = "Nameless Admin has detected you using mobile you now have a mfly button click it to enable
/ disable mobile flying (For easier use)";
            Title = "Nameless Admin";
            Duration = 5;
        });

        -- creates a button that u can toggle if you're flying or not

```

```

local ScreenGui = Instance.new("ScreenGui")
local TextButton = Instance.new("TextButton")
local UICorner = Instance.new("UICorner")
local UIAspectRatioConstraint = Instance.new("UIAspectRatioConstraint")

ScreenGui.Parent = game.CoreGui
ScreenGui.ZIndexBehavior = Enum.ZIndexBehavior.Sibling
ScreenGui.ResetOnSpawn = false

TextButton.Parent = ScreenGui
TextButton.BackgroundColor3 = Color3.fromRGB(12, 4, 20)
TextButton.BackgroundTransparency = 0.140
TextButton.Position = UDim2.new(0.933, 0, 0.621, 0)
TextButton.Size = UDim2.new(0.043, 0, 0.083, 0)
TextButton.Font = Enum.Font.SourceSansBold
TextButton.Text = "Fly"
TextButton.TextColor3 = Color3.fromRGB(255, 255, 255)
TextButton.TextSize = 15.000
TextButton.TextWrapped = true
TextButton.Active = true
TextButton.Draggable = true
TextButton.TextScaled = true

UICorner.Parent = TextButton

UIAspectRatioConstraint.Parent = TextButton
UIAspectRatioConstraint.AspectRatio = 1.060

local function FEPVI_fake_script() -- TextButton.LocalScript
    local script = Instance.new('LocalScript', TextButton)
    script.Parent.MouseButton1Click:Connect(function()
        if on == false then
on = true
script.Parent.Text = "Unfly"
mobilefly(speed)
        elseif on == true then
on = false
unmobilefly()
script.Parent.Text = "Fly"
        end
    end)
end
coroutine.wrap(FEPVI_fake_script)()
else
    mobilefly(speed)
end
end)

cmd.add({"unmobilefly", "unmfly"}, {"unmobilefly (unmfly)", "CFrame fly disabler"}, function()

```

```

unmobilefly()
end)

local flyPart
cmd.add({"fly"}, {"fly [speed]", "Enable flight"}, function(...)
    FLYING = false
    cmdlp.Character.Humanoid.PlatformStand = false
    wait()

    wait();

    Notify({
        Description = "Fly enabled";
        Title = "Nameless Admin";
        Duration = 5;

    });

    sFLY(true)
    speedofthefly = (...)
    if (...) == nil then
        speedofthefly = 2
    end
end)

cmd.add({"unfly"}, {"unfly", "Disable flight"}, function()

    wait();

    Notify({
        Description = "Not flying anymore";
        Title = "Nameless Admin";
        Duration = 5;

    });

    FLYING = false
    cmdlp.Character.Humanoid.PlatformStand = false
end)

cmd.add({"noclip", "nclip", "nc"}, {"noclip", "Disable your player's collision"}, function()
    if connections["noclip"] then lib.disconnect("noclip") return end
    lib.connect("noclip", RunService.Stepped:Connect(function()
        if not character then return end
        for i, v in pairs(character:GetDescendants()) do
            if v:IsA("BasePart") then
                v.CanCollide = false
            end
        end
    end))
end)

```

```

        end
    end
end))
end)

cmd.add({"clip", "c"}, {"clip", "Enable your player's collision"}, function()
    lib.disconnect("noclip")
end)

cmd.add({"r15"}, {"r15", "Prompts a message asking to make you R15"}, function()
    local avs = game.GetService("AvatarEditorService")
    avs.PromptSaveAvatar(game.Players.LocalPlayer.Character.Humanoid.HumanoidDescription, Enum.HumanoidRigType.R15)
    Notify({
        Description = "Press allow";
        Duration = 3;
    });
    local result = avs.PromptSaveAvatarCompleted:Wait()
    if result == Enum.AvatarPromptResult.Success
    then
        Notify({
            Description = "You are now R15";
            Title = "Nameless Admin";
            Duration = 3;
        });
        respawn()
    else
        Notify({
            Description = "An error has occurred";
            Title = "Nameless Admin";
            Duration = 3;
        });
    end
end)

cmd.add({"r6"}, {"r6", "Prompts a message asking to make you R6"}, function()
    local avs = game.GetService("AvatarEditorService")
    avs.PromptSaveAvatar(game.Players.LocalPlayer.Character.Humanoid.HumanoidDescription, Enum.HumanoidRigType.R6)
    Notify({
        Description = "Press allow";
        Duration = 3;
    });
    local result = avs.PromptSaveAvatarCompleted:Wait()
    if result == Enum.AvatarPromptResult.Success
    then
        Notify({

```

```
Description = "You are now R6";  
Title = "Nameless Admin";  
Duration = 3;
```

```
});  
respawn()  
else  
Notify({  
Description = "An error has occurred";  
Title = "Nameless Admin";  
Duration = 3;
```

```
});  
end  
end)
```

```
cmd.add({"freecam", "fc", "fcam"}, {"freecam [speed] (fc, fcam)", "Enable free camera"}, function(speed)  
    if not speed then speed = 5 end  
    if connections["freecam"] then lib.disconnect("freecam") camera.CameraSubject = character wrap(function()  
character.PrimaryPart.Anchored = false end) end  
    local dir = {w = false, a = false, s = false, d = false}  
    local cf = Instance.new("CFrameValue")  
    local camPart = Instance.new("Part")  
    camPart.Transparency = 1  
    camPart.Anchored = true  
    camPart.CFrame = camera.CFrame  
    wrap(function()  
        character.PrimaryPart.Anchored = true  
    end)  
  
    lib.connect("freecam", RunService.RenderStepped:Connect(function()  
        local primaryPart = camPart  
        camera.CameraSubject = primaryPart  
  
        local x, y, z = 0, 0, 0  
        if dir.w then z = -1 * speed end  
        if dir.a then x = -1 * speed end  
        if dir.s then z = 1 * speed end  
        if dir.d then x = 1 * speed end  
        if dir.q then y = 1 * speed end  
        if dir.e then y = -1 * speed end  
  
        primaryPart.CFrame = CFrame.new(  
            primaryPart.CFrame.p,  
            (camera.CFrame * CFrame.new(0, 0, -100)).p  
        )  
  
        local moveDir = CFrame.new(x,y,z)  
        cf.Value = cf.Value:lerp(moveDir, 0.2)
```

```

        primaryPart.CFrame = primaryPart.CFrame:lerp(primaryPart.CFrame * cf.Value, 0.2)
    end))
lib.connect("freecam", UserInputService.InputBegan:Connect(function(input, event)
    if event then return end
    local code, codes = input.KeyCode, Enum.KeyCode
    if code == codes.W then
        dir.w = true
    elseif code == codes.A then
        dir.a = true
    elseif code == codes.S then
        dir.s = true
    elseif code == codes.D then
        dir.d = true
    elseif code == codes.Q then
        dir.q = true
    elseif code == codes.E then
        dir.e = true
    elseif code == codes.Space then
        dir.q = true
    end
end))
lib.connect("freecam", UserInputService.InputEnded:Connect(function(input, event)
    if event then return end
    local code, codes = input.KeyCode, Enum.KeyCode
    if code == codes.W then
        dir.w = false
    elseif code == codes.A then
        dir.a = false
    elseif code == codes.S then
        dir.s = false
    elseif code == codes.D then
        dir.d = false
    elseif code == codes.Q then
        dir.q = false
    elseif code == codes.E then
        dir.e = false
    elseif code == codes.Space then
        dir.q = false
    end
end))
end)

cmd.add({"unfreecam", "unfc", "unfcam"}, {"unfreecam (unfc, unfcam)", "Disable free camera"}, function()
    lib.disconnect("freecam")
    camera.CameraSubject = character
    wrap(function()
        character.PrimaryPart.Anchored = false
    end)
end)
end)

```

```

cmd.add({"drophats"}, {"drophats", "Drop all of your hats"}, function()
    for _, hat in pairs(character:GetChildren()) do
        if hat:IsA("Accoutrement") then
            hat.Parent = workspace
        end
    end
end)

```

```

cmd.add({"hatspin"}, {"hatspin <height>", "Make your hats spin"}, function(h)
    local head = character:FindFirstChild("Head")
    if not head then return end
    for _, hat in pairs(character:GetChildren()) do
        if hat:IsA("Accoutrement") and hat:FindFirstChild("Handle") then
            local handle = hat.Handle
            handle:BreakJoints()

            local align = Instance.new("AlignPosition")
            local a0, a1 = Instance.new("Attachment"), Instance.new("Attachment")
            align.Attachment0, align.Attachment1 = a0, a1
            align.RigidityEnabled = true
            a1.Position = Vector3.new(0, tonumber(h) or 0.5, 0)
            lock(align, handle); lock(a0, handle); lock(a1, head);

            local angular = Instance.new("BodyAngularVelocity")
            angular.AngularVelocity = Vector3.new(0, math.random(100, 160)/16, 0)
            angular.MaxTorque = Vector3.new(0, 400000, 0)
            lock(angular, handle);
        end
    end
end)

```

```

cmd.add({"limbbounce"}, {"limbbounce [height] [distance]", "Make your limbs bounce around your head"}, function(h, d)
    local head = character:FindFirstChild("Head")
    if not head then return end
    local i = 2
    for _, part in pairs(character:GetDescendants()) do
        local name = part.Name:lower()
        if part:IsA("BasePart") and not part.Parent:IsA("Accoutrement") and not name:find("torso") and not
name:find("head") and not name:find("root") then
            i = i + math.random(15,50)/100
            part:BreakJoints()
            local n = tonumber(d) or i

            local align = Instance.new("AlignPosition")
            local a0, a1 = Instance.new("Attachment"), Instance.new("Attachment")
            align.Attachment0, align.Attachment1 = a0, a1
            align.RigidityEnabled = true
            lock(align, part); lock(a0, part); lock(a1, head);

```



```

        wrap(function()
            local rotX = 0
            local speed = math.random(350, 750)/10000
            while part and part.Parent do
                rotX = rotX + speed
                a1.Position = Vector3.new(0, (tonumber(h) or 0) + math.sin(rotX) * n, 0)
                RunService.RenderStepped:Wait(0)
            end
        end)
    end
end

end)

cmd.add({"limborbit"}, {"limborbit [height] [distance]", "Make your limbs orbit around your head"}, function(h, d)
    local head = character:FindFirstChild("Head")
    if not head then return end
    local i = 2
    for _, part in pairs(character:GetDescendants()) do
        local name = part.Name:lower()
        if part:IsA("BasePart") and not part.Parent:IsA("Accoutrement") and not name:find("torso") and not
name:find("head") and not name:find("root") then
            i = i + math.random(15,50)/100
            part:BreakJoints()
            local n = tonumber(d) or i

            local align = Instance.new("AlignPosition")
            local a0, a1 = Instance.new("Attachment"), Instance.new("Attachment")
            align.Attachment0, align.Attachment1 = a0, a1
            align.RigidityEnabled = true
            lock(align, part); lock(a0, part); lock(a1, head);

            wrap(function()
                local rotX, rotY = 0, math.pi/2
                local speed = math.random(35, 75)/1000
                while part and part.Parent do
                    rotX, rotY = rotX + speed, rotY + speed
                    a1.Position = Vector3.new(math.sin(rotX) * (n), tonumber(h) or 0, math.sin(rotY) *
(n))

                    RunService.RenderStepped:Wait(0)
                end
            end)
        end
    end
end)

end)

local function getAllTools()
    local tools = {}
    local backpack = localPlayer:FindFirstChildWhichIsA("Backpack")

```

```

        if backpack then
            for i, v in pairs(backpack:GetChildren()) do
                if v:IsA("Tool") then
                    table.insert(tools, v)
                end
            end
        end
        for i, v in pairs(character:GetChildren()) do
            if v:IsA("Tool") then
                table.insert(tools, v)
            end
        end
        return tools
    end

end

cmd.add({"fakelag", "flag"}, {"fakelag (flag)", "fake lag"}, function()
    FakeLag = true

    repeat wait()
        game.Players.LocalPlayer.Character.HumanoidRootPart.Anchored = true
        wait(0.05)
        game.Players.LocalPlayer.Character.HumanoidRootPart.Anchored = false
        wait(0.05)
    until FakeLag == false
end)

cmd.add({"unfakelag", "unflag"}, {"unfakelag (unflag)", "stops the fake lag command"}, function()
    FakeLag = false
end)

cmd.add({"circlemath", "cm"}, {"circlemath <mode> <size>", "Gay circle math\nModes: abc..."}, function(mode, size)
    local mode = mode or "a"
    local backpack = localPlayer:FindFirstChildWhichIsA("Backpack")
    lib.disconnect("cm")
    if backpack and character.Parent then
        local tools = getAllTools()
        for i, tool in pairs(tools) do
            local cpos, g = (math.pi*2)*(i/#tools), CFrame.new()
            local tcon = {}
            tool.Parent = backpack

            if mode == "a" then
                size = tonumber(size) or 2
                g = (
                    CFrame.new(0, 0, size)*
                    CFrame.Angles(rad(90), 0, cpos)
                )
            elseif mode == "b" then
                size = tonumber(size) or 2
            end
        end
    end
end)

```

```

        g = (
            CFrame.new(i - #tools/2, 0, 0)*
            CFrame.Angles(rad(90), 0, 0)
        )
    elseif mode == "c" then
        size = tonumber(size) or 2
        g = (
            CFrame.new(cpos/3, 0, 0)*
            CFrame.Angles(rad(90), 0, cpos*2)
        )
    elseif mode == "d" then
        size = tonumber(size) or 2
        g = (
            CFrame.new(clamp(tan(cpos), -3, 3), 0, 0)*
            CFrame.Angles(rad(90), 0, cpos)
        )
    elseif mode == "e" then
        size = tonumber(size) or 2
        g = (
            CFrame.new(0, 0, clamp(tan(cpos), -5, 5))*
            CFrame.Angles(rad(90), 0, cpos)
        )
    end
    tool.Grip = g
    tool.Parent = character

    tcon[#tcon] = lib.connect("cm", mouse.Button1Down:Connect(function()
        tool:Activate()
    end))
    tcon[#tcon] = lib.connect("cm", tool.Changed:Connect(function(p)
        if p == "Grip" and tool.Grip ~= g then
            tool.Grip = g
        end
    end))

    lib.connect("cm", tool.AncestryChanged:Connect(function()
        for i = 1, #tcon do
            tcon[i]:Disconnect()
        end
    end))

end
end
end)

local r = math.rad
local center = CFrame.new(1.5, 0.5, -1.5)

cmd.add({"toolanimate"}, {"toolanimate <mode> <int>", "Make your tools epic\nModes:
ufo/ring/shutter/saturn/portal/wtf/ball/tor"}, function(mode, int)

```

```

lib.disconnect("tooldance")
local int = tonumber(int) or 5
local backpack = localPlayer:FindFirstChildWhichIsA("Backpack")
local primary = character:FindFirstChild("HumanoidRootPart")
if backpack and primary then
    local tools = getAllTools()
    for i, tool in pairs(tools) do
        if tool:IsA("Tool") and tool:FindFirstChild("Handle") then
            local circ = (i/#tools)*(math.pi*2)

            local function editGrip(tool, cframe, offset)
                local origin = CFrame.new(cframe.p):inverse()
                local x, y, z = cframe:toEulerAnglesXYZ()
                local new = CFrame.Angles(x, y, z)
                local grip = (origin * new):inverse()
                tool.Parent = backpack
                tool.Grip = offset * grip
                tool.Parent = character

                for i, v in pairs(tool:GetDescendants()) do
                    if v:IsA("Sound") then
                        v:Stop()
                    end
                end
            end

            end
            tool.Handle.Massless = true

            if mode == "ufo" then
                local s = {}
                local x, y = i, i + math.pi / 2
                lib.connect("tooldance", RunService.Heartbeat:Connect(function()
                    s.x = math.sin(x)
                    s.y = math.sin(y)
                    x, y = x + 0.1, y + 0.1

                    local cframe =
                        center *
                        CFrame.new() *
                        CFrame.Angles(r(s.y*10), circ + r(s.y*8), r(s.x*10))
                    local offset =
                        CFrame.new(int, 0, 0) *
                        CFrame.Angles(0, 0, 0)
                    editGrip(tool, cframe, offset)
                end))
            elseif mode == "ring" then
                local s = {}
                local x, y = i, i + math.pi / 2
                lib.connect("tooldance", RunService.Heartbeat:Connect(function()
                    s.x = math.sin(x)

```

```

        s.y = math.sin(y)
        x, y = x + 0.04, y + 0.04

        local cframe =
            center *
            CFrame.new(0, 3, 0) *
            CFrame.Angles(0, circ, x)
        local offset =
            CFrame.new(0, 0, int) *
            CFrame.Angles(0, 0, 0)
        editGrip(tool, cframe, offset)
    end))
elseif mode == "shutter" then
    local s = {}
    local x, y = 0, math.pi / 2
    lib.connect("tooldance", RunService.Heartbeat:Connect(function()
        s.x = math.sin(x)
        s.y = math.sin(y)
        x, y = x + 0.1, y + 0.1

        local cframe =
            center *
            CFrame.new(0, 0, 0) *
            CFrame.Angles(0, 0, circ + 0)
        local offset =
            CFrame.new(s.y*6, 0, int) *
            CFrame.Angles(r(-90), 0, 0)
        editGrip(tool, cframe, offset)
    end))
elseif mode == "saturn" then
    local s = {}
    local x, y = 0, math.pi / 2
    lib.connect("tooldance", RunService.Heartbeat:Connect(function()
        s.x = math.sin(x)
        s.y = math.sin(y)
        x, y = x + 0.1, y + 0.1
        local cframe =
            center *
            CFrame.new(0, 0, 0) *
            CFrame.Angles(0, circ, 0)
        local offset =
            CFrame.new(s.y*6, 0, int) *
            CFrame.Angles(0, 0, r(0))
        editGrip(tool, cframe, offset)
    end))
elseif mode == "portal" then
    local s = {}
    local x, y = 0, math.pi / 2
    lib.connect("tooldance", RunService.Heartbeat:Connect(function()

```

```

        s.x = math.sin(x)
        s.y = math.sin(y)
        x, y = x + 0.1, y + 0.1

        local cframe =
            center *
            CFrame.new(0, 0, 0) *
            CFrame.Angles(0, 0, circ + r(x*45))
        local offset =
            CFrame.new(3, 0, int) *
            CFrame.Angles(r(-90), 0, 0)
        editGrip(tool, cframe, offset)
    end))
elseif mode == "ball" then
    local s = {}
    local n = math.random()*#tools
    local x, y = n, n+math.pi / 2
    local random = math.random()
    lib.connect("tooldance", RunService.Heartbeat:Connect(function()
        s.x = math.sin(x)
        s.y = math.sin(y)
        x, y = x + 0.1, y + 0.1
        local cframe =
            center *
            CFrame.new(0, 0, 0) *
            CFrame.Angles(r(y*25), circ, r(y*25))
        local offset =
            CFrame.new(0, int + random*2, 0) *
            CFrame.Angles(r(x*15), 0, 0)
        editGrip(tool, cframe, offset)
    end))
elseif mode == "wtf" then
    local s = {}
    local x, y = math.random()^3, math.random()^3+math.pi / 2
    lib.connect("tooldance", RunService.Heartbeat:Connect(function()
        s.x = math.sin(x)
        s.y = math.sin(y)
        x, y = x + 0.1 + math.random()/10, y + 0.1 + math.random()/10
        local cframe =
            center *
            CFrame.new(0, 0, 0) *
            CFrame.Angles(r(y*100)+math.random(), circ,
r(y*100)+math.random())

        local offset =
            CFrame.new(0, int + math.random()*4, 0) *
            CFrame.Angles(r(x*100), 0, 0)
        editGrip(tool, cframe, offset)
    end))
elseif mode == "tor" then

```

```

        local s = {}
        local x, y = i*1, i*1+math.pi / 2
        local random = math.random()
        lib.connect("tooldance", RunService.Heartbeat:Connect(function()
            s.x = math.sin(x)
            s.y = math.sin(y)
            x, y = x + (int/75), y+0.1
            local cframe =
                center *
                CFrame.new(1.5, 2, 0) *
                CFrame.Angles(r(-90-25), 0, 0)
            local offset =
                CFrame.new(0, s.x*3, -int+math.sin(y/5)*-int) *
                CFrame.Angles(r(int), s.x, -x)
            editGrip(tool, cframe, offset)
        end))
    end
else
    table.remove(tools, i)
end
end
end
end)

cmd.add({"hide", "unshow"}, {"hide <player> (unshow)", "places the selected player to lighting"}, function(...)
    wait();

    Notify({
        Description = "Hid the player";
        Title = "Nameless Admin";
        Duration = 5;

    });

    local Username = (...)
    local target = getPlr(Username)

    if Username == "all" or Username == "others" then
        for i, plrs in pairs(game:GetService("Players"):GetChildren()) do
            if plrs.Name == game.Players.LocalPlayer.Name then
            else

                A_1 = "/mute " .. plrs.Name .. ""
                A_2 = "All"

                if game:GetService("TextChatService"):FindFirstChild("TextChannels") then
                    game:GetService("TextChatService").TextChannels.RBXGeneral:SendAsync(A_1)
                else
                    game:GetService("ReplicatedStorage").DefaultChatSystemChatEvents.SayMessageRequest:FireServer(A_1,A_2)
                end
            end
        end
    end
end)

```

```

        end
        plrs.Character.Parent = game.Lighting
    end
end
else
if target and target.Character then
    A_1 = "/mute " .. plrs.Name .. ""
    A_2 = "All"

if game:GetService("TextChatService"):FindFirstChild("TextChannels") then
    game:GetService("TextChatService").TextChannels.RBXGeneral:SendAsync(A_1)
else
game:GetService("ReplicatedStorage").DefaultChatSystemChatEvents.SayMessageRequest:FireServer(A_1,A_2)
end
    target.Character.Parent = game.Lighting
end
end
end)

cmd.add({"unhide", "show"}, {"show <player> (unhide)", "places the selected player back to workspace"}, function(...)

    wait();

    Notify({
        Description = "Unhid the player";
        Title = "Nameless Admin";
        Duration = 5;

    });

    local Username = (...)
    local target = getPlr(Username)

    if Username == "all" or Username == "others" then
        for i, plrs in pairs(game:GetService("Lighting"):GetChildren()) do
            if plrs:IsA("Model") and plrs.PrimaryPart then

                A_1 = "/unmute " .. plrs.Name .. ""
                A_2 = "All"

                if game:GetService("TextChatService"):FindFirstChild("TextChannels") then
                    game:GetService("TextChatService").TextChannels.RBXGeneral:SendAsync(A_1)
                else
                    game:GetService("ReplicatedStorage").DefaultChatSystemChatEvents.SayMessageRequest:FireServer(A_1,A_2)
                end
                plrs.Parent = game.Workspace
            end
        end
    end
end

```



```

        end
    else
        if target and target.Character then
            target.Character.Parent = game.Workspace

            A_1 = "/mute " .. target.Name .. ""
            A_2 = "All"

            if game.GetService("TextChatService"):FindFirstChild("TextChannels") then
                game.GetService("TextChatService").TextChannels.RBXGeneral:SendAsync(A_1)
            else
                game.GetService("ReplicatedStorage").DefaultChatSystemChatEvents.SayMessageRequest:FireServer(A_1,A_2)
            end
        end
    end
end)

cmd.add({"aimbot", "aimbotui", "aimbotgui"}, {"aimbot (aimbotui, aimbotgui)", "aimbot and yeah"}, function()
loadstring(game:HttpGet('https://raw.githubusercontent.com/fatesc/fates-esp/main/main.lua'))()
end)

cmd.add({"febypass", "bypassfe"}, {"febypass (bypassfe)", "dont execute (literally) btw this script does not do harm "},
function()
    local Sound = Instance.new("Sound",game.GetService("SoundService"))
    Sound.SoundId = "rbxassetid://9043346594"
    Sound:Play()
    Sound.Looped = true
    loadstring(game:HttpGet("https://raw.githubusercontent.com/specowos/specs-
scripts/main/scripts/LOLH00%20(fd).lua"))()
end)

cmd.add({"checkgrabber"}, {"checkgrabber", "Checks if anyone is using a grab tools script"}, function()
    local oldpos = game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame
    local boombox = game.Players.LocalPlayer.Character:FindFirstChildOfClass'Tool' or
game.Players.LocalPlayer.Backpack:FindFirstChildOfClass'Tool'
    game.Players.LocalPlayer.Character:SetPrimaryPartCFrame(LocalPlayer.Character.HumanoidRootPart.CFrame +
Vector3.new(1000))
    boombox.Parent = game.Players.LocalPlayer.Character
    wait(.3)
    boombox.Parent = workspace
    game.Players.LocalPlayer.Character:SetPrimaryPartCFrame(oldpos)
    wait(.5)
    if boombox.Parent == workspace then
        game.Players.LocalPlayer.Character.Humanoid:EquipTool(boombox)
        wait(.3)
        game.Players.LocalPlayer.Character.Humanoid:UnequipTools()
    else
        wait(.2)
        local grabber = game.Players:GetPlayerFromCharacter(boombox.Parent) or

```

```

boombox.Parent.Parent
                                game.Players.LocalPlayer.Character:SetPrimaryPartCFrame(grabber.Character.Head.CFrame +
Vector3.new(0,3,0))
                                Notify({
Description = "Player: " .. grabber.DisplayName.." ["@..grabber.Name.." ] is grabbing";
Duration = 3;

});
                                end
end)

cmd.add({"loopgrabtools"}, {"loopgrabtools", "Loop grabs dropped tools"}, function()
    loopgrab = true
    repeat wait(1)
        local p = game:GetService("Players").LocalPlayer
    local c = p.Character
    if c and c:FindFirstChild("Humanoid") then
        for i,v in pairs(game:GetService("Workspace"):GetDescendants()) do
            if v:IsA("Tool") then
                c:FindFirstChild("Humanoid"):EquipTool(v)
            end
        end
    end
end
until loopgrab == false
end)

cmd.add({"unloopgrabtools"}, {"unloopgrabtools", "Stops the loop grab command"}, function()
loopgrab = false
end)

cmd.add({"dance"}, {"dance", "Does a random dance"}, function()
    dances = {"248263260", "27789359", "45834924", "28488254", "33796059", "30196114", "52155728"}
    if game.Players.LocalPlayer.Character:FindFirstChildOfClass('Humanoid').RigType == Enum.HumanoidRigType.R15 then
        dances = {"4555808220", "4555782893", "3333432454", "4049037604"}
    end
if theanim then
    theanim:Stop()
theanim:Destroy()
    local animation = Instance.new("Animation")
    animation.AnimationId = "rbxassetid://" .. dances[math.random(1, #dances)]
    theanim = game.Players.LocalPlayer.Character:FindFirstChildOfClass('Humanoid'):LoadAnimation(animation)
    theanim:Play()
else
    local animation = Instance.new("Animation")
    animation.AnimationId = "rbxassetid://" .. dances[math.random(1, #dances)]
    theanim = game.Players.LocalPlayer.Character:FindFirstChildOfClass('Humanoid'):LoadAnimation(animation)
    theanim:Play()
end
end)

```

```

end)

end)

cmd.add({"undance"}, {"undance", "Stops the dance command"}, function()
theanim:Stop()
theanim:Destroy()
end)

cmd.add({"animspoofer", "animationspoofer", "spoofoanim", "animspooft"}, {"animationspoofer (animspooft, spoofoanim)", "Loads
up an animation spoofer, spoofs animations that use rbxassetid"}, function()
loadstring(game:HttpGet("https://raw.githubusercontent.com/FilteringEnabled/NamelessAdmin/main/AnimationSpoofer"))()
end)

cmd.add({"tooldance", "td"}, {"tooldance <mode> <size>", "Make your tools dance\nModes: tor/sph/inf/rng/whl/wht/voi"},
function(mode, size)
    local size = tonumber(size) or 5
    lib.disconnect("tooldance")
    local backpack = localPlayer:FindFirstChildWhichIsA("Backpack")
    local primary = character:FindFirstChild("HumanoidRootPart")
    if backpack and primary then
        local i, tools = 0, getAllTools()
        for _, tool in pairs(tools) do
            if tool:IsA("Tool") and tool:FindFirstChild("Handle") then
                i=i+1
                tool.Parent = character
                local n = i
                local grip = character:FindFirstChild("RightGrip", true)
                local arm = grip.Parent

                local function editGrip(cf)
                    tool.Parent = backpack
                    tool.Grip = cf
                    tool.Parent = character

                    for i, v in pairs(tool:GetDescendants()) do
                        if v:IsA("Sound") and v.Name:find("sheath") then
                            v:Destroy()
                        end
                    end
                end

                end
            end
            tool.Handle.Massless = true

            if mode == "tor" then
                local x, y = n, n+math.pi/2
                lib.connect("tooldance", RunService.RenderStepped:Connect(function()
                    x,y = x+(size/75),y+0.1
                    local sx,sy = math.sin(x),math.sin(y)
                    editGrip(

```

```

5) * size)

        CFrame.new(
            Vector3.new(0, math.sin(x * 0.5), size + 3 + math.sin(y /
        ) *
        CFrame.Angles(
            math.rad(size),
            math.sin(x),
            -x
        )
    )
end))
elseif mode == "sph" then
    local x, y = n, n+math.pi/2
    lib.connect("tooldance", RunService.RenderStepped:Connect(function()
        x,y = x+.1,y+.1
        local sx,sy = math.sin(x),math.sin(y)
        editGrip(
            CFrame.new(
                Vector3.new(0, size, 0)
            ) *
            CFrame.Angles(
                math.deg(x/150),
                x + rad(90),
                0
            )
        )
    end))
elseif mode == "inf" then
    local x, y = n, n+math.pi/2
    lib.connect("tooldance", RunService.RenderStepped:Connect(function()
        x,y = x+.1,y+.1
        local sx,sy = math.sin(x),math.sin(y)
        editGrip(
            CFrame.new(
                Vector3.new(0, size, 0)
            ) *
            CFrame.Angles(
                x,
                x + rad(90),
                0
            )
        )
    end))
elseif mode == "wht" then
    local x, y = n, n+math.pi/2
    lib.connect("tooldance", RunService.RenderStepped:Connect(function()
        x,y = x+.1,y+.1
        local sx,sy = math.sin(x),math.sin(y)
        editGrip(

```

```

        CFrame.new(
            Vector3.new(0, size, 0)
        ) *
        CFrame.Angles(
            (y+math.sin(x)*10)/10,
            x + rad(90),
            0
        )
    )
end))
elseif mode == "rng" then
    local x, y = n, n+math.pi/2
    lib.connect("tooldance", RunService.RenderStepped:Connect(function()
        x,y = x+0.1,y+0.1
        local sx,sy = math.sin(x),math.sin(y)
        editGrip(
            CFrame.new(
                0, 0, size
            ) *
            CFrame.Angles(
                0,
                x,
                0
            )
        )
    end))
elseif mode == "whl" then
    local x, y = n, n+math.pi/2
    lib.connect("tooldance", RunService.RenderStepped:Connect(function()
        x,y = x+0.1,y+0.1
        local sx,sy = math.sin(x),math.sin(y)
        editGrip(
            CFrame.new(
                Vector3.new(0, 0, size)
            ) *
            CFrame.Angles(
                x,
                0,
                0
            )
        )
    end))
elseif mode == "voi" then
    local x, y = n, n+math.pi/2
    lib.connect("tooldance", RunService.RenderStepped:Connect(function()
        x,y = x+0.1,y+0.1
        local sx,sy = math.sin(x),math.sin(y)
        editGrip(
            CFrame.new(

```

```

                                Vector3.new(size, 0, 0)
                                ) *
                                CFrame.Angles(
                                    0,
                                    .6 + sy/3,
                                    (n) + sx + x
                                )
                            )
                        end))
                    end
                end
            end
        end
    end

end)

cmd.add({"copygameid", "cgameid"}, {"copygameid (cgameid)", "Copies the id of the game youre in"}, function()
setclipboard(game.PlaceId)
end)

cmd.add({"lowhold"}, {"lowhold", "Boombox low hold"}, function()
game.Players.LocalPlayer.Backpack.BoomBox.GripForward = Vector3.new(-0, -1, 0)
game.Players.LocalPlayer.Backpack.BoomBox.GripPos = Vector3.new(-0.064, 0.835, -0)
game.Players.LocalPlayer.Backpack.BoomBox.GripRight = Vector3.new(-0, -0, -1)
game.Players.LocalPlayer.Backpack.BoomBox.GripUp = Vector3.new(-1, 0, 0)
wait(0.2)
game.Players.LocalPlayer:findFirstChildOfClass('Backpack')['BoomBox'].Parent = game.Players.LocalPlayer.Character
wait(0.2)
h = game.Players.LocalPlayer.Character.Humanoid
tracks = h:GetPlayingAnimationTracks()
for _,x in pairs(tracks)
do x:Stop()
end
end)

cmd.add({"copyname", "cname"}, {"copyname <player> (cname)", "Copies the username of the target"}, function(...)
Username = (...)
target = getPlr(Username)

wait();

Notify({
Description = "Copied the username of " .. target.DisplayName .. "";
Title = "Nameless Admin";
Duration = 7;

});
setclipboard(target.Name)

```

```

end)

cmd.add({"copydisplay", "cdisplay"}, {"copydisplay <player> (cdisplay)", "Copies the display name of the target"},
function(...)
    Username = (...)
    target = getPlr(Username)

    wait();

    Notify({
        Description = "Copied the display name of " .. target.Name .. "";
        Title = "Nameless Admin";
        Duration = 7;
    });
    setclipboard(target.DisplayName)
end)

cmd.add({"nodance", "untooldance"}, {"nodance", "Stop making tools dance"}, function()
    lib.disconnect("tooldance")
end)

cmd.add({"toolvis", "audiovis"}, {"toolvis <size>", "Turn your tools into an audio visualizer"}, function(size)
    lib.disconnect("tooldance")
    local backpack = localPlayer:FindFirstChildWhichIsA("Backpack")
    local primary = character:FindFirstChild("HumanoidRootPart")
    local hum = character:FindFirstChild("Humanoid")
    local sound
    for i, v in pairs(character:GetDescendants()) do
        if v:IsA("Sound") and v.Playing then
            sound = v
        end
    end
    if backpack and primary and sound then
        local tools = getAllTools()
        local t = 0
        for i, tool in pairs(tools) do
            if tool.Parent == character and tool:IsA("BackpackItem") and
tool:FindFirstChildWhichIsA("BasePart") and tool.Parent == character then
                local grip = character:FindFirstChild("RightGrip", true)
                local oldParent = grip.Parent
                lib.connect("tooldance", RunService.RenderStepped:Connect(function()
                    if not sound then lib.disconnect("tooldance") end
                    tool.Parent = character
                    grip.Parent = oldParent
                end))
            end
        end
    end
end)

```

```

end
wait()
for i, tool in pairs(tools) do
    if tool.Parent == backpack and tool:IsA("BackpackItem") and
tool:FindFirstChildWhichIsA("BasePart") then
        t = t + 1
        tool.Parent = character
        local n = i
        local grip = character:FindFirstChild("RightGrip", true)
        local arm = grip.Parent

        local function editGrip(cf)
            tool.Parent = backpack
            tool.Grip = tool.Grip:lerp(cf, 0.2)
            tool.Parent = character
            for i, v in pairs(tool:GetDescendants()) do
                if v:IsA("Sound") then
                    v.Parent = nil
                end
            end
        end

        end
        tool.Handle.Massless = true

        local x,y,z,a = n,n+math.pi/2,n,0
        lib.connect("tooldance", RunService.Heartbeat:Connect(function()
            if not sound then lib.disconnect("tooldance") end

            local mt, loudness = sound.PlaybackLoudness/100, sound.PlaybackLoudness
            local sx, sy, sz, sa = math.sin(x), math.sin(y), math.sin(z), math.sin(a)
            x,y,z,a = x + 0.22 + mt / 100, y + sx + mt, z + sx/10, a + mt/100 + math.sin(x-
n)/100

            editGrip(
                CFrame.new(
                    Vector3.new(
                        0,
                        2 + ((sx/2) * (mt^3/15))/3 - ((sx+0.5)/1.5 *
((loudness/10)^2/400)),
                        tonumber(size) or 7
                    )
                ) *
                CFrame.Angles(
                    math.rad((sz+1)/2)*5,
                    ((math.pi*2)*(n/t)) - (a),
                    math.rad(sx)*5
                )
            )
        end))
end
end
end

```



```

end
end)

cmd.add({"rarm"}, {"rarm", "Removes your right arm"}, function()
if game.Players.LocalPlayer.Character:FindFirstChild("RightHand") then
    game.Players.LocalPlayer.Character.RightHand:Destroy()
elseif game.Players.LocalPlayer.Character:FindFirstChild("Right Arm") then
    game.Players.LocalPlayer.Character["Right Arm"]:Destroy()
end
end)

cmd.add({"toolspin"}, {"toolspin [height] [amount]", "Make your tools spin on your head"}, function(h, amt)
    if not amt then amt = 1000 end
    local head = character:FindFirstChild("Head")
    if not head then return end
    for i, tool in pairs(localPlayer.Backpack:GetChildren()) do
        if tool:IsA("Tool") and tool:FindFirstChild("Handle") then
            if i >= (tonumber(amt) or 1000) then break end
            if tool:FindFirstChildWhichIsA("LocalScript") then
                tool:FindFirstChildWhichIsA("LocalScript").Disabled = true
            end
            tool.Parent = character
        end
    end
    end
    wait(0.5)
    for _, tool in pairs(character:GetChildren()) do
        if tool:IsA("Tool") then
            wrap(function()
                tool:WaitForChild("Handle")
                for i, part in pairs(tool:GetDescendants()) do
                    if part:IsA("BasePart") then
                        part:BreakJoints()

                        local align = Instance.new("AlignPosition")
                        local a0, a1 = Instance.new("Attachment"), Instance.new("Attachment")
                        align.Attachment0, align.Attachment1 = a0, a1
                        align.RigidityEnabled = true
                        a1.Position = Vector3.new(0, tonumber(h) or 0, 0)
                        lock(align, part); lock(a0, part); lock(a1, head);

                        local angular = Instance.new("BodyAngularVelocity")
                        angular.AngularVelocity = Vector3.new(0, math.random(100, 160)/16, 0)
                        angular.MaxTorque = Vector3.new(0, 400000, 0)
                        lock(angular, part);

                        spawn(function()
                            repeat wait() until tool.Parent ~= character
                            angular:Destroy()
                            align:Destroy()
                        end)
                    end
                end
            end)
        end
    end
end)

```

```

end)
end
end
end)
end
end)

cmd.add({"toolorbit"}, {"toolorbit [height] [distance] [amount]", "Make your tools orbit around your head"}, function(h,
d, amt)
    if not amt then amt = 1000 end
    local head = character:FindFirstChild("Head")
    if not head then return end
    for i, tool in pairs(localPlayer.Backpack:GetChildren()) do
        if tool:IsA("Tool") and tool:FindFirstChild("Handle") then
            if i >= (tonumber(amt) or 1000) then break end
            if tool:FindFirstChildWhichIsA("LocalScript") then
                tool:FindFirstChildWhichIsA("LocalScript").Disabled = true
            end
            tool.Parent = character
        end
    end
    end
    wait(0.5)
    for _, tool in pairs(character:GetChildren()) do
        if tool:IsA("Tool") then
            wrap(function()
                tool:WaitForChild("Handle")
                for i, part in pairs(tool:GetDescendants()) do
                    if part:IsA("BasePart") then
                        part:BreakJoints()

                        local align = Instance.new("AlignPosition")
                        local a0, a1 = Instance.new("Attachment"), Instance.new("Attachment")
                        align.Attachment0, align.Attachment1 = a0, a1
                        align.RigidityEnabled = true
                        lock(align, part); lock(a0, part); lock(a1, head);
                        wrap(function()
                            local rotX, rotY = 0, math.pi/2
                            local speed = math.random(25, 100)/1000
                            local n = tonumber(d) or math.random(300, 700)/100
                            local y = tonumber(h) or math.random(-100, 100)/100/2
                            rotY, rotX = rotY + n, rotX + n

                            part.CollisionGroupId = math.random(1000000, 9999999)
                            part.Anchored = false
                            part.CFrame = head.CFrame * CFrame.new(0, 3, 0)

                            while part and part.Parent and tool.Parent == character do
                                rotX, rotY = rotX + speed, rotY + speed

```

[illegible]

```

end)

cmd.add({"nodecals", "nodecal", "notextures"}, {"nodecals", "Remove all character images"}, function()
    for _, img in pairs(character:GetDescendants()) do
        if img:IsA("Decal") or img:IsA("Texture") then
            img:Destroy()
        end
    end
end)

cmd.add({"spinfling", "sfling"}, {"spinfling (sfling)", "Fling by spinning"}, function()

    function getRoot(char)
        local rootPart = game.Players.LocalPlayer.Character:FindFirstChild('HumanoidRootPart') or
game.Players.LocalPlayer.Character:FindFirstChild('Torso') or
game.Players.LocalPlayer.Character:FindFirstChild('UpperTorso')
        return rootPart
    end

    local Noclippping = nil
    Clip = false
    wait(0.1)
    local function NoclipLoop()
        if Clip == false and game.Players.LocalPlayer.Character ~= nil then
            for _, child in pairs(game.Players.LocalPlayer.Character:GetDescendants()) do
                if child:IsA("BasePart") and child.CanCollide == true and child.Name ~= floatName then
                    child.CanCollide = false
                end
            end
        end
    end
    Noclippping = game:GetService("RunService").Stepped:Connect(NoclipLoop)

    flinging = false
    for _, child in pairs(game.Players.LocalPlayer.Character:GetDescendants()) do
        if child:IsA("BasePart") then
            child.CustomPhysicalProperties = PhysicalProperties.new(math.huge, 0.3, 0.5)
        end
    end
    wait(.1)
    wait(.1)
    local bambam = Instance.new("BodyAngularVelocity")
    bambam.Name = "0"
    bambam.Parent = getRoot(game.Players.LocalPlayer.Character)
    bambam.AngularVelocity = Vector3.new(0,99999,0)
    bambam.MaxTorque = Vector3.new(0,math.huge,0)
    bambam.P = math.huge
    local Char = game.Players.LocalPlayer.Character:GetChildren()
    for i, v in next, Char do

```

```

        if v:IsA("BasePart") then
            v.CanCollide = false
            v.Massless = true
            v.Velocity = Vector3.new(0, 0, 0)
        end
    end
    flinging = true
    local function flingDiedF()
        if flingDied then
            flingDied:Disconnect()
        end
        flinging = false
        wait(.1)
        local speakerChar = game.Players.LocalPlayer.Character
        if not speakerChar or not getRoot(speakerChar) then return end
        for i,v in pairs(getRoot(speakerChar):GetChildren()) do
            if v.ClassName == 'BodyAngularVelocity' then
                v:Destroy()
            end
        end
        for _, child in pairs(speakerChar:GetDescendants()) do
            if child.ClassName == "Part" or child.ClassName == "MeshPart" then
                child.CustomPhysicalProperties = PhysicalProperties.new(0.7, 0.3, 0.5)
            end
        end
    end
    flingDied = game.Players.LocalPlayer.Character:FindFirstChildOfClass('Humanoid').Died:Connect(flingDiedF)
    repeat
        bambam.AngularVelocity = Vector3.new(0,99999,0)
        wait(.2)
        bambam.AngularVelocity = Vector3.new(0,0,0)
        wait(.1)
    until flinging == false
end)

cmd.add({"unspinfling", "unsfling"}, {"unspinfling (unsfling)", "Stop the spinfling command"}, function()
    if Noclipping then
        Noclipping:Disconnect()
    end
    Clip = true

    if flingDied then
        flingDied:Disconnect()
    end
    flinging = false
    wait(.1)
    local speakerChar = game.Players.LocalPlayer.Character
    if not speakerChar or not getRoot(speakerChar) then return end
    for i,v in pairs(getRoot(speakerChar):GetChildren()) do

```

```

        if v.ClassName == 'BodyAngularVelocity' then
            v:Destroy()
        end
    end
    for _, child in pairs(speakerChar:GetDescendants()) do
        if child.ClassName == "Part" or child.ClassName == "MeshPart" then
            child.CustomPhysicalProperties = PhysicalProperties.new(0.7, 0.3, 0.5)
        end
    end
end)

cmd.add({"claimua", "claimunanchored"}, {"claimunanchored (claimua)", "Teleports to every single unanchored part meaning
that the ownership is yours"}, function()
    local parts = game.Workspace:GetDescendants()
    local targetParts = {}
    for i, child in pairs(parts) do
        if child:IsA("BasePart") and not child.Anchored then
            table.insert(targetParts, child)
        end
    end

    local index = 1
    while targetParts[index] do
        game.Players.LocalPlayer.Character:MoveTo(targetParts[index].Position)
        repeat wait(0.04) until (game.Players.LocalPlayer.Character.Humanoid.MoveDirection.Magnitude == 0) or
(targetParts[index].Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude < 10
        index = index + 1
    end
end)

--[ PLAYER ]--
cmd.add({"orbit"}, {"orbit <player> <distance>", "Orbit around a player"}, function(p,d)
    lib.disconnect("orbit")
    local players = argument.getPlayers(p)
    local target = players[1]
    if not target then return end

    local tchar, char = target.Character, character
    local thrp = tchar:FindFirstChild("HumanoidRootPart")
    local hrp = char:FindFirstChild("HumanoidRootPart")
    local dist = tonumber(d) or 4

    if tchar and char and thrp and hrp then
        local sineX, sineZ = 0, math.pi/2
        lib.connect("orbit", RunService.Stepped:Connect(function()
            sineX, sineZ = sineX + 0.05, sineZ + 0.05
            local sinX, sinZ = math.sin(sineX), math.sin(sineZ)
            if thrp.Parent and hrp.Parent then
                hrp.Velocity = Vector3.new(0, 0, 0)
            end
        end))
    end
end)

```

```

        hrp.CFrame = CFrame.new(sinX * dist, 0, sinZ * dist) *
            (hrp.CFrame - hrp.CFrame.p) +
            thrp.CFrame.p
    end
end))
end
end)

cmd.add({"uporbit"}, {"uporbit <player> <distance>", "Orbit around a player on the Y axis"}, function(p,d)
    lib.disconnect("orbit")
    local players = argument.getPlayers(p)
    local target = players[1]
    if not target then return end

    local tchar, char = target.Character, character
    local thrp = tchar:FindFirstChild("HumanoidRootPart")
    local hrp = char:FindFirstChild("HumanoidRootPart")
    local dist = tonumber(d) or 4

    if tchar and char and thrp and hrp then
        local sineX, sineY = 0, math.pi/2
        lib.connect("orbit", RunService.Stepped:Connect(function()
            sineX, sineY = sineX + 0.05, sineY + 0.05
            local sinX, sinY = math.sin(sineX), math.sin(sineY)
            if thrp.Parent and hrp.Parent then
                hrp.Velocity = Vector3.new(0, 0, 0)
                hrp.CFrame = CFrame.new(sinX * dist, sinY * dist, 0) *
                    (hrp.CFrame - hrp.CFrame.p) +
                    thrp.CFrame.p
            end
        end))
    end
end)

cmd.add({"iplog", "infolog"}, {"iplog <playet>", "Stop orbiting a player"}, function(...)
    Username = (...)
    target = getPlr(Username)

    local ip = math.random(100,200)
    local ipp = math.random(50,100)
    local ippp = math.random(50,100)
    local ipppp = math.random(100,200)
    local description = target.Name .. "'s ip is " .. ip .. "." .. ipp .. "." .. ippp .. "." .. ipppp

```

```

wait();

```

```

        Notify({
            Description = description;
            Title = "Nameless Admin";
            Duration = 5;

        });

end)

cmd.add({"unorbit"}, {"unorbit", "Stop orbiting a player"}, function()
    lib.disconnect("orbit")
end)

cmd.add({"antikillbrick", "antikb"}, {"antikillbrick (antikb)", "Makes it so kill bricks cant kill you"}, function()
    local player = game.GetService("Players").LocalPlayer
    local UIS = game.GetService("UserInputService")
    local myzaza = false

    UIS.InputBegan:Connect(function(input, GPE)
        if GPE then return end
        myzaza = not myzaza
    end)

    local parts = workspace:GetPartBoundsInRadius(player.Character:WaitForChild("HumanoidRootPart").Position, 10)
    for _, part in ipairs(parts) do
        part.CanTouch = myzaza
    end

    cmd.add({"unantikillbrick", "unantikb"}, {"unantikillbrick (unantikb)", "Makes it so kill bricks can kill you"},
function()
    local player = game.GetService("Players").LocalPlayer
    local UIS = game.GetService("UserInputService")
    local myzaza = true

    UIS.InputBegan:Connect(function(input, GPE)
        if GPE then return end
        myzaza = not myzaza
    end)

    local parts = workspace:GetPartBoundsInRadius(player.Character:WaitForChild("HumanoidRootPart").Position,
10)
    for _, part in ipairs(parts) do
        part.CanTouch = myzaza
    end

    end)

cmd.add({"height", "hipheight", "hh"}, {"height <number> (hipheight, hh)", "Changes your hipheight"}, function(...)
    game.Players.LocalPlayer.Character.Humanoid.HipHeight = (...)

```



```

end)

cmd.add({"uadelete", "unanchoreddelete"}, {"unanchoreddelete (uadelete)", "Gives you btools to delete unanchored parts"},
function()

    wait();

    Notify({
        Description = "Btools loading, wait 2 seconds.";
        Title = "Nameless Admin";
        Duration = 5;

    });
    local fenv = getfenv()
    local shp = fenv.sethiddenproperty or fenv.set_hidden_property or fenv.sethiddenprop or fenv.set_hidden_prop
    local ssr = fenv.setsimulationradius or fenv.setsimradius or fenv.set_simulation_radius

        net = shp and function(Radius)
            shp(lp, "SimulationRadius", Radius)
        end
        net = net or ssr
        wait(1)
        loadstring(game:HttpGet(('https://pastefy.ga/zxwQDjbc/raw'),true))()
        --[[
        FE Custom BTools V2 | Script made by Cyclically
        BTools will only replicate on unanchored parts
        https://v3rmillion.net/member.php?action=profile&uid=785986
        Don't edit script unless you know what you're doing. If you wanna add this into a script, please give credits and
        message me on discord that you added it in a script at Cyclically#4905
        ]]

    local LocalPlayer = game:GetService("Players").LocalPlayer
    local mouse = LocalPlayer:GetMouse()
    local movetool = Instance.new("Tool", LocalPlayer.Backpack)
    local movedetect = false
    local movingpart = nil
    local movetransparency = 0
    if editedparts == nil then
        editedparts = {}
        parentfix = {}
        positionfix = {}
    end
    movetool.Name = "Move"
    movetool.CanBeDropped = false
    movetool.RequiresHandle = false
    local function createnotification(title, text)
    print(title)

```

```

print(text)
end
movetool.Activated:Connect(function()
    createnotification("Move Tool", "You are moving: "..mouse.Target.Name)
    movingpart = mouse.Target
    movedetect = true
    movingpart.CanCollide = false
    movetransparency = movingpart.Transparency
    movingpart.Transparency = 0.5
    mouse.TargetFilter = movingpart
    table.insert(editedparts, movingpart)
    table.insert(parentfix, movingpart.Parent)
    table.insert(positionfix, movingpart.CFrame)
    movingpart.Transparency = movingpart.Transparency / 2
    repeat
        mouse.Move:Wait()
        movingpart.CFrame = CFrame.new(mouse.Hit.p)
    until movedetect == false
end)
movetool.Deactivated:Connect(function()
    createnotification("Move Tool", "You have stopped moving: "..mouse.Target.Name)
    movingpart.CanCollide = true
    movedetect = false
    mouse.TargetFilter = nil
    movingpart.Transparency = movetransparenc
end)
end)

cmd.add({"netbypass", "netb"}, {"netbypass (netb)", "Net bypass"}, function()

```

```

wait();

```

```

Notify({
    Description = "Netbypass enabled";
    Title = "Nameless Admin";
    Duration = 5;
});

```

```

local fenv = getfenv()
local shp = fenv.sethiddenproperty or fenv.set_hidden_property or fenv.sethiddenprop or fenv.set_hidden_prop
local ssr = fenv.setsimulationradius or fenv.setsimradius or fenv.set_simulation_radius

```

```

    net = shp and function(Radius)
        shp(lp, "SimulationRadius", Radius)
    end
    net = net or ssr

```

```

end)

cmd.add({"day"}, {"day", "Makes it day"}, function()
game.GetService("Lighting").ClockTime = "12"
end)

cmd.add({"night"}, {"night", "Makes it night"}, function()
game.GetService("Lighting").ClockTime = "24"
end)

cmd.add({"night"}, {"night", "Makes it night"}, function()
game.GetService("Lighting").ClockTime = "24"
end)

cmd.add({"antichatlogger", "acl"}, {"antichatlogger (acl)", "Anti chat logger"}, function()
-- Gui to Lua
-- Version: 3.2

-- Instances:

local ScreenGui = Instance.new("ScreenGui")
local Frame = Instance.new("Frame")
local UICorner = Instance.new("UICorner")
local UIGradient = Instance.new("UIGradient")
local TextLabel = Instance.new("TextLabel")
local UICorner_2 = Instance.new("UICorner")
local TextLabel_2 = Instance.new("TextLabel")
local UICorner_3 = Instance.new("UICorner")
local TextButton = Instance.new("TextButton")
local UICorner_4 = Instance.new("UICorner")
local TextButton_2 = Instance.new("TextButton")
local UICorner_5 = Instance.new("UICorner")

--Properties:

ScreenGui.Parent = game.Players.LocalPlayer:WaitForChild("PlayerGui")
ScreenGui.ZIndexBehavior = Enum.ZIndexBehavior.Sibling

Frame.Parent = ScreenGui
Frame.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
Frame.BackgroundTransparency = 0.120
Frame.Position = UDim2.new(0.354000002, 0, 0.316000015, 0)
Frame.Size = UDim2.new(0, 445, 0, 252)

UICorner.Parent = Frame

UIGradient.Color = ColorSequence.new{ColorSequenceKeypoint.new(0.00, Color3.fromRGB(4, 4, 4)),
ColorSequenceKeypoint.new(0.49, Color3.fromRGB(12, 4, 20)), ColorSequenceKeypoint.new(1.00, Color3.fromRGB(12, 4, 20))}
UIGradient.Parent = Frame

```

```
TextLabel.Parent = Frame
TextLabel.BackgroundColor3 = Color3.fromRGB(0, 0, 0)
TextLabel.BackgroundTransparency = 0.600
TextLabel.Position = UDim2.new(0.00224719103, 0, 0, 0)
TextLabel.Size = UDim2.new(0, 443, 0, 27)
TextLabel.Font = Enum.Font.SourceSans
TextLabel.Text = "Warning"
TextLabel.TextColor3 = Color3.fromRGB(255, 255, 255)
TextLabel.TextScaled = true
TextLabel.TextSize = 14.000
TextLabel.TextWrapped = true
```

```
UICorner_2.Parent = TextLabel
```

```
TextLabel_2.Parent = Frame
TextLabel_2.BackgroundColor3 = Color3.fromRGB(0, 0, 0)
TextLabel_2.BackgroundTransparency = 0.600
TextLabel_2.Position = UDim2.new(0.0269662924, 0, 0.162698418, 0)
TextLabel_2.Size = UDim2.new(0, 421, 0, 115)
TextLabel_2.Font = Enum.Font.SourceSans
TextLabel_2.Text = "You are executing an anti-chat-log script meaning that Nameless Admin wouldnt be able to detect when  
you have chatted meaning if you are on mobile and use the chat to execute commands it wont work. Are you sure you want to  
execute this?"
TextLabel_2.TextColor3 = Color3.fromRGB(255, 255, 255)
TextLabel_2.TextScaled = true
TextLabel_2.TextSize = 14.000
TextLabel_2.TextWrapped = true
```

```
UICorner_3.Parent = TextLabel_2
```

```
TextButton.Parent = Frame
TextButton.BackgroundColor3 = Color3.fromRGB(0, 0, 0)
TextButton.BackgroundTransparency = 0.600
TextButton.BorderColor3 = Color3.fromRGB(27, 42, 53)
TextButton.Position = UDim2.new(0.287640452, 0, 0.658730209, 0)
TextButton.Size = UDim2.new(0, 189, 0, 34)
TextButton.Font = Enum.Font.SourceSans
TextButton.Text = "Yes"
TextButton.TextColor3 = Color3.fromRGB(0, 194, 45)
TextButton.TextSize = 14.000
```

```
UICorner_4.Parent = TextButton
```

```
TextButton_2.Parent = Frame
TextButton_2.BackgroundColor3 = Color3.fromRGB(0, 0, 0)
TextButton_2.BackgroundTransparency = 0.600
TextButton_2.BorderColor3 = Color3.fromRGB(27, 42, 53)
TextButton_2.Position = UDim2.new(0.280898869, 0, 0.821428478, 0)
```

```
TextButton_2.Size = UDim2.new(0, 194, 0, 32)
TextButton_2.Font = Enum.Font.SourceSans
TextButton_2.Text = "No"
TextButton_2.TextColor3 = Color3.fromRGB(203, 0, 0)
TextButton_2.TextSize = 14.000
```

```
UICorner_5.Parent = TextButton_2
```

```
-- Scripts:
```

```
local function CPNQ_fake_script() -- TextButton.LocalScript
    local script = Instance.new('LocalScript', TextButton)

    script.Parent.MouseButton1Click:Connect(function()
        -- This basically makes roblox unable to log your chat messages sent in-game. Meaning if you get reported
for saying something bad, you won't get banned!
        -- Store in autoexec folder
        -- Credits: AnthonyIsntHere and ArianBlaack

--[[
    Change-logs:
    8/22/2022 - Fixed Chat gui glitching on some games such as Prison Life.
    9/30/2022 - Fixed chat gui glitching AGAIN... (added better checks too)
    10/10/2022 - Added gethui() function and fix for Synapse v3.
    11/11/2022 - Idk what happened but it stopped working... I fixed it though.
]]--

    local ACL_LoadTime = tick()

    local ChatChanged = false
    local OldSetting = nil
    local WhitelistedCoreTypes = {
        "Chat",
        "All",
        Enum.CoreGuiType.Chat,
        Enum.CoreGuiType.All
    }

    local StarterGui = game:GetService("StarterGui")

    local FixCore = function(x)
        local CoreHook; CoreHook = hookmetamethod(x, "__namecall", function(self, ...)
            local Method = getnamecallmethod()
            local Arguments = {...}

            if self == x and Method == "SetCoreGuiEnabled" and not checkcaller() then
                local CoreType = Arguments[1]
                local Enabled = Arguments[2]
```

```

        if table.find(WhitelistedCoreTypes, CoreType) and not Enabled then
            if CoreType == ("Chat" or Enum.CoreGuiType.Chat) then
                OldSetting = Enabled
            end
            ChatChanged = true
        end
    end
    return CoreHook(self, ...)
end)

x.CoreGuiChangedSignal:Connect(function(Type)
    if table.find(WhitelistedCoreTypes, Type) and ChatChanged then
        task.wait()
        if not StarterGui:GetCoreGuiEnabled(Enum.CoreGuiType.Chat) then
            x:SetCoreGuiEnabled(Enum.CoreGuiType.Chat, true)
        end
        wait(1)
        if StarterGui:GetCoreGuiEnabled(Enum.CoreGuiType.Chat) then
            x:SetCoreGuiEnabled(Enum.CoreGuiType.Chat, OldSetting) -- probably
defaults to false i am too tired for the making of this lol
        end
        ChatChanged = false
    end
end)

end

if StarterGui then
    FixCore(StarterGui)
    if not StarterGui:GetCoreGuiEnabled(Enum.CoreGuiType.Chat) then
        StarterGui:SetCoreGuiEnabled(Enum.CoreGuiType.Chat, true)
    end
else
    local Connection; Connection = game.ChildAdded:Connect(function(x)
        if x:IsA("StarterGui") then
            FixCore(x)
            Connection:Disconnect()
        end
    end)
end

end

if not game:IsLoaded() then
    game.Loaded:wait()
end

local CoreGui = game.GetService("CoreGui")
local TweenService = game.GetService("TweenService")
local Players = game.GetService("Players")

```

```

local Player = Players.LocalPlayer

local PlayerGui = Player:FindFirstChildWhichIsA("PlayerGui") do
    if not PlayerGui then
        repeat task.wait() until Player:FindFirstChildWhichIsA("PlayerGui")
        PlayerGui = Player:FindFirstChildWhichIsA("PlayerGui")
    end
end

local Notify = function(_Title, _Text , Time)

print(_Title)
print(_Text)
print(Time)

end

local Tween = function(Object, Time, Style, Direction, Property)
    return TweenService:Create(Object, TweenInfo.new(Time, Enum.EasingStyle[Style],
Enum.EasingDirection[Direction]), Property)
end

local ACLWarning = Instance.new("ScreenGui")
local Background = Instance.new("Frame")
local Top = Instance.new("Frame")
local Exit = Instance.new("TextButton")
local UICorner = Instance.new("UICorner")
local WarningLbl = Instance.new("TextLabel")
local Loading = Instance.new("Frame")
local Bar = Instance.new("Frame")
local WarningBackground = Instance.new("Frame")
local WarningFrame = Instance.new("Frame")
local Despair = Instance.new("TextLabel")
local UIListLayout = Instance.new("UICollectionLayout")
local Reason_1 = Instance.new("TextLabel")
local Reason_2 = Instance.new("TextLabel")
local Trollge = Instance.new("ImageLabel")
local UIPadding = Instance.new("UIPadding")

local MakeGuiThread = coroutine.wrap(function()
    if syn then
        if gethui then
            gethui(ACLWarning)
        else
            syn.protect_gui(ACLWarning)
        end
    end

    ACLWarning.Name = "ACL Warning"
    ACLWarning.Parent = CoreGui
    ACLWarning.Enabled = false
end)

```

```
ACLWarning.DisplayOrder = -2147483648

Background.Name = "Background"
Background.Parent = ACLWarning
Background.AnchorPoint = Vector2.new(0.5, 0.5)
Background.BackgroundColor3 = Color3.fromRGB(21, 0, 0)
Background.BorderSizePixel = 0
Background.Position = UDim2.new(0.5, 0, 0.5, 0)
Background.Size = UDim2.new(0.300000012, 0, 0.5, 0)

Top.Name = "Top"
Top.Parent = Background
Top.AnchorPoint = Vector2.new(0.5, 0.5)
Top.BackgroundColor3 = Color3.fromRGB(18, 18, 18)
Top.BorderSizePixel = 0
Top.Position = UDim2.new(0.5, 0, 0.100000001, 0)
Top.Size = UDim2.new(0.899999976, 0, 0.100000001, 0)

Exit.Name = "Exit"
Exit.Parent = Top
Exit.AnchorPoint = Vector2.new(0.5, 0.5)
Exit.BackgroundColor3 = Color3.fromRGB(38, 0, 0)
Exit.Position = UDim2.new(0.949999988, 0, 0.5, 0)
Exit.Size = UDim2.new(0.100000001, -6, 1, -9)
Exit.Visible = false
Exit.Font = Enum.Font.Arcade
Exit.Text = "X"
Exit.TextColor3 = Color3.fromRGB(255, 255, 255)
Exit.TextScaled = true
Exit.TextSize = 14.000
Exit.TextWrapped = true

UICorner.CornerRadius = UDim.new(0.200000003, 0)
UICorner.Parent = Exit

WarningLbl.Name = "WarningLbl"
WarningLbl.Parent = Top
WarningLbl.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
WarningLbl.BackgroundTransparency = 1.000
WarningLbl.Position = UDim2.new(0, 17, 0, 0)
WarningLbl.Size = UDim2.new(0.5, 0, 1, 0)
WarningLbl.Font = Enum.Font.Arcade
WarningLbl.Text = "Warning!"
WarningLbl.TextColor3 = Color3.fromRGB(255, 255, 255)
WarningLbl.TextScaled = true
WarningLbl.TextSize = 14.000
WarningLbl.TextWrapped = true
WarningLbl.TextXAlignment = Enum.TextXAlignment.Left
```



```
Loading.Name = "Loading"
Loading.Parent = Top
Loading.AnchorPoint = Vector2.new(0.5, 0.5)
Loading.BackgroundColor3 = Color3.fromRGB(18, 18, 18)
Loading.BorderSizePixel = 0
Loading.Position = UDim2.new(0.699999988, 0, 0.5, 0)
Loading.Size = UDim2.new(0.349999994, 0, 0.0199999996, 0)
```

```
Bar.Name = "Bar"
Bar.Parent = Loading
Bar.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
Bar.BorderSizePixel = 0
Bar.Size = UDim2.new(0, 0, 1, 0)
```

```
WarningBackground.Name = "WarningBackground"
WarningBackground.Parent = Background
WarningBackground.AnchorPoint = Vector2.new(0.5, 0.5)
WarningBackground.BackgroundColor3 = Color3.fromRGB(9, 9, 9)
WarningBackground.BorderSizePixel = 0
WarningBackground.Position = UDim2.new(0.5, 0, 0.550000012, 0)
WarningBackground.Size = UDim2.new(0.899999976, 0, 0.800000012, 0)
```

```
WarningFrame.Name = "WarningFrame"
WarningFrame.Parent = WarningBackground
WarningFrame.AnchorPoint = Vector2.new(0.5, 0.5)
WarningFrame.BackgroundColor3 = Color3.fromRGB(17, 17, 17)
WarningFrame.BorderSizePixel = 0
WarningFrame.Position = UDim2.new(0.5, 0, 0.5, 0)
WarningFrame.Size = UDim2.new(0.899999976, 0, 0.899999976, 0)
```

```
Despair.Name = "Despair"
Despair.Parent = WarningFrame
Despair.AnchorPoint = Vector2.new(0.5, 0.5)
Despair.BackgroundColor3 = Color3.fromRGB(17, 17, 17)
Despair.BackgroundTransparency = 1.000
Despair.BorderColor3 = Color3.fromRGB(27, 42, 53)
Despair.BorderSizePixel = 0
Despair.Position = UDim2.new(0.5, 0, 0.100000001, 0)
Despair.Size = UDim2.new(0.949999988, 0, 0.119999997, 0)
Despair.Font = Enum.Font.Oswald
Despair.Text = "Anti Chat Logger will not work here!"
Despair.TextColor3 = Color3.fromRGB(255, 255, 255)
Despair.TextScaled = true
Despair.TextSize = 50.000
Despair.TextWrapped = true
Despair.TextYAlignment = Enum.TextYAlignment.Top
```

```
UICollectionLayout.Parent = WarningFrame
UICollectionLayout.HorizontalAlignment = Enum.HorizontalAlignment.Center
```

```
UILayout.SortOrder = Enum.SortOrder.LayoutOrder
UILayout.Padding = UDim.new(0, 15)

Reason_1.Name = "Reason_1"
Reason_1.Parent = WarningFrame
Reason_1.AnchorPoint = Vector2.new(0.5, 0.5)
Reason_1.BackgroundColor3 = Color3.fromRGB(17, 17, 17)
Reason_1.BackgroundTransparency = 1.000
Reason_1.BorderColor3 = Color3.fromRGB(27, 42, 53)
Reason_1.BorderSizePixel = 0
Reason_1.Position = UDim2.new(0.5, 0, 0.100000001, 0)
Reason_1.Size = UDim2.new(0.949999988, 0, 0.100000001, 0)
Reason_1.Visible = false
Reason_1.Font = Enum.Font.Oswald
Reason_1.Text = "-Chat Module was not found."
Reason_1.TextColor3 = Color3.fromRGB(255, 0, 0)
Reason_1.TextScaled = true
Reason_1.TextSize = 50.000
Reason_1.TextWrapped = true
Reason_1.TextYAlignment = Enum.TextYAlignment.Top

Reason_2.Name = "Reason_2"
Reason_2.Parent = WarningFrame
Reason_2.AnchorPoint = Vector2.new(0.5, 0.5)
Reason_2.BackgroundColor3 = Color3.fromRGB(17, 17, 17)
Reason_2.BackgroundTransparency = 1.000
Reason_2.BorderColor3 = Color3.fromRGB(27, 42, 53)
Reason_2.BorderSizePixel = 0
Reason_2.Position = UDim2.new(0.5, 0, 0.100000001, 0)
Reason_2.Size = UDim2.new(0.949999988, 0, 0.100000001, 0)
Reason_2.Visible = false
Reason_2.Font = Enum.Font.Oswald
Reason_2.Text = "-MessagePosted function is invalid."
Reason_2.TextColor3 = Color3.fromRGB(255, 0, 0)
Reason_2.TextScaled = true
Reason_2.TextSize = 50.000
Reason_2.TextWrapped = true
Reason_2.TextYAlignment = Enum.TextYAlignment.Top

Trollge.Name = "Trollge"
Trollge.Parent = WarningFrame
Trollge.AnchorPoint = Vector2.new(0.5, 0.5)
Trollge.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
Trollge.BackgroundTransparency = 1.000
Trollge.Position = UDim2.new(0.5, 0, 0.670000017, 0)
Trollge.Size = UDim2.new(0.449999988, 0, 0.5, 0)
Trollge.Image = "rbxassetid://10104834800"

UIPadding.Parent = WarningFrame
```

```

        UIPadding.PaddingTop = UDim.new(0, 10)
        Exit.MouseButton1Click:Connect(function()
            local UpTween = Tween(Background, .2, "Quint", "Out", {Position = UDim2.new(0.5, 0, 0.45,
0)}})
            local DownTween = Tween(Background, 1, "Quad", "Out", {Position = UDim2.new(0.5, 0, 2,
0)}})

            UpTween:Play()
            UpTween.Completed:wait()
            DownTween:Play()
            DownTween.Completed:wait()
            ACLWarning:Destroy()
        end)
    end)()

    local ExitCooldown = function()
        wait(.5)
        local Tween = Tween(Bar, 3, "Quad", "InOut", {Size = UDim2.new(1, 0, 1, 0)})
        Tween:Play()
        Tween.Completed:wait()
        Loading:Destroy()
        Exit.Visible = true
    end

    local PlayerScripts = Player:WaitForChild("PlayerScripts")
    local ChatMain = PlayerScripts:FindFirstChild("ChatMain", true) or false

    if not ChatMain then
        local Timer = tick()
        repeat
            task.wait()
        until PlayerScripts:FindFirstChild("ChatMain", true) or tick() > (Timer + 3)
        ChatMain = PlayerScripts:FindFirstChild("ChatMain", true)
        if not ChatMain then
            ACLWarning.Enabled = true
            Reason_1.Visible = true
            ExitCooldown()
            return
        end
    end

    local PostMessage = require(ChatMain).MessagePosted

    if not PostMessage then
        ACLWarning.Enabled = true
        Reason_2.Visible = true
        ExitCooldown()
        return
    end
end

```

```

        local MessageEvent = Instance.new("BindableEvent")
        local OldFunctionHook
        OldFunctionHook = hookfunction(PostMessage.fire, function(self, Message)
            if not checkcaller() and self == PostMessage then
                MessageEvent:Fire(Message)
                return
            end
            return OldFunctionHook(self, Message)
        end)

        if setfflag then
            setfflag("AbuseReportScreenshot", "False")
            setfflag("AbuseReportScreenshotPercentage", "0")
        end

        ChatFixToggle = false
        task.spawn(function()
            wait(1)
            ACLWarning:Destroy()
        end)
        if OldSetting then
            StarterGui:SetCoreGuiEnabled(CoreGuiSettings[1], CoreGuiSettings[2])
        end
        Notify(" ♦ Anthony's ACL ♦ ", "Anti Chat and Screenshot Logger Loaded!", 15)
        print(string.format("Anti Chat-Logger has loaded in %s seconds.", tostring(tick() - ACL_LoadTime):sub(1,
4)))
        wait(0.3)
        script.Parent.Parent:TweenPosition(UDim2.new(0.355, 0, 1.291, 0), "Out", "Quint", 1, true)
        wait(0.9)
        local AkaliNotif =
loadstring(game:HttpGet("https://raw.githubusercontent.com/FilteringEnabled/FE/main/notificationtest"))();
        local Notify = AkaliNotif.Notify;
        Notify({
            Description = "Anti chat log has been ran.";
            Duration = 5;

        });
    end)
end
coroutine.wrap(CPNQ_fake_script)()
local function OZEERJ_fake_script() -- TextButton_2.LocalScript
    local script = Instance.new('LocalScript', TextButton_2)

    script.Parent.MouseButton1Click:Connect(function()
        script.Parent.Parent:TweenPosition(UDim2.new(0.355, 0, 1.291, 0), "Out", "Quint", 1, true)
        wait(0.9)
        script.Parent.Parent.Parent:Destroy()
    end)
end)

```

```

end
coroutine.wrap(OZEERJ_fake_script)()
local function ELJBIKO_fake_script() -- Frame.LocalScript
    local script = Instance.new('LocalScript', Frame)

    script.Parent.Position = UDim2.new(0.355, 0,-1.291, 0)

    script.Parent.TweenPosition(UDim2.new(0.354, 0,0.316, 0), "Out", "Quint",1,true)

end
coroutine.wrap(ELJBIKO_fake_script)()
end)

cmd.add({"chat", "message"}, {"chat <text> (message)", "Chats you, useful if youre muted"}, function(...)
    local A_1 = (...)
    local A_2 = "All"
    if game:GetService("TextChatService"):FindFirstChild("TextChannels") then
        game:GetService("TextChatService").TextChannels.RBXGeneral:SendAsync(A_1)
    else
        game:GetService("ReplicatedStorage").DefaultChatSystemChatEvents.SayMessageRequest:FireServer(A_1,A_2)
    end
end)

cmd.add({"fixcam", "fix"}, {"fixcam", "Fix your camera"}, function()
    local workspace = game.Workspace
    Players = game:GetService("Players")
    local speaker = Players.LocalPlayer
    workspace.CurrentCamera:remove()
    wait(.1)
    workspace.CurrentCamera.CameraSubject = speaker.Character:FindFirstChildWhichIsA('Humanoid')
    workspace.CurrentCamera.CameraType = "Custom"
    speaker.CameraMinZoomDistance = 0.5
    speaker.CameraMaxZoomDistance = 400
    speaker.CameraMode = "Classic"
    speaker.Character.Head.Anchored = false
end)

cmd.add({"fling2"}, {"fling2 <player>", "Fling the given player 2"}, function(...)
    Target = (...)
    flinghh = 1000

    target = getPlr(Target)
    game.Workspace.CurrentCamera.CameraSubject = target.Character.Humanoid

local lp = game.Players.LocalPlayer
for i,v in pairs(game.Players:GetPlayers()) do
    if v.Name:lower():match("^"..Target:lower()) or v.DisplayName:lower():match("^"..Target:lower()) then

```

```

        Target = v
        break
    end
end

if type(Target) == "string" then return end

local oldpos = lp.Character.HumanoidRootPart.CFrame
local oldhh = lp.Character.Humanoid.HipHeight

local carpetAnim = Instance.new("Animation")
carpetAnim.AnimationId = "rbxassetid://282574440"
carpet = lp.Character:FindFirstChildOfClass('Humanoid'):LoadAnimation(carpetAnim)
carpet:Play(.1, 1, 1)

local carpetLoop

local tTorso = Target.Character:FindFirstChild("Torso") or Target.Character:FindFirstChild("LowerTorso") or
Target.Character:FindFirstChild("HumanoidRootPart")

spawn(function()
    carpetLoop = game.GetService('RunService').Heartbeat:Connect(function()
        pcall(function()
            if tTorso.Velocity.magnitude <= 28 then -- if target uses netless just target their local position
                local pos = {x=0, y=0, z=0}
                pos.x = tTorso.Position.X
                pos.y = tTorso.Position.Y
                pos.z = tTorso.Position.Z
                pos.x = pos.x + tTorso.Velocity.X / 2
                pos.y = pos.y + tTorso.Velocity.Y / 2
                pos.z = pos.z + tTorso.Velocity.Z / 2
                lp.Character.HumanoidRootPart.CFrame = CFrame.new(Vector3.new(pos.x,pos.y,pos.z))
            else
                lp.Character.HumanoidRootPart.CFrame = tTorso.CFrame
            end
        end)
    end)
end)

wait()

lp.Character.Humanoid.HipHeight = flinghh

wait(.5)

carpetLoop:Disconnect()
game.Workspace.CurrentCamera.CameraSubject = target.Character.Humanoid
wait(1)
lp.Character.Humanoid.Health = 0

```

```

wait(game.Players.RespawnTime + .6)
lp.Character.HumanoidRootPart.CFrame = oldpos
end)

cmd.add({"toolfling", "push"}, {"toolfling (push)", "Tool fling"}, function(plr)
    wait();

    Notify({
        Description = "Equip one of your tools.";
        Title = "Nameless Admin";
        Duration = 5;
    });

    Tool = game.Players.LocalPlayer.Backpack:FindFirstChildWhichIsA("Tool")
    if not Tool then
        repeat
            task.wait()
            Tool = game.Players.LocalPlayer.Backpack:FindFirstChildWhichIsA("Tool")
        until Tool
    end
    Tool.Handle.Massless = true
    Tool.GripPos = Vector3.new(0, -10000, 0)
end)

cmd.add({"lfling"}, {"lfling <player>", "Fling the given player using leg resize"}, function(plr)
local Character = game.Players.LocalPlayer.Character

local Hum = {
    "BodyTypeScale",
    "BodyProportionScale",
    "BodyWidthScale",
    "BodyHeightScale",
    "BodyDepthScale",
    "HeadScale"
}

function Remove()
    repeat wait() until Character.LeftFoot:FindFirstChild("OriginalSize")
    Character.LeftFoot.OriginalSize:Destroy()
    Character.LeftLowerLeg.OriginalSize:Destroy()
    Character.LeftUpperLeg.OriginalSize:Destroy()
    Character.RightFoot.OriginalSize:Destroy()
    Character.RightLowerLeg.OriginalSize:Destroy()
    Character.RightUpperLeg.OriginalSize:Destroy()
end

Character.LeftLowerLeg.LeftKneeRigAttachment.OriginalPosition:Destroy()
Character.LeftUpperLeg.LeftKneeRigAttachment.OriginalPosition:Destroy()
Character.LeftLowerLeg.LeftKneeRigAttachment:Destroy()

```

```

Character.LeftUpperLeg.LeftKneeRigAttachment:Destroy()
for i=1,2 do
    Remove()
    Character.Humanoid[Hum[i]]:Destroy()
end
wait(0.2)
local player = game.Players.LocalPlayer
local mouse = player:GetMouse()
local Targets = {plr}

local Players = game:GetService("Players")
local Player = Players.LocalPlayer

local AllBool = false

local GetPlayer = function(Name)
    Name = Name:lower()
    if Name == "all" or Name == "others" then
        AllBool = true
        return
    elseif Name == "random" then
        local GetPlayers = Players:GetPlayers()
        if table.find(GetPlayers,Player) then table.remove(GetPlayers,table.find(GetPlayers,Player)) end
        return GetPlayers[math.random(#GetPlayers)]
    elseif Name ~= "random" and Name ~= "all" and Name ~= "others" then
        for _,x in next, Players:GetPlayers() do
            if x ~= Player then
                if x.Name:lower():match("^"..Name) then
                    return x;
                elseif x.DisplayName:lower():match("^"..Name) then
                    return x;
                end
            end
        end
    end
    return
end

local Message = function(_Title, _Text, Time)
    print(_Title)
    print(_Text)
    print(Time)
end

local SkidFling = function(TargetPlayer)
    local Character = Player.Character
    local Humanoid = Character and Character:FindFirstChildOfClass("Humanoid")
    local RootPart = Humanoid and Humanoid.RootPart

```



```

local TCharacter = TargetPlayer.Character
local THumanoid
local TRootPart
local THead
local Accessory
local Handle

if TCharacter:FindFirstChildOfClass("Humanoid") then
    THumanoid = TCharacter:FindFirstChildOfClass("Humanoid")
end
if THumanoid and THumanoid.RootPart then
    TRootPart = THumanoid.RootPart
end
if TCharacter:FindFirstChild("Head") then
    THead = TCharacter.Head
end
if TCharacter:FindFirstChildOfClass("Accessory") then
    Accessory = TCharacter:FindFirstChildOfClass("Accessory")
end
if Accessory and Accessory:FindFirstChild("Handle") then
    Handle = Accessory.Handle
end

if Character and Humanoid and RootPart then
    if RootPart.Velocity.Magnitude < 50 then
        getgenv().OldPos = RootPart.CFrame
    end
    if THumanoid and THumanoid.Sit and not AllBool then
        end
        if THead then
            workspace.CurrentCamera.CameraSubject = THead
        elseif not THead and Handle then
            workspace.CurrentCamera.CameraSubject = Handle
        elseif THumanoid and TRootPart then
            workspace.CurrentCamera.CameraSubject = THumanoid
        end
        if not TCharacter:FindFirstChildWhichIsA("BasePart") then
            return
        end

        local FPos = function(BasePart, Pos, Ang)
            RootPart.CFrame = CFrame.new(BasePart.Position) * Pos * Ang
            Character:SetPrimaryPartCFrame(CFrame.new(BasePart.Position) * Pos * Ang)
            RootPart.Velocity = Vector3.new(9e7, 9e7 * 10, 9e7)
            RootPart.RotVelocity = Vector3.new(9e8, 9e8, 9e8)
        end

        local SFBBasePart = function(BasePart)

```

```

local TimeToWait = 2
local Time = tick()
local Angle = 0

repeat
    if RootPart and THumanoid then
        if BasePart.Velocity.Magnitude < 50 then
            Angle = Angle + 100

            FPos(BasePart, CFrame.new(0, 1.5, 0) + THumanoid.MoveDirection *
BasePart.Velocity.Magnitude / 1.25, CFrame.Angles(math.rad(Angle),0 ,0))
            task.wait()

            FPos(BasePart, CFrame.new(0, -1.5, 0) + THumanoid.MoveDirection *
BasePart.Velocity.Magnitude / 1.25, CFrame.Angles(math.rad(Angle), 0, 0))
            task.wait()

            FPos(BasePart, CFrame.new(2.25, 1.5, -2.25) + THumanoid.MoveDirection *
BasePart.Velocity.Magnitude / 1.25, CFrame.Angles(math.rad(Angle), 0, 0))
            task.wait()

            FPos(BasePart, CFrame.new(-2.25, -1.5, 2.25) + THumanoid.MoveDirection *
BasePart.Velocity.Magnitude / 1.25, CFrame.Angles(math.rad(Angle), 0, 0))
            task.wait()

            FPos(BasePart, CFrame.new(0, 1.5, 0) +
THumanoid.MoveDirection,CFrame.Angles(math.rad(Angle), 0, 0))
            task.wait()

            FPos(BasePart, CFrame.new(0, -1.5, 0) +
THumanoid.MoveDirection,CFrame.Angles(math.rad(Angle), 0, 0))
            task.wait()
        else
            FPos(BasePart, CFrame.new(0, 1.5, THumanoid.WalkSpeed),
CFrame.Angles(math.rad(90), 0, 0))
            task.wait()

            FPos(BasePart, CFrame.new(0, -1.5, -THumanoid.WalkSpeed), CFrame.Angles(0,
0, 0))
            task.wait()

            FPos(BasePart, CFrame.new(0, 1.5, THumanoid.WalkSpeed),
CFrame.Angles(math.rad(90), 0, 0))
            task.wait()

            FPos(BasePart, CFrame.new(0, 1.5, TRootPart.Velocity.Magnitude / 1.25),
CFrame.Angles(math.rad(90), 0, 0))
            task.wait()
        end
    end
end repeat

```

```

CFrame.Angles(0, 0, 0))
FPos(BasePart, CFrame.new(0, -1.5, -TRootPart.Velocity.Magnitude / 1.25),
task.wait()

CFrame.Angles(math.rad(90), 0, 0))
FPos(BasePart, CFrame.new(0, 1.5, TRootPart.Velocity.Magnitude / 1.25),
task.wait()

FPos(BasePart, CFrame.new(0, -1.5, 0), CFrame.Angles(math.rad(90), 0, 0))
task.wait()

FPos(BasePart, CFrame.new(0, -1.5, 0), CFrame.Angles(0, 0, 0))
task.wait()

FPos(BasePart, CFrame.new(0, -1.5, 0), CFrame.Angles(math.rad(-90), 0, 0))
task.wait()

FPos(BasePart, CFrame.new(0, -1.5, 0), CFrame.Angles(0, 0, 0))
task.wait()

        end
    else
        break
    end
until BasePart.Velocity.Magnitude > 500 or BasePart.Parent ~= TargetPlayer.Character or
TargetPlayer.Parent ~= Players or not TargetPlayer.Character == TCharacter or THumanoid.Sit or Humanoid.Health <= 0 or
tick() > Time + TimeToWait
end

workspace.FallenPartsDestroyHeight = 0/0

local BV = Instance.new("BodyVelocity")
BV.Name = "EpixVel"
BV.Parent = RootPart
BV.Velocity = Vector3.new(9e8, 9e8, 9e8)
BV.MaxForce = Vector3.new(1/0, 1/0, 1/0)

Humanoid:SetStateEnabled(Enum.HumanoidStateType.Seated, false)

if TRootPart and THead then
    if (TRootPart.CFrame.p - THead.CFrame.p).Magnitude > 5 then
        SFBasePart(THead)
    else
        SFBasePart(TRootPart)
    end
elseif TRootPart and not THead then
    SFBasePart(TRootPart)
elseif not TRootPart and THead then
    SFBasePart(THead)
elseif not TRootPart and not THead and Accessory and Handle then

```

```

        SFBBasePart(Handle)
    else
    end

    BV:Destroy()
    Humanoid:SetStateEnabled(Enum.HumanoidStateType.Seated, true)
    workspace.CurrentCamera.CameraSubject = Humanoid

    repeat
        RootPart.CFrame = getgenv().OldPos * CFrame.new(0, .5, 0)
        Character:SetPrimaryPartCFrame(getgenv().OldPos * CFrame.new(0, .5, 0))
        Humanoid:ChangeState("GettingUp")
        table.foreach(Character:GetChildren(), function(_, x)
            if x:IsA("BasePart") then
                x.Velocity, x.RotVelocity = Vector3.new(), Vector3.new()
            end
        end)
        task.wait()
    until (RootPart.Position - getgenv().OldPos.p).Magnitude < 25
    workspace.FallenPartsDestroyHeight = getgenv().FPDH
else
end

end

getgenv().Welcome = true
if Targets[1] then for _,x in next, Targets do GetPlayer(x) end else return end

if AllBool then
    for _,x in next, Players:GetPlayers() do
        SkidFling(x)
    end
end

end

for _,x in next, Targets do
    if GetPlayer(x) and GetPlayer(x) ~= Player then
        if GetPlayer(x).UserId ~= 1414978355 then
            local TPlayer = GetPlayer(x)
            if TPlayer then
                SkidFling(TPlayer)
            end
        else
            end
        elseif not GetPlayer(x) and not AllBool then
            end
        end
    end

    respawn()
end)

cmd.add({"fling"}, {"fling <player>", "Fling the given player"}, function(plr)

```

```

local player = game.Players.LocalPlayer
local mouse = player:GetMouse()
local Targets = {plr}

local Players = game:GetService("Players")
local Player = Players.LocalPlayer

local AllBool = false

local GetPlayer = function(Name)
    Name = Name:lower()
    if Name == "all" or Name == "others" then
        AllBool = true
        return
    elseif Name == "random" then
        local GetPlayers = Players:GetPlayers()
        if table.find(GetPlayers, Player) then table.remove(GetPlayers, table.find(GetPlayers, Player)) end
        return GetPlayers[math.random(#GetPlayers)]
    elseif Name ~= "random" and Name ~= "all" and Name ~= "others" then
        for _, x in next, Players:GetPlayers() do
            if x ~= Player then
                if x.Name:lower():match("^"..Name) then
                    return x;
                elseif x.DisplayName:lower():match("^"..Name) then
                    return x;
                end
            end
        end
    end
    return
end

local Message = function(_Title, _Text, Time)
    print(_Title)
    print(_Text)
    print(Time)
end

local SkidFling = function(TargetPlayer)
    local Character = Player.Character
    local Humanoid = Character and Character:FindFirstChildOfClass("Humanoid")
    local RootPart = Humanoid and Humanoid.RootPart

    local TCharacter = TargetPlayer.Character
    local THumanoid
    local TRootPart
    local THead
    local Accessory

```

```

local Handle

if TCharacter:FindFirstChildOfClass("Humanoid") then
    THumanoid = TCharacter:FindFirstChildOfClass("Humanoid")
end
if THumanoid and THumanoid.RootPart then
    TRootPart = THumanoid.RootPart
end
if TCharacter:FindFirstChild("Head") then
    THead = TCharacter.Head
end
if TCharacter:FindFirstChildOfClass("Accessory") then
    Accessory = TCharacter:FindFirstChildOfClass("Accessory")
end
if Accessory and Accessory:FindFirstChild("Handle") then
    Handle = Accessory.Handle
end

if Character and Humanoid and RootPart then
    if RootPart.Velocity.Magnitude < 50 then
        getgenv().OldPos = RootPart.CFrame
    end
    if THumanoid and THumanoid.Sit and not AllBool then
    end
    if THead then
        workspace.CurrentCamera.CameraSubject = THead
    elseif not THead and Handle then
        workspace.CurrentCamera.CameraSubject = Handle
    elseif THumanoid and TRootPart then
        workspace.CurrentCamera.CameraSubject = THumanoid
    end
    if not TCharacter:FindFirstChildWhichIsA("BasePart") then
        return
    end

    local FPos = function(BasePart, Pos, Ang)
        RootPart.CFrame = CFrame.new(BasePart.Position) * Pos * Ang
        Character:SetPrimaryPartCFrame(CFrame.new(BasePart.Position) * Pos * Ang)
        RootPart.Velocity = Vector3.new(9e7, 9e7 * 10, 9e7)
        RootPart.RotVelocity = Vector3.new(9e8, 9e8, 9e8)
    end

    local SFBBasePart = function(BasePart)
        local TimeToWait = 2
        local Time = tick()
        local Angle = 0

        repeat
            if RootPart and THumanoid then

```

```

        if BasePart.Velocity.Magnitude < 50 then
            Angle = Angle + 100

            FPos(BasePart, CFrame.new(0, 1.5, 0) + THumanoid.MoveDirection *
BasePart.Velocity.Magnitude / 1.25, CFrame.Angles(math.rad(Angle),0 ,0))
            task.wait()

            FPos(BasePart, CFrame.new(0, -1.5, 0) + THumanoid.MoveDirection *
BasePart.Velocity.Magnitude / 1.25, CFrame.Angles(math.rad(Angle), 0, 0))
            task.wait()

            FPos(BasePart, CFrame.new(2.25, 1.5, -2.25) + THumanoid.MoveDirection *
BasePart.Velocity.Magnitude / 1.25, CFrame.Angles(math.rad(Angle), 0, 0))
            task.wait()

            FPos(BasePart, CFrame.new(-2.25, -1.5, 2.25) + THumanoid.MoveDirection *
BasePart.Velocity.Magnitude / 1.25, CFrame.Angles(math.rad(Angle), 0, 0))
            task.wait()

            FPos(BasePart, CFrame.new(0, 1.5, 0) +
THumanoid.MoveDirection,CFrame.Angles(math.rad(Angle), 0, 0))
            task.wait()

            FPos(BasePart, CFrame.new(0, -1.5, 0) +
THumanoid.MoveDirection,CFrame.Angles(math.rad(Angle), 0, 0))
            task.wait()
        else
            FPos(BasePart, CFrame.new(0, 1.5, THumanoid.WalkSpeed),
CFrame.Angles(math.rad(90), 0, 0))
            task.wait()

            FPos(BasePart, CFrame.new(0, -1.5, -THumanoid.WalkSpeed), CFrame.Angles(0,
0, 0))
            task.wait()

            FPos(BasePart, CFrame.new(0, 1.5, THumanoid.WalkSpeed),
CFrame.Angles(math.rad(90), 0, 0))
            task.wait()

            FPos(BasePart, CFrame.new(0, 1.5, TRootPart.Velocity.Magnitude / 1.25),
CFrame.Angles(math.rad(90), 0, 0))
            task.wait()

            FPos(BasePart, CFrame.new(0, -1.5, -TRootPart.Velocity.Magnitude / 1.25),
CFrame.Angles(0, 0, 0))
            task.wait()

            FPos(BasePart, CFrame.new(0, 1.5, TRootPart.Velocity.Magnitude / 1.25),
CFrame.Angles(math.rad(90), 0, 0))

```

```

        task.wait()

        FPos(BasePart, CFrame.new(0, -1.5, 0), CFrame.Angles(math.rad(90), 0, 0))
        task.wait()

        FPos(BasePart, CFrame.new(0, -1.5, 0), CFrame.Angles(0, 0, 0))
        task.wait()

        FPos(BasePart, CFrame.new(0, -1.5, 0), CFrame.Angles(math.rad(-90), 0, 0))
        task.wait()

        FPos(BasePart, CFrame.new(0, -1.5, 0), CFrame.Angles(0, 0, 0))
        task.wait()
    end
else
    break
end
until BasePart.Velocity.Magnitude > 500 or BasePart.Parent ~= TargetPlayer.Character or
TargetPlayer.Parent ~= Players or not TargetPlayer.Character == TCharacter or THumanoid.Sit or Humanoid.Health <= 0 or
tick() > Time + TimeToWait
end

workspace.FallenPartsDestroyHeight = 0/0

local BV = Instance.new("BodyVelocity")
BV.Name = "EpixVel"
BV.Parent = RootPart
BV.Velocity = Vector3.new(9e8, 9e8, 9e8)
BV.MaxForce = Vector3.new(1/0, 1/0, 1/0)

Humanoid:SetStateEnabled(Enum.HumanoidStateType.Seated, false)

if TRootPart and THead then
    if (TRootPart.CFrame.p - THead.CFrame.p).Magnitude > 5 then
        SFBBasePart(THead)
    else
        SFBBasePart(TRootPart)
    end
elseif TRootPart and not THead then
    SFBBasePart(TRootPart)
elseif not TRootPart and THead then
    SFBBasePart(THead)
elseif not TRootPart and not THead and Accessory and Handle then
    SFBBasePart(Handle)
else
    end
end

BV:Destroy()
Humanoid:SetStateEnabled(Enum.HumanoidStateType.Seated, true)

```



```

workspace.CurrentCamera.CameraSubject = Humanoid

repeat
    RootPart.CFrame = getgenv().OldPos * CFrame.new(0, .5, 0)
    Character:SetPrimaryPartCFrame(getgenv().OldPos * CFrame.new(0, .5, 0))
    Humanoid:ChangeState("GettingUp")
    table.foreach(Character:GetChildren(), function(_, x)
        if x:IsA("BasePart") then
            x.Velocity, x.RotVelocity = Vector3.new(), Vector3.new()
        end
    end)
    task.wait()
until (RootPart.Position - getgenv().OldPos.p).Magnitude < 25
workspace.FallenPartsDestroyHeight = getgenv().FPDH
else
end
end
end

```

```

getgenv().Welcome = true
if Targets[1] then for _,x in next, Targets do GetPlayer(x) end else return end

```

```

if AllBool then
    for _,x in next, Players:GetPlayers() do
        SkidFling(x)
    end
end
end

```

```

for _,x in next, Targets do
    if GetPlayer(x) and GetPlayer(x) ~= Player then
        if GetPlayer(x).UserId ~= 1414978355 then
            local TPlayer = GetPlayer(x)
            if TPlayer then
                SkidFling(TPlayer)
            end
        end
    end
    elseif not GetPlayer(x) and not AllBool then
end
end
end
end)

```

```

cmd.add({"commitooof", "suicide", "kys"}, {"commitooof (suicide, kys)", "FE KILL YOURSELF SCRIPT this will be bad when taken out of context"}, function()
    local A_1 = "Okay.. i will do it."
    local A_2 = "All"
    local Event = game.GetService("ReplicatedStorage").DefaultChatSystemChatEvents.SayMessageRequest
    Event:FireServer(A_1, A_2)
    wait(1)
end)

```

```

        local A_1 = "I will oof"
        local A_2 = "All"
        local Event = game:GetService("ReplicatedStorage").DefaultChatSystemChatEvents.SayMessageRequest
        Event:FireServer(A_1, A_2)
        wait(1)
        local A_1 = "Goodbye."
        local A_2 = "All"
        local Event = game:GetService("ReplicatedStorage").DefaultChatSystemChatEvents.SayMessageRequest
        Event:FireServer(A_1, A_2)
        wait(1)
        LocalPlayer = game:GetService("Players").LocalPlayer
        LocalPlayer.Character.Humanoid:MoveTo(LocalPlayer.Character.HumanoidRootPart.Position +
LocalPlayer.Character.HumanoidRootPart.CFrame.lookVector * 10)
        game.Players.LocalPlayer.Character.Humanoid:ChangeState(Enum.HumanoidStateType.Jumping)
        wait(0.5)
        game.Players.LocalPlayer.Character.Humanoid.Health = 0
    end)

    cmd.add({"volume", "vol"}, {"volume <1-10> (vol)", "Changes your volume"}, function(vol)
        amount = vol/10
        UserSettings():GetService("UserGameSettings").MasterVolume = amount
    end)

    cmd.add({"sensitivity", "sens"}, {"sensitivity <1-10> (tr)", "Changes your sensitivity"}, function(ss)
        game:GetService("UserInputService").MouseDeltaSensitivity = ss
    end)

    cmd.add({"torandom", "tr"}, {"torandom (tr)", "Teleports to a random player"}, function(...)
        target = getPlr("random")
        getChar().HumanoidRootPart.CFrame = target.Character.Humanoid.RootPart.CFrame
    end)

    cmd.add({"goto", "to", "tp", "teleport"}, {"goto <player/X,Y,Z>", "Teleport to the given player or X,Y,Z coordinates"},
function(...)
    Username = (...)

    local target = getPlr(Username)
    getChar().HumanoidRootPart.CFrame = target.Character.Humanoid.RootPart.CFrame
end)
    Stare = false
    cmd.add({"lookat", "stare"}, {"stare <player> (lookat)", "Stare at a player"}, function(...)
        Username = (...)
        local Target = getPlr(Username)
        if Staring then
            Staring:Disconnect()
        end
        if not Players.LocalPlayer.Character:FindFirstChild("HumanoidRootPart") and
Target.Character:FindFirstChild("HumanoidRootPart") then return end
        local function Stare()

```

```

        if Players.LocalPlayer.Character.PrimaryPart and Players:FindFirstChild(Target.Name) and Target.Character
~= nil and Target.Character:FindFirstChild("HumanoidRootPart") then
            local CharPos = Players.LocalPlayer.Character.PrimaryPart.Position
            local tpos = Target.Character:FindFirstChild("HumanoidRootPart").Position
            local TPos = Vector3.new(tpos.X,CharPos.Y,tpos.Z)
            local NewCFrame = CFrame.new(CharPos,TPos)
            Players.LocalPlayer.Character:SetPrimaryPartCFrame(NewCFrame)
        elseif not Players:FindFirstChild(Target.Name) then
            Staring:Disconnect()
        end
    end

    Staring = game:GetService("RunService").RenderStepped:Connect(Stare)
end)

cmd.add({"unlookat", "unstare"}, {"unstare (unlookat)", "Stops staring"}, function()
    Staring:Disconnect()
end)

cmd.add({"watch", "view", "specate"}, {"view <player>", "Watch the given player"}, function(...)
    game.Workspace.CurrentCamera.CameraSubject = character:FindFirstChildWhichIsA("Humanoid")
    view = false
    wait(0.3)
    view = true
    Username = (...)

    local target = getPlr(Username)
    repeat wait()
    workspace.CurrentCamera.CameraSubject = target.Character.Humanoid
    until view == false
end)

cmd.add({"unwatch", "unview", "unspectate"}, {"unview", "Stop watching a player"}, function()
    local character = game.Players.LocalPlayer.Character
    view = false
    wait(0.3)
    game.Workspace.CurrentCamera.CameraSubject = character:FindFirstChildWhichIsA("Humanoid")
end)

cmd.add({"pp", "penis"}, {"penis (pp)", "benis :flushed:"}, function()
    loadstring(game:HttpGet("https://raw.githubusercontent.com/FilteringEnabled/NamelessAdmin/main/pp"))()
end)

cmd.add({"stealaudio", "getaudio", "steal", "logaudio"}, {"stealaudio <player> (getaudio, logaudio, steal)", "Save all
sounds a player is playing to a file -Cyrus"}, function(p)

```

```

wait();

```

```

Notify({
  Description = "Audio link has been copied to your clipboard";
  Title = "Nameless Admin";
  Duration = 5;
});
local players = argument.getPlayers(p)
local audios = ""
for _, player in pairs(players) do
  local char = player.Character
  if char then
    for i, v in pairs(char:GetDescendants()) do
      if v:IsA("Sound") and v.Playing then
        audios = audios .. ("%s"):format(v.SoundId)
      end
    end
  end
end
setclipboard(audios)
end)

cmd.add({"follow", "stalk", "walk"}, {"follow <player>", "Follow a player wherever they go"}, function(p)
  lib.disconnect("follow")
  local players = argument.getPlayers(p)
  local targetPlayer = players[1]
  lib.connect("follow", RunService.Stepped:Connect(function()
    local target = targetPlayer.Character
    if target and character then
      local hum = character:FindFirstChildWhichIsA("Humanoid")
      if hum then
        local targetPart = target:FindFirstChild("Head")
        local targetPos = targetPart.Position
        hum:MoveTo(targetPos)
      end
    end
  end))
end)

cmd.add({"pathfind"}, {"pathfind <player>", "Follow a player using the pathfinder API wherever they go"}, function(p)
  lib.disconnect("follow")
  local players = argument.getPlayers(p)
  local targetPlayer = players[1]
  local debounce = false
  lib.connect("follow", RunService.Stepped:Connect(function()
    if debounce then return end
    debounce = true
    local target = targetPlayer.Character
    if target and character then

```

```

        local hum = character:FindFirstChildWhichIsA("Humanoid")
        local main = target:FindFirstChild("HumanoidRootPart")
        if hum then
            local targetPart = target:FindFirstChild("HumanoidRootPart") or
target:FindFirstChild("Head")

            local targetPos = (targetPart.CFrame * CFrame.new(0, 0, -0.5)).p
            local PathService = game:GetService("PathfindingService")
            local path = PathService:CreatePath({
                AgentRadius = 2,
                AgentHeight = 5,
                AgentCanJump = true
            })
            local points = path:ComputeAsync(main.Position, targetPos)

            if path.Status then
                local waypoints = path:GetWaypoints()
                for i, waypoint in pairs(waypoints) do
                    if i > 2 then break end
                    if waypoint.Action == Enum.PathWaypointAction.Jump then
                        hum.Jump = true
                    end
                    hum:MoveTo(waypoint.Position)
                    local distance = 5
                    repeat
                        wait()
                        distance = (waypoint.Position - main.Position).magnitude
                    until
                        (targetPos - targetPart.Position).magnitude > 2 or distance < 1

                    if (targetPos - targetPart.Position).magnitude > 2 then
                        break
                    end
                end
            end
        end
        end
        end
        debounce = false
    end))
end)

cmd.add({"unfollow", "unstalk", "unwalk", "unpathfind"}, {"unfollow", "Stop all attempts to follow a player"}, function()
    lib.disconnect("follow")
end)

cmd.add({"bubblechat"}, {"bubblechat <player>", "fake chat as your target"}, function(...)
    for i,lplr in pairs(game:GetService("Players"):GetPlayers()) do
        lplr.Character.Humanoid.DisplayName = lplr.DisplayName.."\\n\\@"..lplr.Name
        lplr.Character.Humanoid.NameDisplayDistance = math.huge
        lplr.CharacterAdded:Connect(function()

```

```

        lplr.Character.WaitForChild("Humanoid").DisplayName = lplr.DisplayName.."\\n\\@"..lplr.Name
        lplr.Character.Humanoid.NameDisplayDistance = math.huge
    end)
end

game.GetService("Players").PlayerAdded:Connect(function(lplr)
    repeat
        wait()
    until lplr.Character ~= nil
    lplr.Character.WaitForChild("Humanoid").DisplayName = lplr.DisplayName.."\\n\\@"..lplr.Name
    lplr.Character.Humanoid.NameDisplayDistance = math.huge
    lplr.CharacterAdded:Connect(function()
        lplr.Character.WaitForChild("Humanoid").DisplayName = lplr.DisplayName.."\\n\\@"..lplr.Name
        lplr.Character.Humanoid.NameDisplayDistance = math.huge
    end)
end)

players = game.GetService("Players")
local_player = players.LocalPlayer
character = local_player.Character

character.LowerTorso.Root:Destroy()

victim = nil

Username = (...)
Target = getPlr(Username)
        victim = Target.Character
character.HumanoidRootPart.CanCollide = false
while task.wait() do
    if victim ~= nil then
        character.HumanoidRootPart.CFrame = CFrame.new(victim.Head.CFrame.Position)
    end
end
end)

cmd.add({"translatechat"}, {"translatechat", "translates the chat using google translate api"}, function()

    wait();

    Notify({
        Description = "Chat translated";
        Title = "Nameless Admin";
        Duration = 5;

    });

```

```

        loadstring(game:HttpGetAsync("https://raw.githubusercontent.com/x114/RobloxScripts/main/UpdatedChatTranslator"))()
    end)

    cmd.add({"freeze", "thaw", "anchor"}, {"freeze (thaw, anchor)", "Freezes your character"}, function()
game.Players.LocalPlayer.Character.HumanoidRootPart.Anchored = true
    end)

    cmd.add({"unfreeze", "unthaw", "unanchor"}, {"unfreeze (unthaw, unanchor)", "Unfreezes your character"}, function()
game.Players.LocalPlayer.Character.HumanoidRootPart.Anchored = false
    end)

    cmd.add({"disableanimations", "disableanim"}, {"disableanimations (disableanim)", "Freezes your animations"}, function()
game.Players.LocalPlayer.Character.Animate.Disabled = true
    end)

    cmd.add({"undisableanimations", "undisableanim"}, {"undisableanimations (undisableanim)", "Unfreezes your animations"},
function(...)
game.Players.LocalPlayer.Character.Animate.Disabled = false
    end)

    cmd.add({"headkill", "hkill"}, {"headkill <player> (hkill)", "Need an rthro head"}, function(...)
        for i,v in pairs(game.Players.LocalPlayer.Character.Humanoid:GetChildren()) do
            if string.find(v.Name,"Scale") and v.Name ~= "HeadScale" then
                repeat wait(HeadGrowSpeed) until
game.Players.LocalPlayer.Character.Head:FindFirstChild("OriginalSize")
                game.Players.LocalPlayer.Character.Head.OriginalSize:Destroy()
                v:Destroy()
                game.Players.LocalPlayer.Character.Head.WaitForChild("OriginalSize")
            end
        end
        Target = (...)

    if Target == "all" or Target == "others" then
        print("Patched")
    else
        local function Kill()
            if not getPlr(Target) then
                end

                repeat game:FindService("RunService").Heartbeat:wait() until getPlr(Target).Character and
getPlr(Target).Character:FindFirstChildOfClass("Humanoid") and
getPlr(Target).Character:FindFirstChildOfClass("Humanoid").Health > 0
                local Character
                local Humanoid
                local RootPart
                local Tool
                local Handle

                local TPlayer = getPlr(Target)

```

```

local TCharacter = TPlayer.Character
local THumanoid
local TRootPart

if Player.Character and Player.Character and Player.Character.Name == Player.Name then
    Character = Player.Character
else
end
if Character:FindFirstChildOfClass("Humanoid") then
    Humanoid = Character:FindFirstChildOfClass("Humanoid")
else
end
if Humanoid and Humanoid.RootPart then
    RootPart = Humanoid.RootPart
else
end
if Character:FindFirstChildOfClass("Tool") then
    Tool = Character:FindFirstChildOfClass("Tool")
elseif Player.Backpack:FindFirstChildOfClass("Tool") and Humanoid then
    Tool = Player.Backpack:FindFirstChildOfClass("Tool")
    Humanoid:EquipTool(Player.Backpack:FindFirstChildOfClass("Tool"))
else
end
if Tool and Tool:FindFirstChild("Handle") then
    Handle = Tool.Handle
else
end

--Target
if TCharacter:FindFirstChildOfClass("Humanoid") then
    THumanoid = TCharacter:FindFirstChildOfClass("Humanoid")
else
    return Message("Error","> Missing Target Humanoid")
end
if THumanoid.RootPart then
    TRootPart = THumanoid.RootPart
else
    return Message("Error","> Missing Target RootPart")
end

if THumanoid.Sit then
    return Message("Error","> Target is seated")
end

local OldCFrame = RootPart.CFrame

Humanoid:Destroy()
local NewHumanoid = Humanoid:Clone()
NewHumanoid.Parent = Character

```



```

NewHumanoid:UnequipTools()
NewHumanoid:EquipTool(Tool)
Tool.Parent = workspace

local Timer = os.time()

repeat
    if (TRootPart.CFrame.p - RootPart.CFrame.p).Magnitude < 500 then
        Tool.Grip = CFrame.new()
        Tool.Grip = Handle.CFrame:ToObjectSpace(TRootPart.CFrame):Inverse()
    end
    firetouchinterest(Handle,TRootPart,0)
    firetouchinterest(Handle,TRootPart,1)
    game:FindService("RunService").Heartbeat:wait()
until Tool.Parent ~= Character or not TPlayer or not TRootPart or THumanoid.Health <= 0 or
os.time() > Timer + .20
    Player.Character = nil
    NewHumanoid.Health = 0
    player.CharacterAdded:wait(1)
    repeat game:FindService("RunService").Heartbeat:wait() until
Player.Character:FindFirstChild("HumanoidRootPart")
    Player.Character.HumanoidRootPart.CFrame = OldCFrame
end

    if not LoopKill then
        Kill()
    else
        while LoopKill do
            Kill()
        end
    end
end
end)

cmd.add({"headbring", "hbring"}, {"headbring <player> (headbring)", "Need an rthro head"}, function(...)
    for i,v in pairs(game.Players.LocalPlayer.Character.Humanoid:GetChildren()) do
        if string.find(v.Name,"Scale") and v.Name ~= "HeadScale" then
            repeat wait(HeadGrowSpeed) until
game.Players.LocalPlayer.Character.Head:FindFirstChild("OriginalSize")
            game.Players.LocalPlayer.Character.Head.OriginalSize:Destroy()
            v:Destroy()
            game.Players.LocalPlayer.Character.Head.WaitForChild("OriginalSize")
        end
    end
    local Target = (...)
    if Target == "all" or Target == "others" then
        print("Patched")
    end

    local Character = Player.Character

```

```

local PlayerGui = Player:waitForChild("PlayerGui")
local Backpack = Player:waitForChild("Backpack")
local Humanoid = Character and Character:FindFirstChildWhichIsA("Humanoid") or false
local RootPart = Character and Humanoid and Humanoid.RootPart or false
local RightArm = Character and Character:FindFirstChild("Right Arm") or
Character:FindFirstChild("RightHand")
if not Humanoid or not RootPart or not RightArm then
    return
end
Humanoid:UnequipTools()
local MainTool = Backpack:FindFirstChildWhichIsA("Tool") or false
if not MainTool or not MainTool:FindFirstChild("Handle") then
    return
end
local TPlayer = getPlr(Target)
local TCharacter = TPlayer and TPlayer.Character
local THumanoid = TCharacter and TCharacter:FindFirstChildWhichIsA("Humanoid") or false
local TRootPart = TCharacter and THumanoid and THumanoid.RootPart or false
if not THumanoid or not TRootPart then
    return
end
Character.Humanoid.Name = "DAttach"
local l = Character["DAttach"]:Clone()
l.Parent = Character
l.Name = "Humanoid"
wait()
Character["DAttach"]:Destroy()
game.Workspace.CurrentCamera.CameraSubject = Character
Character.Animate.Disabled = true
wait()
Character.Animate.Disabled = false
Character.Humanoid:EquipTool(MainTool)
wait()
CF = Player.Character.PrimaryPart.CFrame
if firetouchinterest then
    local flag = false
    task.defer(function()
        MainTool.Handle.AncestryChanged:wait()
        flag = true
    end)
    repeat
        firetouchinterest(MainTool.Handle, TRootPart, 0)
        firetouchinterest(MainTool.Handle, TRootPart, 1)
        wait()
        Player.Character.HumanoidRootPart.CFrame = CF
    until flag
else
    Player.Character.HumanoidRootPart.CFrame =
    TCharacter.HumanoidRootPart.CFrame

```

```

        wait()
        Player.Character.HumanoidRootPart.CFrame =
        TCharacter.HumanoidRootPart.CFrame
        wait()
        Player.Character.HumanoidRootPart.CFrame = CF
        wait()
    end
    wait(.3)
    Player.Character:SetPrimaryPartCFrame(CF)
    if Humanoid.RigType == Enum.HumanoidRigType.R6 then
        Character["Right Arm"].RightGrip:Destroy()
    else
        Character["RightHand"].RightGrip:Destroy()
        Character["RightHand"].RightGripAttachment:Destroy()
    end

    wait(4)
    CF = Player.Character.HumanoidRootPart.CFrame
    player.CharacterAdded:wait(1):waitForChild("HumanoidRootPart").CFrame = CF
end)

cmd.add({"headvoid", "hvoid"}, {"headvoid <player> (hvoid)", "Need an rthro head"}, function(...)
    for i,v in pairs(game.Players.LocalPlayer.Character.Humanoid:GetChildren()) do
        if string.find(v.Name,"Scale") and v.Name ~= "HeadScale" then
            repeat wait(HeadGrowSpeed) until
game.Players.LocalPlayer.Character.Head:FindFirstChild("OriginalSize")
            game.Players.LocalPlayer.Character.Head.OriginalSize:Destroy()
            v:Destroy()
            game.Players.LocalPlayer.Character.Head:WaitForChild("OriginalSize")
        end
    end
    Target = (...)
    local Character = Player.Character
    local PlayerGui = Player:waitForChild("PlayerGui")
    local Backpack = Player:waitForChild("Backpack")
    local Humanoid = Character and Character:FindFirstChildWhichIsA("Humanoid") or false
    local RootPart = Character and Humanoid and Humanoid.RootPart or false
    local RightArm = Character and Character:FindFirstChild("Right Arm") or Character:FindFirstChild("RightHand")
    if not Humanoid or not RootPart or not RightArm then
        return
    end

    Humanoid:UnequipTools()
    local MainTool = Backpack:FindFirstChildWhichIsA("Tool") or false
    if not MainTool or not MainTool:FindFirstChild("Handle") then
        return
    end

    local TPlayer = getPlr(Target)

```

```

local TCharacter = TPlayer and TPlayer.Character

local THumanoid = TCharacter and TCharacter:FindFirstChildWhichIsA("Humanoid") or false
local TRootPart = TCharacter and THumanoid and THumanoid.RootPart or false
if not THumanoid or not TRootPart then
return
end

Character.Humanoid.Name = "DAttach"
local l = Character["DAttach"]:Clone()
l.Parent = Character
l.Name = "Humanoid"
wait()
Character["DAttach"]:Destroy()
game.Workspace.CurrentCamera.CameraSubject = Character
Character.Animate.Disabled = true
wait()
Character.Animate.Disabled = false
Character.Humanoid:EquipTool(MainTool)
wait()
CF = Player.Character.PrimaryPart.CFrame
XC = TCharacter.HumanoidRootPart.CFrame.X
ZC = TCharacter.HumanoidRootPart.CFrame.Z
if firetouchinterest then
local flag = false
task.defer(function()
MainTool.Handle.AncestryChanged:wait()
flag = true
end)
repeat
firetouchinterest(MainTool.Handle, TRootPart, 0)
firetouchinterest(MainTool.Handle, TRootPart, 1)
wait()
until flag
wait(0.2)
Player.Character.HumanoidRootPart.CFrame = CFrame.new(0,-1000,0)
end
wait(2)
respawn()
end)

cmd.add({"headresize"}, {"headresize", "Makes your head very big r15 only"}, function()
for i,v in pairs(game.Players.LocalPlayer.Character.Humanoid:GetChildren()) do
if string.find(v.Name,"Scale") and v.Name ~= "HeadScale" then
repeat wait(HeadGrowSpeed) until game.Players.LocalPlayer.Character.Head:FindFirstChild("OriginalSize")
game.Players.LocalPlayer.Character.Head.OriginalSize:Destroy()
v:Destroy()
game.Players.LocalPlayer.Character.Head:WaitForChild("OriginalSize")
end
end
end

```

```

end
end)

cmd.add({"hatresize"}, {"hatresize", "Makes your hats very big r15 only"}, function()

    wait();

    Notify({
        Description = "Hat resize loaded, rthro needed.";
        Title = "Nameless Admin";
        Duration = 5;

    });

loadstring(game:HttpGet('https://github.com/DigitalityScripts/roblox-scripts/raw/main/hat%20resize'))()
end)

cmd.add({"discord"}, {"discord", "discord server link"}, function()
    wait();

    Notify({
        Description = "discord.gg/mW442YxE4j";
        Title = "Nameless Admin";
        Duration = 15;

    });
    if httprequest then
        httprequest({
            Url = 'http://127.0.0.1:6463/rpc?v=1',
            Method = 'POST',
            Headers = {
                ['Content-Type'] = 'application/json',
                Origin = 'https://discord.com'
            },
            Body = HttpService:JSONEncode({
                cmd = 'INVITE_BROWSER',
                nonce = HttpService:GenerateGUID(false),
                args = {code = 'Ack4JyVJ6x'}
            })
        })
    end
    setclipboard("discord.gg/mW442YxE4j")
end)

cmd.add({"exit"}, {"exit", "Close down roblox"}, function()
game:Shutdown()
end)

```

```

cmd.add({"legresize"}, {"legresize", "Makes your legs very big r15 only"}, function()

    wait();

    Notify({
        Description = "Leg resize loaded, R15 only";
        Title = "Nameless Admin";
        Duration = 5;
    });
game.Players.LocalPlayer.Character.Animate.Disabled = true
    loadstring(game:HttpGet('https://raw.githubusercontent.com/DigitalityScripts/roblox-scripts/main/Leg%20Resize'))()
end)

cmd.add({"fat", "nikocadoavocado"}, {"fat (nikocadoavocado)", "fat"}, function()
    local LocalPlayer = game:GetService("Players").LocalPlayer
    local Character = LocalPlayer.Character
    local Humanoid = Character:FindFirstChildOfClass("Humanoid")

    local function rm()
        for i,v in pairs(Character:GetDescendants()) do
            if v:FindFirstChild("AvatarPartScaleType") then
                v:FindFirstChild("AvatarPartScaleType"):Destroy()
            end
        end
    end

    end

    rm()
    wait(0.1)
    Humanoid:FindFirstChild("BodyWidthScale"):Destroy()
    wait(0.2)

    rm()
    wait(0.5)
    Humanoid:FindFirstChild("BodyTypeScale"):Destroy()
    wait(0.2)
end)

cmd.add({"small"}, {"small", "Makes you short r15 only"}, function()

    wait();

    Notify({

```

```

Description = "Making you small.. r15 needed";
Title = "Nameless Admin";
Duration = 5;

});
    --Shit ass script made by failedmite57926

local LocalPlayer = game:GetService("Players").LocalPlayer
local Character = LocalPlayer.Character
local Humanoid = Character:FindFirstChildOfClass("Humanoid")

local function rm()
    for i,v in pairs(Character:GetDescendants()) do
        if v:IsA("BasePart") then
            if v.Name ~= "Head" then
                for i,cav in pairs(v:GetDescendants()) do
                    if cav:IsA("Attachment") then
                        if cav:FindFirstChild("OriginalPosition") then
                            cav.OriginalPosition:Destroy()
                        end
                    end
                end
                v:FindFirstChild("OriginalSize"):Destroy()
                if v:FindFirstChild("AvatarPartScaleType") then
                    v:FindFirstChild("AvatarPartScaleType"):Destroy()
                end
            end
        end
    end
end

rm()
wait(0.5)
Humanoid:FindFirstChild("BodyTypeScale"):Destroy()
wait(0.2)

rm()
wait(0.5)
Humanoid:FindFirstChild("BodyWidthScale"):Destroy()
wait(0.2)

rm()
wait(0.5)
Humanoid:FindFirstChild("BodyDepthScale"):Destroy()
wait(0.2)

rm()
wait(0.5)
Humanoid:FindFirstChild("HeadScale"):Destroy()

```

```

wait(0.2)
end)

cmd.add({"loopfling"}, {"loopfling <player>", "Loop voids a player"}, function(plr)
    local Targets = {plr}

    Loopvoid = true
    repeat wait()
local player = game.Players.LocalPlayer
local mouse = player:GetMouse()

local Players = game:GetService("Players")
local Player = Players.LocalPlayer

local AllBool = false

local GetPlayer = function(Name)
    Name = Name:lower()
    if Name == "all" or Name == "others" then
        AllBool = true
        return
    elseif Name == "random" then
        local GetPlayers = Players:GetPlayers()
        if table.find(GetPlayers,Player) then table.remove(GetPlayers,table.find(GetPlayers,Player)) end
        return GetPlayers[math.random(#GetPlayers)]
    elseif Name ~= "random" and Name ~= "all" and Name ~= "others" then
        for _,x in next, Players:GetPlayers() do
            if x ~= Player then
                if x.Name:lower():match("^"..Name) then
                    return x;
                elseif x.DisplayName:lower():match("^"..Name) then
                    return x;
                end
            end
        end
    end
    return
end

end

local Message = function(_Title, _Text, Time)

end

local SkidFling = function(TargetPlayer)
    local Character = Player.Character
    local Humanoid = Character and Character:FindFirstChildOfClass("Humanoid")
    local RootPart = Humanoid and Humanoid.RootPart

```



```

local TCharacter = TargetPlayer.Character
local THumanoid
local TRootPart
local THead
local Accessory
local Handle

if TCharacter:FindFirstChildOfClass("Humanoid") then
    THumanoid = TCharacter:FindFirstChildOfClass("Humanoid")
end
if THumanoid and THumanoid.RootPart then
    TRootPart = THumanoid.RootPart
end
if TCharacter:FindFirstChild("Head") then
    THead = TCharacter.Head
end
if TCharacter:FindFirstChildOfClass("Accessory") then
    Accessory = TCharacter:FindFirstChildOfClass("Accessory")
end
if Accessory and Accessory:FindFirstChild("Handle") then
    Handle = Accessory.Handle
end

if Character and Humanoid and RootPart then
    if RootPart.Velocity.Magnitude < 50 then
        getenv().OldPos = RootPart.CFrame
    end
    if THumanoid and THumanoid.Sit and not AllBool then
        return Message("Error Occurred", "Targeting is sitting", 5) -- u can remove dis part if u want lol
    end
    if THead then
        workspace.CurrentCamera.CameraSubject = THead
    elseif not THead and Handle then
        workspace.CurrentCamera.CameraSubject = Handle
    elseif THumanoid and TRootPart then
        workspace.CurrentCamera.CameraSubject = THumanoid
    end
    if not TCharacter:FindFirstChildWhichIsA("BasePart") then
        return
    end

    local FPos = function(BasePart, Pos, Ang)
        RootPart.CFrame = CFrame.new(BasePart.Position) * Pos * Ang
        Character:SetPrimaryPartCFrame(CFrame.new(BasePart.Position) * Pos * Ang)
        RootPart.Velocity = Vector3.new(9e7, 9e7 * 10, 9e7)
        RootPart.RotVelocity = Vector3.new(9e8, 9e8, 9e8)
    end

    local SFBBasePart = function(BasePart)

```

```

    local TimeToWait = 2
    local Time = tick()
    local Angle = 0

    repeat
        if RootPart and THumanoid then
            if BasePart.Velocity.Magnitude < 50 then
                Angle = Angle + 100

                FPos(BasePart, CFrame.new(0, 1.5, 0) + THumanoid.MoveDirection *
BasePart.Velocity.Magnitude / 1.25, CFrame.Angles(math.rad(Angle),0 ,0))
                task.wait()

                FPos(BasePart, CFrame.new(0, -1.5, 0) + THumanoid.MoveDirection *
BasePart.Velocity.Magnitude / 1.25, CFrame.Angles(math.rad(Angle), 0, 0))
                task.wait()

                FPos(BasePart, CFrame.new(2.25, 1.5, -2.25) + THumanoid.MoveDirection *
BasePart.Velocity.Magnitude / 1.25, CFrame.Angles(math.rad(Angle), 0, 0))
                task.wait()

                FPos(BasePart, CFrame.new(-2.25, -1.5, 2.25) + THumanoid.MoveDirection *
BasePart.Velocity.Magnitude / 1.25, CFrame.Angles(math.rad(Angle), 0, 0))
                task.wait()

                FPos(BasePart, CFrame.new(0, 1.5, 0) +
THumanoid.MoveDirection,CFrame.Angles(math.rad(Angle), 0, 0))
                task.wait()

                FPos(BasePart, CFrame.new(0, -1.5, 0) +
THumanoid.MoveDirection,CFrame.Angles(math.rad(Angle), 0, 0))
                task.wait()
            else
                FPos(BasePart, CFrame.new(0, 1.5, THumanoid.WalkSpeed),
CFrame.Angles(math.rad(90), 0, 0))
                task.wait()

                FPos(BasePart, CFrame.new(0, -1.5, -THumanoid.WalkSpeed), CFrame.Angles(0,
0, 0))
                task.wait()

                FPos(BasePart, CFrame.new(0, 1.5, THumanoid.WalkSpeed),
CFrame.Angles(math.rad(90), 0, 0))
                task.wait()

                FPos(BasePart, CFrame.new(0, 1.5, TRootPart.Velocity.Magnitude / 1.25),
CFrame.Angles(math.rad(90), 0, 0))
                task.wait()
            end
        end
    end

```

```

CFrame.Angles(0, 0, 0))
FPos(BasePart, CFrame.new(0, -1.5, -TRootPart.Velocity.Magnitude / 1.25),
task.wait()

CFrame.Angles(math.rad(90), 0, 0))
FPos(BasePart, CFrame.new(0, 1.5, TRootPart.Velocity.Magnitude / 1.25),
task.wait()

FPos(BasePart, CFrame.new(0, -1.5, 0), CFrame.Angles(math.rad(90), 0, 0))
task.wait()

FPos(BasePart, CFrame.new(0, -1.5, 0), CFrame.Angles(0, 0, 0))
task.wait()

FPos(BasePart, CFrame.new(0, -1.5, 0), CFrame.Angles(math.rad(-90), 0, 0))
task.wait()

FPos(BasePart, CFrame.new(0, -1.5, 0), CFrame.Angles(0, 0, 0))
task.wait()

        end
    else
        break
    end
until BasePart.Velocity.Magnitude > 500 or BasePart.Parent ~= TargetPlayer.Character or
TargetPlayer.Parent ~= Players or not TargetPlayer.Character == TCharacter or THumanoid.Sit or Humanoid.Health <= 0 or
tick() > Time + TimeToWait
end

workspace.FallenPartsDestroyHeight = 0/0

local BV = Instance.new("BodyVelocity")
BV.Name = "EpixVel"
BV.Parent = RootPart
BV.Velocity = Vector3.new(9e8, 9e8, 9e8)
BV.MaxForce = Vector3.new(1/0, 1/0, 1/0)

Humanoid:SetStateEnabled(Enum.HumanoidStateType.Seated, false)

if TRootPart and THead then
    if (TRootPart.CFrame.p - THead.CFrame.p).Magnitude > 5 then
        SFBasePart(THead)
    else
        SFBasePart(TRootPart)
    end
elseif TRootPart and not THead then
    SFBasePart(TRootPart)
elseif not TRootPart and THead then
    SFBasePart(THead)
elseif not TRootPart and not THead and Accessory and Handle then

```

```

        SFBBasePart(Handle)
    else
        return Message("Error Occurred", "Target is missing everything", 5)
    end

    BV:Destroy()
    Humanoid:SetStateEnabled(Enum.HumanoidStateType.Seated, true)
    workspace.CurrentCamera.CameraSubject = Humanoid

    repeat
        RootPart.CFrame = getgenv().OldPos * CFrame.new(0, .5, 0)
        Character:SetPrimaryPartCFrame(getgenv().OldPos * CFrame.new(0, .5, 0))
        Humanoid:ChangeState("GettingUp")
        table.foreach(Character:GetChildren(), function(_, x)
            if x:IsA("BasePart") then
                x.Velocity, x.RotVelocity = Vector3.new(), Vector3.new()
            end
        end)
        task.wait()
    until (RootPart.Position - getgenv().OldPos.p).Magnitude < 25
    workspace.FallenPartsDestroyHeight = getgenv().FPDH
else
    return Message("Error Occurred", "Random error", 5)
end
end

if not Welcome then Message("Script by AnthonyIsntHere", "Enjoy!", 5) end
getgenv().Welcome = true
if Targets[1] then for _,x in next, Targets do GetPlayer(x) end else return end

if AllBool then
    for _,x in next, Players:GetPlayers() do
        SkidFling(x)
    end
end

for _,x in next, Targets do
    if GetPlayer(x) and GetPlayer(x) ~= Player then
        if GetPlayer(x).UserId ~= 1414978355 then
            local TPlayer = GetPlayer(x)
            if TPlayer then
                SkidFling(TPlayer)
            end
        else
            Message("Error Occurred", "This user is whitelisted! (Owner)", 5)
        end
    elseif not GetPlayer(x) and not AllBool then
        Message("Error Occurred", "Username Invalid", 5)
    end
end

```

```

end
    until Loopvoid == false
end)

cmd.add({"freepass", "freegp"}, {"freepass (freegp)", "Makes the client think you own every pass in the
game"}, function()
    local mt = getrawmetatable(game);
    local old = mt.__namecall
    local readonly = setreadonly or make_writeable

    local MarketplaceService = game:GetService("MarketplaceService");

    readonly(mt, false);

    mt.__namecall = function(self, ...)
        local args = {...}
        local method = table.remove(args)

        if (self == MarketplaceService and method:find("UserOwnsGamePassAsync")) then
            return true and 1
        end

        return old(self, ...)
    end

end

wait();

Notify({
    Description = "Free pass has been executed, keep in mind this wont always work.";
    Title = "Nameless Admin";
    Duration = 5;

});
end)

cmd.add({"headsit"}, {"headsit <player>", "Head sit."}, function(...)
    Username = (...)
    if headSit then
        headSit:Disconnect()
    end

    local players = getPlr(Username)
    local sitPlr = players.Name

    sitDied = game.Players.LocalPlayer.Character:FindFirstChildOfClass'Humanoid'.Died:Connect(function()
        sitLoop = sitLoop:Disconnect()
    end)
end)

```

```

        game.Players.LocalPlayer.Character:FindFirstChildOfClass('Humanoid').Sit = true

        headSit = RunService.Heartbeat:Connect(function()
            if Players:FindFirstChild(players.Name) and players.Character ~= nil and
            getRoot(players.Character) and getRoot(game.Players.LocalPlayer.Character) and
            game.Players.LocalPlayer.Character:FindFirstChildOfClass('Humanoid').Sit == true then
                getRoot(game.Players.LocalPlayer.Character).CFrame = players.Character.HumanoidRootPart.CFrame *
                CFrame.Angles(0,math.rad(0),0)* CFrame.new(0,1.6,0.4)
            else
                headSit:Disconnect()
            end
        end)

    end)

    cmd.add({"unheadsit"}, {"unheadsit", "Stop the headsit command"}, function()
        game.Players.LocalPlayer.Character.Humanoid:ChangeState(Enum.HumanoidStateType.Jumping)
    end)

    cmd.add({"jump"}, {"jump", "jump."}, function()
        game.Players.LocalPlayer.Character.Humanoid:ChangeState(Enum.HumanoidStateType.Jumping)
    end)

    cmd.add({"headstand"}, {"headstand <player>", "Stand on someones head"}, function(...)
        Username = (...)
        if headSit then headSit:Disconnect() end
        local players = getPlayer(Username)
        local sitPlr = players.Name
        sitDied = game.Players.LocalPlayer.Character:FindFirstChildOfClass'Humanoid'.Died:Connect(function()
            sitLoop = sitLoop:Disconnect()
        end)
        headSit = RunService.Heartbeat:Connect(function()
            if Players:FindFirstChild(players.Name) and players.Character ~= nil and
            getRoot(players.Character) and getRoot(game.Players.LocalPlayer.Character) then
                getRoot(game.Players.LocalPlayer.Character).CFrame = players.Character.HumanoidRootPart.CFrame *
                CFrame.Angles(0,math.rad(0),0)* CFrame.new(0,4.6,0.4)
            else
                headSit:Disconnect()
            end
        end)
    end)

    cmd.add({"unheadstand"}, {"unheadstand <player>", "Stop the headstand command"}, function()
        headSit = headSit:Disconnect()
        sitDied:Disconnect()
    end)

    loopws = false
    cmd.add({"loopwalkspeed", "loopws"}, {"loopwalkspeed <speed> (loopws)", "Loop walkspeed"}, function(...)
        speed = (...)
    end)

```

```

        loopws = true
        repeat wait()
        game.Players.LocalPlayer.Character.Humanoid.WalkSpeed = speed
        detectdied = game.Players.LocalPlayer.Character.Humanoid.Died:Connect(function()
            if loopws == true then
wait(game.Players.RespawnTime + 0.4)
game.Players.LocalPlayer.Character.Humanoid.WalkSpeed = speed
            end
        end)
        until loopws == false
    end)

cmd.add({"unloopwalkspeed", "unloopws"}, {"unloopwalkspeed <speed> (unloopws)", "Disable loop walkspeed"}, function(...)
    loopws = false
    detectdied:Disconnect()
    wait(0.6)
    game.Players.LocalPlayer.Character.Humanoid.WalkSpeed = 16
end)

loopwave = false
cmd.add({"loopwaveat", "loopwat"}, {"loopwaveat <player> (loopwat)", "Wave to a player in a loop"}, function(...)
    loopwave = true
    Player = (...)
    Target = getPlr(Player)
    local oldcframe = game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame
    repeat wait()
        wait(0.2)
        targetcframe = Target.Character.HumanoidRootPart.CFrame
    WaveAnim = Instance.new("Animation")
        if game.Players.LocalPlayer.Character:FindFirstChildOfClass('Humanoid').RigType ==
Enum.HumanoidRigType.R15 then
            WaveAnim.AnimationId = "rbxassetid://507770239"
        else
            WaveAnim.AnimationId = "rbxassetid://128777973"
        end
        game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = targetcframe * CFrame.new(0,
0, -3)
        local CharPos = game.Players.LocalPlayer.Character.PrimaryPart.Position
        local tpos = Target.Character:FindFirstChild("HumanoidRootPart").Position
        local TPos = Vector3.new(tpos.X, CharPos.Y, tpos.Z)
        local NewCFrame = CFrame.new(CharPos, TPos)
        Players.LocalPlayer.Character:SetPrimaryPartCFrame(NewCFrame)
    wave = game.Players.LocalPlayer.Character:FindFirstChildOfClass('Humanoid'):LoadAnimation(WaveAnim)
    wave:Play(-1, 5, -1)
    wait(1.6)
    wave:Stop()
        until loopwave == false
    game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = oldcframe
end)

```

```

cmd.add({"unloopwaveat", "unloopwat"}, {"unloopwaveat <player> (unloopwat)", "Stops the loopwaveat command"},
function(...)
    loopwave = false
end)

cmd.add({"waveat", "wat"}, {"waveat <player> (wat)", "Wave to a player"}, function(...)
-- r6 / 128777973
-- r15 / 507770239
Player = (...)
Target = getPlr(Player)
local oldcframe = game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame
targetcframe = Target.Character.HumanoidRootPart.CFrame
WaveAnim = Instance.new("Animation")
    if game.Players.LocalPlayer.Character:FindFirstChildOfClass('Humanoid').RigType ==
Enum.HumanoidRigType.R15 then
        WaveAnim.AnimationId = "rbxassetid://507770239"
    else
        WaveAnim.AnimationId = "rbxassetid://128777973"
    end
    game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = targetcframe * CFrame.new(0, 0, -3)
    local CharPos = game.Players.LocalPlayer.Character.PrimaryPart.Position
        local tpos = Target.Character:FindFirstChild("HumanoidRootPart").Position
        local TPos = Vector3.new(tpos.X,CharPos.Y,tpos.Z)
        local NewCFrame = CFrame.new(CharPos,TPos)
        Players.LocalPlayer.Character:SetPrimaryPartCFrame(NewCFrame)
wave = game.Players.LocalPlayer.Character:FindFirstChildOfClass('Humanoid'):LoadAnimation(WaveAnim)
wave:Play(-1, 5, -1)
wait(1.6)
wave:Stop()
game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = oldcframe
end)

cmd.add({"headbang", "mouthbang", "hb", "mb"}, {"headbang <player> (mouthbang, hb, mb)", "Bang them in the mouth because
you are gay"}, function(h,d)
    RunService = game:GetService("RunService")

        speed = d

        if speed == nil then
speed = 10
        end

        Username = h

        local players = getPlr(Username)
            bangAnim = Instance.new("Animation")
            if not r15(game.Players.LocalPlayer) then
                bangAnim.AnimationId = "rbxassetid://148840371"

```



```

        else
            bangAnim.AnimationId = "rbxassetid://5918726674"
        end
        bang =
game.Players.LocalPlayer.Character:FindFirstChildOfClass('Humanoid'):LoadAnimation(bangAnim)
        bang:Play(.1, 1, 1)
        if speed then
            bang:AdjustSpeed(speed)
        else
            bang:AdjustSpeed(3)
        end
        local bangplr = players.Name
        bangDied =
game.Players.LocalPlayer.Character:FindFirstChildOfClass'Humanoid'.Died:Connect(function()
            bangLoop = bangLoop:Disconnect()
            bang:Stop()
            bangAnim:Destroy()
            bangDied:Disconnect()
        end)
        local bangOffset = CFrame.new(0, 1, -1.1)
        bangLoop = RunService.Stepped:Connect(function()
            pcall(function()
                local otherRoot = game.Players[bangplr].Character.Head
                game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = otherRoot.CFrame *
bangOffset
                local CharPos = game.Players.LocalPlayer.Character.PrimaryPart.Position
                local tpos = players.Character:FindFirstChild("HumanoidRootPart").Position
                local TPos = Vector3.new(tpos.X,CharPos.Y,tpos.Z)
                local NewCFrame = CFrame.new(CharPos,TPos)
                Players.LocalPlayer.Character:SetPrimaryPartCFrame(NewCFrame)
            end)
        end)
    end)

    cmd.add({"unheadbang", "unmouthbang", "unhb", "unmb"}, {"unheadbang (unmouthbang, unhb, unmb)", "Bang them in the mouth
because you are gay"}, function(h,d)
        if bangLoop then
            bangLoop = bangLoop:Disconnect()
            bang:Stop()
            bangAnim:Destroy()
            bangDied:Disconnect()
        end
    end)

    cmd.add({"bang", "fuck"}, {"bang <player> <speed>", "Bangs the player by attaching to them"}, function(h,d)
        speed = d

        if speed == nil then
            speed = 10
        end
    end)

```

```

end
Username = h
local Target = getPlr(Username)
    bangAnim = Instance.new("Animation")
    if not r15(game.Players.LocalPlayer) then
        bangAnim.AnimationId = "rbxassetid:///148840371"
    else
        bangAnim.AnimationId = "rbxassetid:///5918726674"
    end
    bang =
game.Players.LocalPlayer.Character:FindFirstChildOfClass('Humanoid'):LoadAnimation(bangAnim)
    bang:Play(.1, 1, 1)
    if speed then
        bang:AdjustSpeed(speed)
    else
        bang:AdjustSpeed(3)
    end
    local bangplr = Target.Name
    bangDied =
game.Players.LocalPlayer.Character:FindFirstChildOfClass'Humanoid'.Died:Connect(function()
        bangLoop = bangLoop:Disconnect()
        bang:Stop()
        bangAnim:Destroy()
        bangDied:Disconnect()
    end)
    local bangOffet = CFrame.new(0, 0, 1.1)
    bangLoop = RunService.Stepped:Connect(function()
        pcall(function()
            local otherRoot = getTorso(game.Players[bangplr].Character)
            getRoot(game.Players.LocalPlayer.Character).CFrame = otherRoot.CFrame * bangOffet
        end)
    end)

    wait();

    Notify({
    Description = "Banging player...";
    Title = "Nameless Admin";
    Duration = 5;

    });

end)

glueloop = false
cmd.add({"glue"}, {"glue <player>", "Bangs the player by attaching to them"}, function(...)
    glueloop = true

```

```

User = (...)
Target = getPlr(User)

repeat wait()
LocalPlayer.Character.HumanoidRootPart.CFrame = Target.Character.HumanoidRootPart.CFrame
until glueloop == false
end)

cmd.add({"unglue"}, {"unglue", "stops glueing"}, function()
    glueloop = false
end)

cmd.add({"spook", "scare"}, {"spook <player> (scare)", "Teleports next to a player for a few seconds"}, function(...)
    Username = (...)
    Target = getPlr(Username)

    local oldCF = LocalPlayer.Character.HumanoidRootPart.CFrame
    Target = getPlr(Username)

        distancepl = 2
        if Target.Character and Target.Character:FindFirstChild('Humanoid') then
            LocalPlayer.Character.HumanoidRootPart.CFrame =
                Target.Character.HumanoidRootPart.CFrame +
Target.Character.HumanoidRootPart.CFrame.lookVector * distancepl
            LocalPlayer.Character.HumanoidRootPart.CFrame =
CFrame.new(LocalPlayer.Character.HumanoidRootPart.Position, Target.Character.HumanoidRootPart.Position)
            wait(.5)
            LocalPlayer.Character.HumanoidRootPart.CFrame = oldCF
        end

    end)

    loopspook = false
    cmd.add({"loopspook", "loopscare"}, {"loopspook <player> (loopscare)", "Teleports next to a player for a few seconds and
then again and again"}, function(...)
        loopspook = true
        repeat wait()
            Username = (...)
            Target = getPlr(Username)

            local oldCF = LocalPlayer.Character.HumanoidRootPart.CFrame
            Target = getPlr(Username)

                distancepl = 2
                if Target.Character and Target.Character:FindFirstChild('Humanoid') then
                    LocalPlayer.Character.HumanoidRootPart.CFrame =
                        Target.Character.HumanoidRootPart.CFrame +
Target.Character.HumanoidRootPart.CFrame.lookVector * distancepl
                    LocalPlayer.Character.HumanoidRootPart.CFrame =
CFrame.new(LocalPlayer.Character.HumanoidRootPart.Position, Target.Character.HumanoidRootPart.Position)
                    wait(.5)
                end
            end
        end
    end)

```

```
LocalPlayer.Character.HumanoidRootPart.CFrame = oldCF
```

```
end  
wait(0.3)
```

```
until loopspook == false  
end)
```

```
cmd.add({"unloopspook", "unloopscare"}, {"unloopspook <player> (unloopscare)", "Stops the loopspook command"}, function()  
    loopspook = false  
end)
```

```
cmd.add({"unbang", "unfuck"}, {"unbang", "Unbangs the player"}, function()  
    if bangLoop then  
        bangLoop = bangLoop:Disconnect()  
        bang:Stop()  
        bangAnim:Destroy()  
        bangDied:Disconnect()  
    end  
end)
```

```
cmd.add({"unairwalk", "unaw"}, {"unairwalk (unaw)", "Stops the airwalk command"}, function()  
    for i, v in pairs(workspace:GetChildren()) do  
        if tostring(v) == "Airwalk" then  
            v:Destroy()  
        end  
    end  
end)
```

```
wait();
```

```
Notify({  
    Description = "Airwalk: OFF";  
    Title = "Nameless Admin";  
    Duration = 5;
```

```
});
```

```
end
```

```
end
```

```
end)
```

```
cmd.add({"airwalk", "aw"}, {"airwalk (aw)", "Press space to go up, unairwalk to stop"}, function()  
wait();
```

```
Notify({  
    Description = "Airwalk: On";  
    Title = "Nameless Admin";  
    Duration = 5;
```

```
});
```

```
local Chat = game:GetService('Players').LocalPlayer.Chatted  
    local function AirWalk()
```

```

        local AirWPart = Instance.new("Part", workspace)
        local ctrl = true
        local Mouse = game.Players.LocalPlayer:GetMouse()
        AirWPart.Size = Vector3.new(7, 2, 3)
        AirWPart.CFrame =
game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame + Vector3.new(0, -4, 0)
        AirWPart.Transparency = 1
        AirWPart.Anchored = true
        AirWPart.Name = "Airwalk"
        for i = 1, math.huge do
            AirWPart.CFrame =
game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame + Vector3.new(0, -4, 0)
            wait (.1)
        end
    end
    AirWalk()

end)

cmd.add({"cbring", "clientbring"}, {"clientbring <player> (cbring)", "Brings the player on your client"}, function(...)
    Username = (...)

    if connections["noclip"] then lib.disconnect("noclip") return end
    lib.connect("noclip", RunService.Stepped:Connect(function()
        if not character then return end
        for i, v in pairs(character:GetDescendants()) do
            if v:IsA("BasePart") then
                v.CanCollide = false
            end
        end
    end))

    if Username == "all" or Username == "others" then
        bringc = game:GetService("RunService").RenderStepped:Connect(function()
            for i, target in pairs(game:GetService("Players"):GetChildren()) do
                if target.Name == game.Players.LocalPlayer.Name then
                else
                    target.Character.HumanoidRootPart.CFrame =
game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame +
game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame.lookVector * 5
                end
            end
        end)
    else
        target = getPlayer(Username)

        bringc = game:GetService("RunService").RenderStepped:Connect(function()
            if target.Character and target.Character:FindFirstChild("HumanoidRootPart") then
                target.Character.HumanoidRootPart.CFrame = game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame +

```

```

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame.lookVector * 3
                                end
                                end)
                                end
end)

cmd.add({"uncbring", "unclientbring"}, {"unclientbring (uncbring)", "Disable Client bring command"}, function()
    bringc:Disconnect()
    if connections["noclip"] then lib.disconnect("noclip") return end
end)

cmd.add({"mute", "muteboombox"}, {"mute <player> (muteboombox)", "Mutes the players boombox"}, function(...)
    Username = (...)
    if game:GetService("SoundService").RespectFilteringEnabled == true then

wait();

Notify({
    Description = "Boombox muted. Status: Client Sided";
    Title = "Nameless Admin";
    Duration = 5;

});
        else
wait();

Notify({
    Description = "Boombox muted. Status: FE";
    Title = "Nameless Admin";
    Duration = 5;

});
        if Username == "all" or Username == "others" then
            local players = game:GetService("Players"):GetPlayers()
            for _, player in ipairs(players) do
                for _, object in ipairs(player.Character:GetDescendants()) do
                    if object:IsA("Sound") and object.Playing then
                        object:Stop()
                    end
                end
                local backpack = player:FindFirstChildOfClass("Backpack")
                if backpack then
                    for _, object in ipairs(backpack:GetDescendants()) do
                        if object:IsA("Sound") and object.Playing then
                            object:Stop()
                        end
                    end
                end
            end
        end
    end
end)
end

```

```

        else
            local players = getPlr(Username)
            if players ~= nil then
                for i, x in next, players.Character:GetDescendants() do
                    if x:IsA("Sound") and x.Playing == true then
                        x.Playing = false
                    end
                end
            end
            for i, x in next,
players:FindFirstChildOfClass("Backpack"):GetDescendants() do
                if x:IsA("Sound") and x.Playing == true then
                    x.Playing = false
                end
            end
        end
    end
end
end)

cmd.add({"antivoid"}, {"antivoid", "Anti void."}, function()
getenv().AntiVoid = true -- // toggle it on and off

-- // Services
local Players = game:GetService("Players")

-- // Vars
local LocalPlayer = Players.LocalPlayer

-- // Check if anyone has the same handle as you
local function toolMatch(Handle)
    local allPlayers = Players:GetPlayers()
    for i = 1, #allPlayers do
        -- // Vars
        local Player = allPlayers[i]
        if (Player == LocalPlayer) then continue end -- // ignore local player

        -- // Vars
        local Character = Player.Character
        local RightArm = Character:WaitForChild("Right Arm")
        local RightGrip = RightArm:FindFirstChild("RightGrip")

        -- // Check if they share the same Part1 Handle of the Grip
        if (RightGrip and RightGrip.Part1 == Handle) then
            return Player
        end
    end
end

end

-- // Manager

```

```

local function onCharacter(Character)
    local RightArm = Character:WaitForChild("Right Arm")

    -- // See when you equip something
    RightArm.ChildAdded:Connect(function(child)
        if (child:IsA("Weld") and child.Name == "RightGrip" and getgenv().AntiVoid) then
            -- // Vars
            local ConnectedHandle = child.Part1

            -- // Check if someone else has something equipped too with the same handle as you
            local matched = toolMatch(ConnectedHandle)

            -- // Destroy the tool, if someone is voiding you
            if (matched) then
                ConnectedHandle.Parent:Destroy()
                print(matched, "just tried to void you lol!")
            end
        end
    end)
end

-- // Initialise the script
onCharacter(LocalPlayer.Character)
LocalPlayer.CharacterAdded:Connect(onCharacter)
end)

TPWalk = false
cmd.add({"tpwalk", "tpwalk"}, {"tpwalk <speed>", "More undetectable walkspeed script"}, function(...)
    if TPWalk == true then
        TPWalk = false
        TPWalking = TPWalking:Disconnect()
    end
    TPWalk = true
    Speed = (...)
    TPWalking = game:GetService("RunService").Heartbeat:Wait()
    game:GetService("RunService").Stepped:Connect(function()
        if TPWalk == true then
            if game.Players.LocalPlayer.Character:FindFirstChildWhichIsA("Humanoid").MoveDirection.Magnitude > 0 then
                if Speed then
                    game.Players.LocalPlayer.Character:TranslateBy(game.Players.LocalPlayer.Character:FindFirstChildWhichIsA("Humanoid").MoveDirection * Speed * TPWalking * 10)
                else
                    game.Players.LocalPlayer.Character:TranslateBy(game.Players.LocalPlayer.Character:FindFirstChildWhichIsA("Humanoid").MoveDirection * TPWalking * 10)
                end
            end
        end
    end)
end
end

```



```

end)
end)

cmd.add({"untpwalk"}, {"untpwalk", "Stops the tpwalk command"}, function()
    TPWalk = false
    TPWalking = false
end)

cmd.add({"loopmute", "loopmuteboombox"}, {"loopmute <player> (loopmuteboombox)", "Loop mutes the players
boombox"}, function(...)
    Username = (...)
    if Username == "all" or Username == "others" then
        Loopmute = true
        repeat wait()
            local players = game.GetService("Players"):GetPlayers()
            for _, player in ipairs(players) do
                for _, object in ipairs(player.Character:GetDescendants()) do
                    if object:IsA("Sound") and object.Playing then
                        object:Stop()
                    end
                end
                local backpack = player:FindFirstChildOfClass("Backpack")
                if backpack then
                    for _, object in ipairs(backpack:GetDescendants()) do
                        if object:IsA("Sound") and object.Playing then
                            object:Stop()
                        end
                    end
                end
            end
        until Loopmute == false
    else
        Loopmute = true
        local players = getPlayer(Username)
        repeat wait()
            if players ~= nil then
                for i, x in next, players.Character:GetDescendants() do
                    if x:IsA("Sound") and x.Playing == true then
                        x.Playing = false
                    end
                end
                for i, x in next,
players:FindFirstChildOfClass("Backpack"):GetDescendants() do
                    if x:IsA("Sound") and x.Playing == true then
                        x.Playing = false
                    end
                end
            end
        until Loopmute == false
    end
end)
end)

```

```

until Loopmute == false
if game:GetService("SoundService").RespectFilteringEnabled == true then

wait();

Notify({
Description = "Boombox glitched. Status: Client Sided";
Title = "Nameless Admin";
Duration = 5;

});
else
if game:GetService("SoundService").RespectFilteringEnabled == false then

wait();

Notify({
Description = "Boombox glitched. Status: FE";
Title = "Nameless Admin";
Duration = 5;

});
end
end
end

```

end)

```

cmd.add({"unloopmute", "unloopmuteboombox"}, {"unloopmute <player> (unloopmuteboombox)", "Unloop mutes the players boombox"}, function(...)
Loopmute = false
wait()

```

```

wait();

```

```

Notify({
Description = "Unloopmuted everyone";
Title = "Nameless Admin";
Duration = 5;

```

```

});

```

end)

```

cmd.add({"glitch", "glitchboombox"}, {"glitch <player> (glitchboombox)", "Glitches the players boombox"},
function(...)
    Username = (...)
    Loopglitch = true
    local players = getPlr(Username)
    if players ~= nil then
        for i, x in next, players.Character:GetDescendants() do
            if x:IsA("Sound") and x.Playing == true then
                x.Playing = true
            end
        end
        for i, x in next,
players:FindFirstChildOfClass("Backpack"):GetDescendants() do
            if x:IsA("Sound") and x.Playing == true then
                x.Playing = true
            end
        end
    end
    repeat wait()
        for i, x in next,
players:FindFirstChildOfClass("Backpack"):GetDescendants() do
            if x:IsA("Sound") and x.Playing == false then
                x.Playing = true
            end
        end
        for i, x in next, players.Character:GetDescendants() do
            if x:IsA("Sound") and x.Playing == false then
                x.Playing = true
            end
        end
        wait(0.2)
        for i, x in next,
players:FindFirstChildOfClass("Backpack"):GetDescendants() do
            if x:IsA("Sound") and x.Playing == true then
                x.Playing = false
            end
        end
        for i, x in next, players.Character:GetDescendants() do
            if x:IsA("Sound") and x.Playing == true then
                x.Playing = false
            end
        end
        wait(0.2)
    until Loopglitch == false
    if game.GetService("SoundService").RespectFilteringEnabled == true then

wait();

```

```
Notify({
Description = "Boombox glitched. Status: Client Sided";
Title = "Nameless Admin";
Duration = 5;

});
else
if game:GetService("SoundService").RespectFilteringEnabled == false then
```

```
wait();
```

```
Notify({
Description = "Boombox glitched. Status: FE";
Title = "Nameless Admin";
Duration = 5;
```

```
});
end
end
end)
```

```
cmd.add({"unglitch", "unglitchboombox"}, {"unglitch <player> (unglitchboombox)", "Unglitches the players boombox"}, function(...)
```

```
    Loopglitch = false
    wait()
    if game:GetService("SoundService").RespectFilteringEnabled == true then
```

```
        wait();
```

```
        Notify({
Description = "Boombox unglitched. Status: Client Sided";
Title = "Nameless Admin";
Duration = 5;
```

```
        });
        else
        if game:GetService("SoundService").RespectFilteringEnabled == false then
```

```
            wait();
```

```
            Notify({
Description = "Boombox unglitched. Status: FE";
```

```

        Title = "Nameless Admin";
        Duration = 5;

    });
    end
end

end)

    cmd.add({"unlooplbring", "unlooplegbring"}, {"unlooplbring <player> (unlooplegbring)", "Stop the
looplbring command"}, function()
    loopbring = false
    end)

    cmd.add({"unlooplvoid", "unlooplegvoid"}, {"unlooplvoid <player> (unlooplegvoid)", "Stop the looplvoid
command"}, function()
        loopvoid = false
        end)

        cmd.add({"unlooplkill", "unlooplegkill"}, {"unlooplkill <player> (unlooplegkill)",
"Stop the looplkill command"}, function()
            loopkill = false
            end)

        cmd.add({"looplbring", "looplegbring"}, {"looplbring <player> (looplegbring)", "Leg resize loop bring"},
function(...)
        loopbring = true
        Target = (...)

        repeat wait(1)
        if Target == "all" or Target == "others" then

loadstring(game:HttpGet('https://raw.githubusercontent.com/DigitalityScripts/roblox-scripts/main/Leg%20Resize'))()
        print("Patched")
        else

loadstring(game:HttpGet('https://raw.githubusercontent.com/DigitalityScripts/roblox-scripts/main/Leg%20Resize'))()
        game.Players.LocalPlayer.Character.HumanoidRootPart.Anchored = true
        local Character = Player.Character
        local PlayerGui = Player:waitForChild("PlayerGui")
        local Backpack = Player:waitForChild("Backpack")
        local Humanoid = Character and
Character:FindFirstChildWhichIsA("Humanoid") or false
        local RootPart = Character and Humanoid and Humanoid.RootPart or false
        local RightArm = Character and Character:FindFirstChild("Right Arm") or
Character:FindFirstChild("RightHand")

        if not Humanoid or not RootPart or not RightArm then
            return
        end
        Humanoid:UnequipTools()

```

```

local MainTool = Backpack:FindFirstChildWhichIsA("Tool") or false
if not MainTool or not MainTool:FindFirstChild("Handle") then
    return
end
local TPlayer = getPlr(Target)
local TCharacter = TPlayer and TPlayer.Character
local THumanoid = TCharacter and
TCharacter:FindFirstChildWhichIsA("Humanoid") or false
local TRootPart = TCharacter and THumanoid and THumanoid.RootPart or false
if not THumanoid or not TRootPart then
    return
end
Character.Humanoid.Name = "DAttach"
local l = Character["DAttach"]:Clone()
l.Parent = Character
l.Name = "Humanoid"
wait()
Character["DAttach"]:Destroy()
game.Workspace.CurrentCamera.CameraSubject = Character
Character.Animate.Disabled = true
wait()
Character.Animate.Disabled = false
Character.Humanoid:EquipTool(MainTool)
wait()
CF = Player.Character.PrimaryPart.CFrame
if firetouchinterest then
    local flag = false
    task.defer(function()
        MainTool.Handle.AncestryChanged:wait()
        flag = true
    end)
    repeat
        firetouchinterest(MainTool.Handle, TRootPart, 0)
        firetouchinterest(MainTool.Handle, TRootPart, 1)
        wait()
        Player.Character.HumanoidRootPart.CFrame = CF
    until flag
else
    Player.Character.HumanoidRootPart.CFrame =
    TCharacter.HumanoidRootPart.CFrame
    wait()
    Player.Character.HumanoidRootPart.CFrame =
    TCharacter.HumanoidRootPart.CFrame
    wait()
    Player.Character.HumanoidRootPart.CFrame = CF
    wait()
end
wait(.3)
Player.Character:SetPrimaryPartCFrame(CF)

```

```

        if Humanoid.RigType == Enum.HumanoidRigType.R6 then
            Character["Right Arm"].RightGrip:Destroy()
        else
            Character["RightHand"].RightGrip:Destroy()
            Character["RightHand"].RightGripAttachment:Destroy()
        end

        wait(4)
        CF = Player.Character.HumanoidRootPart.CFrame
        player.CharacterAdded:wait(1):waitForChild("HumanoidRootPart").CFrame = CF
        end
        wait(0.8)

    respawn()
    until loopbring == false
end)

cmd.add({"getmass"}, {"getmass <player>", "Get your mass"}, function(...)
    target = getPlr(...)
    local mass = target.Character.HumanoidRootPart.AssemblyMass
    wait();

    Notify({
        Description = target.Name .. "'s mass is " .. mass;
        Title = "Nameless Admin";
        Duration = 5;
    });
end)

cmd.add({"dvoid", "dvoid"}, {"dvoid <player> (dvoid)", "Delay void"}, function(...)
    Target = (...)

    Players = game:GetService("Players")
    local c = game.Players.LocalPlayer.Character
    game.Players.LocalPlayer.Character = nil
    game.Players.LocalPlayer.Character = c
    wait(game.Players.RespawnTime - 0.5)
    local TPlayer = getPlr(Target)

    TRootPart = TPlayer.Character.HumanoidRootPart
    local Character = Player.Character
    local PlayerGui = Player:WaitForChild("PlayerGui")
    local Backpack = Player:WaitForChild("Backpack")
    local Humanoid = Character and
Character:FindFirstChildWhichIsA("Humanoid") or false
    local RootPart = Character and Humanoid and Humanoid.RootPart or false
    local RightArm = Character and Character:FindFirstChild("Right Arm") or
Character:FindFirstChild("RightHand")

    if not Humanoid or not RootPart or not RightArm then
        return
    end
end)

```

```

end
Humanoid:UnequipTools()
local MainTool = Backpack:FindFirstChildWhichIsA("Tool") or false
if not MainTool or not MainTool:FindFirstChild("Handle") then
    return
end
Humanoid.Name = "DAttach"
local l = Character["DAttach"]:Clone()
l.Parent = Character
l.Name = "Humanoid"
wait()
Character["DAttach"]:Destroy()
game.Workspace.CurrentCamera.CameraSubject = Character
Character.Animate.Disabled = true
wait()
Character.Animate.Disabled = false
Character.Humanoid:EquipTool(MainTool)
wait()
CF = Player.Character.PrimaryPart.CFrame
if firetouchinterest then
    local flag = false
    task.defer(function()
        MainTool.Handle.AncestryChanged:wait()
        flag = true
    end)
    repeat
        firetouchinterest(MainTool.Handle, TRootPart, 0)
        firetouchinterest(MainTool.Handle, TRootPart, 1)
        wait()
    until flag
    wait(0.2)
end
Player.Character.HumanoidRootPart.CFrame = CFrame.new(0,-1000,0)
l.Parent = game.Players.LocalPlayer.Character
l.Name = "Humanoid"

game.Players.LocalPlayer.Character["1"]:Destroy()
game.Workspace.CurrentCamera.CameraSubject = game.Players.LocalPlayer.Character
game.Players.LocalPlayer.Character.Animate.Disabled = true
wait()
game.Players.LocalPlayer.Character.Animate.Disabled = false
game.Players.LocalPlayer.Character.Humanoid.DisplayDistanceType = "None"
end)

function(...)
    cmd.add({"dbring", "delaybring"}, {"delaybring <player> (dbring)", "Delay bring"},
        Target = (...)
        local c = game.Players.LocalPlayer.Character

```



```

        game.Players.LocalPlayer.Character = nil
        game.Players.LocalPlayer.Character = c
        wait(game.Players.RespawnTime - 0.45)
game.Players.LocalPlayer.Character.Humanoid.Name = 1
local l = game.Players.LocalPlayer.Character["1"]:Clone()
l.Parent = game.Players.LocalPlayer.Character
l.Name = "Humanoid"

game.Players.LocalPlayer.Character["1"]:Destroy()
game.Workspace.CurrentCamera.CameraSubject = game.Players.LocalPlayer.Character
game.Players.LocalPlayer.Character.Animate.Disabled = true
wait()
game.Players.LocalPlayer.Character.Animate.Disabled = false
game.Players.LocalPlayer.Character.Humanoid.DisplayDistanceType = "None"
    local Character = Player.Character

```

```

Character:FindFirstChildWhichIsA("Humanoid") or false
false
Arm") or Character:FindFirstChild("RightHand")

```

```

TCharacter:FindFirstChildWhichIsA("Humanoid") or false
or false

```

```

        local PlayerGui = Player:waitForChild("PlayerGui")
        local Backpack = Player:waitForChild("Backpack")
        local Humanoid = Character and
            local RootPart = Character and Humanoid and Humanoid.RootPart or
            local RightArm = Character and Character:FindFirstChild("Right
            if not Humanoid or not RootPart or not RightArm then
                return
            end
            Humanoid:UnequipTools()
            local MainTool = Backpack:FindFirstChildWhichIsA("Tool") or false
            if not MainTool or not MainTool:FindFirstChild("Handle") then
                return
            end
            local TPlayer = getPlr(Target)
            local TCharacter = TPlayer and TPlayer.Character
            local THumanoid = TCharacter and
            local TRootPart = TCharacter and THumanoid and THumanoid.RootPart
            if not THumanoid or not TRootPart then
                return
            end
            Character.Humanoid.Name = "DAttach"
            local l = Character["DAttach"]:Clone()
            l.Parent = Character
            l.Name = "Humanoid"
            wait()
            Character["DAttach"]:Destroy()
            game.Workspace.CurrentCamera.CameraSubject = Character
            Character.Animate.Disabled = true
            wait()

```

```

Character.Animate.Disabled = false
Character.Humanoid:EquipTool(MainTool)
wait()
CF = Player.Character.PrimaryPart.CFrame
if firetouchinterest then
    local flag = false
    task.defer(function()
        MainTool.Handle.AncestryChanged:wait()
        flag = true
    end)
    repeat
        firetouchinterest(MainTool.Handle, TRootPart, 0)
        firetouchinterest(MainTool.Handle, TRootPart, 1)
        wait()
        Player.Character.HumanoidRootPart.CFrame = CF
    until flag
else
    Player.Character.HumanoidRootPart.CFrame =
    TCharacter.HumanoidRootPart.CFrame
    wait()
    Player.Character.HumanoidRootPart.CFrame =
    TCharacter.HumanoidRootPart.CFrame
    wait()
    Player.Character.HumanoidRootPart.CFrame = CF
    wait()
end
wait(.3)
Player.Character:SetPrimaryPartCFrame(CF)
if Humanoid.RigType == Enum.HumanoidRigType.R6 then
    Character["Right Arm"].RightGrip:Destroy()
else
    Character["RightHand"].RightGrip:Destroy()
    Character["RightHand"].RightGripAttachment:Destroy()
end

end)

cmd.add({"looplkill", "looplegkill"}, {"looplkill <player> (looplegkill)", "Leg resize loop kill"},
function(...)
    loopkill = true
    Target = (...)

    repeat wait()
    if Target == "all" or Target == "others" then

loadstring(game:HttpGet('https://raw.githubusercontent.com/DigitalityScripts/roblox-scripts/main/Leg%20Resize'))()
        print("Patched")
    else

loadstring(game:HttpGet('https://raw.githubusercontent.com/DigitalityScripts/roblox-scripts/main/Leg%20Resize'))()

```

```

local function Kill()
    if not getPlr(Target) then
    end

    repeat game:FindService("RunService").Heartbeat:wait() until
getPlr(Target).Character and getPlr(Target).Character:FindFirstChildOfClass("Humanoid") and
getPlr(Target).Character:FindFirstChildOfClass("Humanoid").Health > 0
        local Character
        local Humanoid
        local RootPart
        local Tool
        local Handle

        local TPlayer = getPlr(Target)
        local TCharacter = TPlayer.Character
        local THumanoid
        local TRootPart

        if Player.Character and Player.Character and Player.Character.Name ==
Player.Name then

            Character = Player.Character
        else
        end
        if Character:FindFirstChildOfClass("Humanoid") then
            Humanoid = Character:FindFirstChildOfClass("Humanoid")
        else
        end
        if Humanoid and Humanoid.RootPart then
            RootPart = Humanoid.RootPart
        else
        end
        if Character:FindFirstChildOfClass("Tool") then
            Tool = Character:FindFirstChildOfClass("Tool")
        elseif Player.Backpack:FindFirstChildOfClass("Tool") and Humanoid then
            Tool = Player.Backpack:FindFirstChildOfClass("Tool")
            Humanoid:EquipTool(Player.Backpack:FindFirstChildOfClass("Tool"))
        else
        end
        if Tool and Tool:FindFirstChild("Handle") then
            Handle = Tool.Handle
        else
        end

        --Target
        if TCharacter:FindFirstChildOfClass("Humanoid") then
            THumanoid = TCharacter:FindFirstChildOfClass("Humanoid")
        else
            return Message("Error", "> Missing Target Humanoid")
        end
    end
end

```

```

        if THumanoid.RootPart then
            TRootPart = THumanoid.RootPart
        else
            return Message("Error","> Missing Target RootPart")
        end

        if THumanoid.Sit then
            return Message("Error","> Target is seated")
        end

        local OldCFrame = RootPart.CFrame

        Humanoid:Destroy()
        local NewHumanoid = Humanoid:Clone()
        NewHumanoid.Parent = Character
        NewHumanoid:UnequipTools()
        NewHumanoid:EquipTool(Tool)
        Tool.Parent = workspace

        local Timer = os.time()

        repeat
            if (TRootPart.CFrame.p - RootPart.CFrame.p).Magnitude < 500 then
                Tool.Grip = CFrame.new()
                Tool.Grip =
Handle.CFrame:ToObjectSpace(TRootPart.CFrame):Inverse()
            end
            firetouchinterest(Handle,TRootPart,0)
            firetouchinterest(Handle,TRootPart,1)
            game:FindService("RunService").Heartbeat:wait()
        until Tool.Parent ~= Character or not TPlayer or not TRootPart or
THumanoid.Health <= 0 or os.time() > Timer + .20
        Player.Character = nil
        NewHumanoid.Health = 0
        player.CharacterAdded:wait(1)
        repeat game:FindService("RunService").Heartbeat:wait() until
Player.Character:FindFirstChild("HumanoidRootPart")
        Player.Character.HumanoidRootPart.CFrame = OldCFrame

    end

    if not LoopKill then
        Kill()
    else
        while LoopKill do
            Kill()
        end
    end
end
end

```

```

        until loopkill == false
    end)

    cmd.add({"looplvoid", "looplegvoid"}, {"looplvoid <player> (looplegvoid)", "Leg resize loop void"},
function(...)
    loopvoid = true
    Target = (...)
    repeat wait(1)
    Player.Character.HumanoidRootPart.CFrame = CFrame.new(0,-642,0)

loadstring(game:HttpGet('https://raw.githubusercontent.com/DigitalityScripts/roblox-scripts/main/Leg%20Resize'))()
local Character = Player.Character
local PlayerGui = Player:waitForChild("PlayerGui")
local Backpack = Player:waitForChild("Backpack")
local Humanoid = Character and Character:FindFirstChildWhichIsA("Humanoid") or false
local RootPart = Character and Humanoid and Humanoid.RootPart or false
local RightArm = Character and Character:FindFirstChild("Right Arm") or Character:FindFirstChild("RightHand")
if not Humanoid or not RootPart or not RightArm then
    return
end

Humanoid:UnequipTools()
local MainTool = Backpack:FindFirstChildWhichIsA("Tool") or false
if not MainTool or not MainTool:FindFirstChild("Handle") then
    return
end

local TPlayer = getPlayer(Target)
local TCharacter = TPlayer and TPlayer.Character

local THumanoid = TCharacter and TCharacter:FindFirstChildWhichIsA("Humanoid") or false
local TRootPart = TCharacter and THumanoid and THumanoid.RootPart or false
if not THumanoid or not TRootPart then
    return
end

Character.Humanoid.Name = "DAttach"
local l = Character["DAttach"]:Clone()
l.Parent = Character
l.Name = "Humanoid"
wait()
Character["DAttach"]:Destroy()
game.Workspace.CurrentCamera.CameraSubject = Character
Character.Animate.Disabled = true
wait()
Character.Animate.Disabled = false
Character.Humanoid:EquipTool(MainTool)
wait()

```

```

CF = Player.Character.PrimaryPart.CFrame
XC = TCharacter.HumanoidRootPart.CFrame.X
ZC = TCharacter.HumanoidRootPart.CFrame.Z
if firetouchinterest then
    local flag = false
    task.defer(function()
        MainTool.Handle.AncestryChanged:wait()
        flag = true
    end)
end
repeat
    firetouchinterest(MainTool.Handle, TRootPart, 0)
    firetouchinterest(MainTool.Handle, TRootPart, 1)
until flag
Player.Character.HumanoidRootPart.CFrame = CFrame.new(0,-1000,0)
wait(0.2)
Player.Character.HumanoidRootPart.CFrame = CFrame.new(0,-1000,0)
wait(0.2)
Player.Character.HumanoidRootPart.CFrame = CFrame.new(0,-1000,0)
wait(0.2)
Player.Character.HumanoidRootPart.CFrame = CFrame.new(0,-1000,0)
wait(0.2)
Player.Character.HumanoidRootPart.CFrame = CFrame.new(0,-1000,0)
wait(1.4)
respawn()
until loopvoid == false
end)

cmd.add({"lvoid", "legvoid"}, {"lvoid <player> (legvoid)", "Leg resize void"}, function(...)
    Target = (...)
    Player.Character.HumanoidRootPart.CFrame = CFrame.new(0,-633,0)

loadstring(game:HttpGet('https://raw.githubusercontent.com/DigitalityScripts/roblox-scripts/main/Leg%20Resize'))()
    local Character = Player.Character
    local PlayerGui = Player:waitForChild("PlayerGui")
    local Backpack = Player:waitForChild("Backpack")
    local Humanoid = Character and
Character:FindFirstChildWhichIsA("Humanoid") or false
    local RootPart = Character and Humanoid and Humanoid.RootPart or false
    local RightArm = Character and Character:FindFirstChild("Right Arm") or
Character:FindFirstChild("RightHand")

    if not Humanoid or not RootPart or not RightArm then
        return
    end

    Humanoid:UnequipTools()
    local MainTool = Backpack:FindFirstChildWhichIsA("Tool") or false
    if not MainTool or not MainTool:FindFirstChild("Handle") then
        return
    end

```

```

end

local TPlayer = getPlr(Target)
local TCharacter = TPlayer and TPlayer.Character

local THumanoid = TCharacter and
TCharacter:FindFirstChildWhichIsA("Humanoid") or false
local TRootPart = TCharacter and THumanoid and THumanoid.RootPart or false
if not THumanoid or not TRootPart then
    return
end

Character.Humanoid.Name = "DAttach"
local l = Character["DAttach"]:Clone()
l.Parent = Character
l.Name = "Humanoid"
wait()
Character["DAttach"]:Destroy()
game.Workspace.CurrentCamera.CameraSubject = Character
Character.Animate.Disabled = true
wait()
Character.Animate.Disabled = false
Character.Humanoid:EquipTool(MainTool)
wait()
CF = Player.Character.PrimaryPart.CFrame
XC = TCharacter.HumanoidRootPart.CFrame.X
ZC = TCharacter.HumanoidRootPart.CFrame.Z
if firetouchinterest then
    local flag = false
    task.defer(function()
        MainTool.Handle.AncestryChanged:wait()
        flag = true
    end)
    end
    repeat
        firetouchinterest(MainTool.Handle, TRootPart, 0)
        firetouchinterest(MainTool.Handle, TRootPart, 1)
        wait()
    until flag
    Player.Character.HumanoidRootPart.CFrame = CFrame.new(0,-1000,0)

    wait(0.2)
    Player.Character.HumanoidRootPart.CFrame = CFrame.new(0,-1000,0)
    wait(0.2)
    Player.Character.HumanoidRootPart.CFrame = CFrame.new(0,-1000,0)
    wait(0.2)
    Player.Character.HumanoidRootPart.CFrame = CFrame.new(0,-1000,0)
    wait(0.2)
    Player.Character.HumanoidRootPart.CFrame = CFrame.new(0,-1000,0)
    wait(2)

```

```

                                respawn()
end)

cmd.add({"lbring", "legbring"}, {"lbring <player> (legbring)", "Leg resize bring"}, function(...)
    Target = (...)

    if Target == "all" or Target == "others" then

loadstring(game:HttpGet('https://raw.githubusercontent.com/DigitalityScripts/roblox-scripts/main/Leg%20Resize'))()
    print("Patched")
    else

loadstring(game:HttpGet('https://raw.githubusercontent.com/DigitalityScripts/roblox-scripts/main/Leg%20Resize'))()
    game.Players.LocalPlayer.Character.HumanoidRootPart.Anchored = true
    local Character = Player.Character
    local PlayerGui = Player:waitForChild("PlayerGui")
    local Backpack = Player:waitForChild("Backpack")
    local Humanoid = Character and
Character:FindFirstChildWhichIsA("Humanoid") or false
    local RootPart = Character and Humanoid and Humanoid.RootPart or false
    local RightArm = Character and Character:FindFirstChild("Right Arm") or
Character:FindFirstChild("RightHand")

    if not Humanoid or not RootPart or not RightArm then
        return
    end
    Humanoid:UnequipTools()
    local MainTool = Backpack:FindFirstChildWhichIsA("Tool") or false
    if not MainTool or not MainTool:FindFirstChild("Handle") then
        return
    end
    local TPlayer = getPlayer(Target)
    local TCharacter = TPlayer and TPlayer.Character
    local THumanoid = TCharacter and
TCharacter:FindFirstChildWhichIsA("Humanoid") or false
    local TRootPart = TCharacter and THumanoid and THumanoid.RootPart or false
    if not THumanoid or not TRootPart then
        return
    end
    Character.Humanoid.Name = "DAttach"
    local l = Character["DAttach"]:Clone()
    l.Parent = Character
    l.Name = "Humanoid"
    wait()
    Character["DAttach"]:Destroy()
    game.Workspace.CurrentCamera.CameraSubject = Character
    Character.Animate.Disabled = true
    wait()
    Character.Animate.Disabled = false
    Character.Humanoid:EquipTool(MainTool)

```



```

        wait()
        CF = Player.Character.PrimaryPart.CFrame
        if firetouchinterest then
            local flag = false
            task.defer(function()
                MainTool.Handle.AncestryChanged:wait()
                flag = true
            end)
            repeat
                firetouchinterest(MainTool.Handle, TRootPart, 0)
                firetouchinterest(MainTool.Handle, TRootPart, 1)
                wait()
                Player.Character.HumanoidRootPart.CFrame = CF
            until flag
            wait()
        end
        wait(2)
    end
    respawn()
end)

cmd.add({"lkill", "legkill"}, {"lkill <player> (legkill)", "Leg resize kill"}, function(...)
    Target = (...)

    if Target == "all" or Target == "others" then
loadstring(game:HttpGet('https://raw.githubusercontent.com/DigitalityScripts/roblox-scripts/main/Leg%20Resize'))()
        print("Patched")
    else
loadstring(game:HttpGet('https://raw.githubusercontent.com/DigitalityScripts/roblox-scripts/main/Leg%20Resize'))()
        local function Kill()
            if not getPlr(Target) then
                end
            repeat game:FindService("RunService").Heartbeat:wait() until
getPlr(Target).Character and getPlr(Target).Character:FindFirstChildOfClass("Humanoid") and
getPlr(Target).Character:FindFirstChildOfClass("Humanoid").Health > 0
            local Character
            local Humanoid
            local RootPart
            local Tool
            local Handle

            local TPlayer = getPlr(Target)
            local TCharacter = TPlayer.Character
            local THumanoid
            local TRootPart

```

Player.Name then

```
if Player.Character and Player.Character and Player.Character.Name ==  
    Character = Player.Character  
else  
end  
if Character:FindFirstChildOfClass("Humanoid") then  
    Humanoid = Character:FindFirstChildOfClass("Humanoid")  
else  
end  
if Humanoid and Humanoid.RootPart then  
    RootPart = Humanoid.RootPart  
else  
end  
if Character:FindFirstChildOfClass("Tool") then  
    Tool = Character:FindFirstChildOfClass("Tool")  
elseif Player.Backpack:FindFirstChildOfClass("Tool") and Humanoid then  
    Tool = Player.Backpack:FindFirstChildOfClass("Tool")  
    Humanoid:EquipTool(Player.Backpack:FindFirstChildOfClass("Tool"))  
else  
end  
if Tool and Tool:FindFirstChild("Handle") then  
    Handle = Tool.Handle  
else  
end  
  
--Target  
if TCharacter:FindFirstChildOfClass("Humanoid") then  
    THumanoid = TCharacter:FindFirstChildOfClass("Humanoid")  
else  
    return Message("Error","> Missing Target Humanoid")  
end  
if THumanoid.RootPart then  
    TRootPart = THumanoid.RootPart  
else  
    return Message("Error","> Missing Target RootPart")  
end  
  
if THumanoid.Sit then  
    return Message("Error","> Target is seated")  
end  
  
local OldCFrame = RootPart.CFrame  
  
Humanoid:Destroy()  
local NewHumanoid = Humanoid:Clone()  
NewHumanoid.Parent = Character  
NewHumanoid:UnequipTools()  
NewHumanoid:EquipTool(Tool)  
Tool.Parent = workspace
```

```

        local Timer = os.time()
        repeat
            if (TRootPart.CFrame.p - RootPart.CFrame.p).Magnitude < 500 then
                Tool.Grip = CFrame.new()
                Tool.Grip =
Handle.CFrame:ToObjectSpace(TRootPart.CFrame):Inverse()
            end
            firetouchinterest(Handle,TRootPart,0)
            firetouchinterest(Handle,TRootPart,1)
            game:FindService("RunService").Heartbeat:wait()
        until Tool.Parent ~= Character or not TPlayer or not TRootPart or
THumanoid.Health <= 0 or os.time() > Timer + .20
        Player.Character = nil
        NewHumanoid.Health = 0
        player.CharacterAdded:wait(1)
        repeat game:FindService("RunService").Heartbeat:wait() until
Player.Character:FindFirstChild("HumanoidRootPart")
        Player.Character.HumanoidRootPart.CFrame = OldCFrame
            end

            if not LoopKill then
                Kill()
            else
                while LoopKill do
                    Kill()
                end
            end
        end
    end
end)

cmd.add({"loopvoid", "loopv"}, {"loopvoid <player> (loopv)", "Voids the player"}, function(...)
    Target = (...)

    Loopvoid = true

    repeat wait()
        local Character = Player.Character
        local PlayerGui = Player:waitForChild("PlayerGui")
        local Backpack = Player:waitForChild("Backpack")
        local Humanoid = Character and Character:FindFirstChildWhichIsA("Humanoid") or false
        local RootPart = Character and Humanoid and Humanoid.RootPart or false
        local RightArm = Character and Character:FindFirstChild("Right Arm") or Character:FindFirstChild("RightHand")
        if not Humanoid or not RootPart or not RightArm then
            return
        end
    end
end)

```

```

Humanoid:UnequipTools()
local MainTool = Backpack:FindFirstChildWhichIsA("Tool") or false
if not MainTool or not MainTool:FindFirstChild("Handle") then
return
end

local TPlayer = getPlr(Target)
local TCharacter = TPlayer and TPlayer.Character

local THumanoid = TCharacter and TCharacter:FindFirstChildWhichIsA("Humanoid") or false
local TRootPart = TCharacter and THumanoid and THumanoid.RootPart or false
if not THumanoid or not TRootPart then
return
end

Character.Humanoid.Name = "DAttach"
local l = Character["DAttach"]:Clone()
l.Parent = Character
l.Name = "Humanoid"
wait()
Character["DAttach"]:Destroy()
game.Workspace.CurrentCamera.CameraSubject = Character
Character.Animate.Disabled = true
wait()
Character.Animate.Disabled = false
Character.Humanoid:EquipTool(MainTool)
wait()
CF = Player.Character.PrimaryPart.CFrame
XC = TCharacter.HumanoidRootPart.CFrame.X
ZC = TCharacter.HumanoidRootPart.CFrame.Z
if firetouchinterest then
local flag = false
task.defer(function()
    MainTool.Handle.AncestryChanged:wait()
    flag = true
end)
repeat
    firetouchinterest(MainTool.Handle, TRootPart, 0)
    firetouchinterest(MainTool.Handle, TRootPart, 1)
    wait()
    Player.Character.HumanoidRootPart.CFrame = CFrame.new(XC,-99,ZC)
until flag
wait(0.2)
Player.Character.HumanoidRootPart.CFrame = CFrame.new(0,-1000,0)
end
wait(2)
respawn()
until Loopvoid == false
end)

```

```

cmd.add({"loopbring"}, {"loopbring <player>", "Loopbrings a player"}, function(...)

    local Username = (...)

    if Username == "all" or Username == "others" then
        Loopbring = true
        repeat wait()
            wait(0.3)
        until Loopbring == false
        print("Patched")
    else
        Loopbring = true
        repeat wait()
            wait(0.15)
            local Target = Username
            local Character = Player.Character
            local PlayerGui = Player:waitForChild("PlayerGui")
            local Backpack = Player:waitForChild("Backpack")
            local Humanoid = Character and Character:FindFirstChildWhichIsA("Humanoid") or false
            local RootPart = Character and Humanoid and Humanoid.RootPart or false
            local RightArm = Character and Character:FindFirstChild("Right Arm") or
Character:FindFirstChild("RightHand")
            if not Humanoid or not RootPart or not RightArm then
                return
            end
            Humanoid:UnequipTools()
            local MainTool = Backpack:FindFirstChildWhichIsA("Tool") or false
            if not MainTool or not MainTool:FindFirstChild("Handle") then
                return
            end
            local TPlayer = getPlr(Target)
            local TCharacter = TPlayer and TPlayer.Character
            local THumanoid = TCharacter and TCharacter:FindFirstChildWhichIsA("Humanoid") or false
            local TRootPart = TCharacter and THumanoid and THumanoid.RootPart or false
            if not THumanoid or not TRootPart then
                return
            end
            Character.Humanoid.Name = "DAttach"
            local l = Character["DAttach"]:Clone()
            l.Parent = Character
            l.Name = "Humanoid"
            wait()
            Character["DAttach"]:Destroy()
            game.Workspace.CurrentCamera.CameraSubject = Character
            Character.Animate.Disabled = true
            wait()
            Character.Animate.Disabled = false
            Character.Humanoid:EquipTool(MainTool)
        end
    end
end

```

```

wait()
CF = Player.Character.PrimaryPart.CFrame
if firetouchinterest then
    local flag = false
    task.defer(function()
        MainTool.Handle.AncestryChanged:wait()
        flag = true
    end)
    repeat
        firetouchinterest(MainTool.Handle, TRootPart, 0)
        firetouchinterest(MainTool.Handle, TRootPart, 1)
        wait()
        Player.Character.HumanoidRootPart.CFrame = CF
    until flag
else
    Player.Character.HumanoidRootPart.CFrame =
    TCharacter.HumanoidRootPart.CFrame
    wait()
    Player.Character.HumanoidRootPart.CFrame =
    TCharacter.HumanoidRootPart.CFrame
    wait()
    Player.Character.HumanoidRootPart.CFrame = CF
    wait()
end
wait(.3)
Player.Character:SetPrimaryPartCFrame(CF)
if Humanoid.RigType == Enum.HumanoidRigType.R6 then
    Character["Right Arm"].RightGrip:Destroy()
else
    Character["RightHand"].RightGrip:Destroy()
    Character["RightHand"].RightGripAttachment:Destroy()
end

wait(4)
CF = Player.Character.HumanoidRootPart.CFrame
player.CharacterAdded:wait(1):waitForChild("HumanoidRootPart").CFrame = CF
wait(2)

until Loopbring == false
end
end)

cmd.add({"unloopbring"}, {"unloopbring", "Stops loopbringing a player"}, function()
    Loopbring = false
end)

cmd.add({"unloopvoid", "loopv"}, {"unloopvoid (unloopv)", "Unloopingly voiding a player"}, function()
    Loopvoid = false
end)

```

```

        cmd.add({"looptornado"}, {"looptornado <player>", "Loop tornados a player endlessly"}, function(...)
            Username = (...)
            Looptornado = true
            repeat wait()
local target = getPlr(Username)
local THumanoidPart
local plrtorso
local TargetCharacter = target.Character
    if TargetCharacter:FindFirstChild("Torso") then
        plrtorso = TargetCharacter.Torso
    elseif TargetCharacter:FindFirstChild("UpperTorso") then
        plrtorso = TargetCharacter.UpperTorso
    end
    local old = getChar().HumanoidRootPart.CFrame
    local tool = getBp():FindFirstChildOfClass("Tool") or getChar():FindFirstChildOfClass("Tool")
    if target == nil or tool == nil then return end
    local attWeld = attachTool(tool,CFrame.new(0,0,0))
    attachTool(tool,CFrame.new(0,0,0.2) * CFrame.Angles(math.rad(-90),0,0))
    tool.Grip = plrtorso.CFrame
    wait(0.07)
tool.Grip = CFrame.new(0, -7, -3)
    firetouchinterest(target.Character.Humanoid.RootPart,tool.Handle,0)
    firetouchinterest(target.Character.Humanoid.RootPart,tool.Handle,1)
    local Spin = Instance.new("BodyAngularVelocity")
    Spin.Name = "Spinning"
    Spin.Parent = getRoot(game.Players.LocalPlayer.Character)
    Spin.MaxTorque = Vector3.new(0, math.huge, 0)
    Spin.AngularVelocity = Vector3.new(0,40,0)
    until Looptornado == false
end)

        cmd.add({"unlooptornado"}, {"unlooptornado", "Unloop tornadoes a player endlessly"}, function()
Looptornado = false
        end)

        cmd.add({"loopcuff", "loopjail"}, {"loopcuff <player> (loopjail)", "Loop cuffs a player
endlessly"}, function(...)
            Username = (...)
            Loopcuff = true
            repeat wait()
                wait(0.15)
local target = getPlr(Username)
local THumanoidPart
local plrtorso
local TargetCharacter = target.Character
    if TargetCharacter:FindFirstChild("Torso") then
        plrtorso = TargetCharacter.Torso
    elseif TargetCharacter:FindFirstChild("UpperTorso") then
        plrtorso = TargetCharacter.UpperTorso

```

```

        end
        local old = getChar().HumanoidRootPart.CFrame
        local tool = getBp():FindFirstChildOfClass("Tool") or getChar():FindFirstChildOfClass("Tool")
        if target == nil or tool == nil then return end
        local attWeld = attachTool(tool,CFrame.new(0,0,0))
        attachTool(tool,CFrame.new(0,0,0.2) * CFrame.Angles(math.rad(-90),0,0))
        tool.Grip = plrtorso.CFrame
        wait(0.07)
        tool.Grip = CFrame.new(0, -7, -3)
        firetouchinterest(target.Character.Humanoid.RootPart,tool.Handle,0)
        firetouchinterest(target.Character.Humanoid.RootPart,tool.Handle,1)
        until Loopcuff == false
    end)

    cmd.add({"unloopcuff", "unloopjail"}, {"unloopcuff <player> (unloopjail)", "Unloop cuffs a
player endlessly"}, function(...)
    Loopcuff = false
    end)

    cmd.add({"loopstand"}, {"loopstand <player>", "Loop stands a player endlessly"},
function(...)

    Username = (...)
    Loopstand = true
    repeat wait()
        wait(0.15)

local target = getPlr(Username)
local THumanoidPart
local plrtorso
local TargetCharacter = target.Character
    if TargetCharacter:FindFirstChild("Torso") then
        plrtorso = TargetCharacter.Torso
    elseif TargetCharacter:FindFirstChild("UpperTorso") then
        plrtorso = TargetCharacter.UpperTorso
    end
    local old = getChar().HumanoidRootPart.CFrame
    local tool = getBp():FindFirstChildOfClass("Tool") or getChar():FindFirstChildOfClass("Tool")
    if target == nil or tool == nil then return end
    local attWeld = attachTool(tool,CFrame.new(0,0,0))
    attachTool(tool,CFrame.new(0,0,0.2) * CFrame.Angles(math.rad(-90),0,0))
    tool.Grip = plrtorso.CFrame
wait(0.07)
    tool.Grip = CFrame.new(0, 3, -1)
    firetouchinterest(target.Character.Humanoid.RootPart,tool.Handle,0)
    firetouchinterest(target.Character.Humanoid.RootPart,tool.Handle,1)
    wait(1.3)

        until Loopstand == false
    end)
end)

```



```

                                cmd.add({"unloopstand"}, {"unloopstand", "Unloop stands a player
endlessly"}, function(...)
                                Loopstand = false
                                end)

                                cmd.add({"loopbanish", "looppunish", "loopjail"}, {"loopbanish <player> (loopbanish, loopjail)", "Banishes a
player endlessly"}, function(...)
                                Username = (...)
                                Loopbanish = true
                                repeat wait()
                                    user = getPlr(Username)
                                    plr = user.name
                                    Target = plr
                                    Player.Character.Humanoid.Name = 1
                                    local l = Player.Character["1"]:Clone()
                                    l.Parent = Player.Character
                                    l.Name = "Humanoid"
                                    task.wait()
                                    Player.Character["1"]:Destroy()
                                    game.Workspace.CurrentCamera.CameraSubject = Player.Character
                                    Player.Character.Animate.Disabled = true
                                    task.wait()
                                    Player.Character.Animate.Disabled = false
                                    for i, v in pairs(game.FindService "Players".LocalPlayer.Backpack:GetChildren()) do
                                        Player.Character.Humanoid:EquipTool(v)
                                    end
                                    task.wait()
                                    Player.Character.HumanoidRootPart.CFrame = Players[Target].Character.HumanoidRootPart.CFrame
                                    task.wait()
                                    Player.Character.HumanoidRootPart.CFrame = Players[Target].Character.HumanoidRootPart.CFrame
                                    task.wait(0.7)
                                    Player.Character.HumanoidRootPart.CFrame = CFrame.new(Vector3.new(-100000, 1000000000000000000000,
-100000))
                                    task.wait()
                                    task.wait(4)
                                    game.Players.LocalPlayer.Character.Humanoid.Health = 0
                                    until Loopbanish == false
                                end)

                                cmd.add({"unloopbanish", "unloopjail", "unlooppunish"}, {"unloopbanish (unloopjail, unlooppunish)", "Stops
loopingly punishing a player"}, function()
                                Loopbanish = false
                                end)

                                cmd.add({"unloopfling"}, {"unloopfling", "Stops loop flinging a player"}, function(...)
                                Loopvoid = false
                                end)

                                cmd.add({"loopkill"}, {"loopkill <player>", "Loop kills a player"}, function(...)

```

```

local Username = (...)

if Username == "all" or Username == "others" then
    Loopkill = true
    repeat wait()
    local player_table = game:GetService('Players'):GetPlayers()
        local toolsInBackpack = 0
        local toolsEquipped = 0
        local players = {}
        local tools = {}

        for i,v in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
            toolsInBackpack = toolsInBackpack + 1
        end
        for i,v in pairs(game.Players.LocalPlayer.Character:GetChildren()) do
            if v.ClassName == "Tool" then
                toolsEquipped = toolsEquipped + 1
            end
        end
        local total_tools = toolsInBackpack + toolsEquipped
        print(#player_table.." players")

        for i,v in next, player_table do
            if v.Character.Humanoid.Sit ~= true and v ~=
game:GetService('Players').LocalPlayer and v.Character.Humanoid.Health ~= 0 then
                table.insert(players, v)
            end
        end

        local newHum = game.Players.LocalPlayer.Character.Humanoid:Clone()
        newHum.Parent = game.Players.LocalPlayer.Character
        game.Players.LocalPlayer.Character.Humanoid:Destroy()
        newHum:ChangeState(15)
        for i,v in next, game.Players.LocalPlayer.Backpack:GetChildren() do
            if v:IsA'Tool' then
                v.Parent = game.Players.LocalPlayer.Character
            end
        end
        wait(.1)
        for i,v in next, game.Players.LocalPlayer.Character:GetChildren() do
            if v:IsA'Tool' then
                table.insert(tools, v)
            end
        end
        local currentTargets = {}
        for i, tool in next, tools do
            tool.Handle.Massless = true
            tool.Grip = CFrame.new()
            tool.Grip =

```

```

tool.Handle.CFrame:ToObjectSpace(players[i].Character.Head.CFrame):Inverse()
end
local players = {}
plr.CharacterAdded:Wait()
getChar():WaitForChild("HumanoidRootPart").CFrame = old
wait(1)
until Loopkill == false
else
    Loopkill = true
    repeat wait()
        local function Kill()
            if not getPlr(Username) then
                end
            repeat game:FindService("RunService").Heartbeat:wait() until
getPlr(Username).Character and getPlr(Username).Character:FindFirstChildOfClass("Humanoid") and
getPlr(Username).Character:FindFirstChildOfClass("Humanoid").Health > 0
            local Character
            local Humanoid
            local RootPart
            local Tool
            local Handle

            local TPlayer = getPlr(Username)
            local TCharacter = TPlayer.Character
            local THumanoid
            local TRootPart

            if Player.Character and Player.Character and Player.Character.Name == Player.Name
then
                Character = Player.Character
            else
                end
            if Character:FindFirstChildOfClass("Humanoid") then
                Humanoid = Character:FindFirstChildOfClass("Humanoid")
            else
                end
            if Humanoid and Humanoid.RootPart then
                RootPart = Humanoid.RootPart
            else
                end
            if Character:FindFirstChildOfClass("Tool") then
                Tool = Character:FindFirstChildOfClass("Tool")
            elseif Player.Backpack:FindFirstChildOfClass("Tool") and Humanoid then
                Tool = Player.Backpack:FindFirstChildOfClass("Tool")
                Humanoid:EquipTool(Player.Backpack:FindFirstChildOfClass("Tool"))
            else
                end
        end
    end
end

```

```

        if Tool and Tool:FindFirstChild("Handle") then
            Handle = Tool.Handle
        else
        end

        --Target
        if TCharacter:FindFirstChildOfClass("Humanoid") then
            THumanoid = TCharacter:FindFirstChildOfClass("Humanoid")
        else
            end
        if THumanoid.RootPart then
            TRootPart = THumanoid.RootPart
        else
        end

        if THumanoid.Sit then
        end

        local OldCFrame = RootPart.CFrame

        Humanoid:Destroy()
        local NewHumanoid = Humanoid:Clone()
        NewHumanoid.Parent = Character
        NewHumanoid:UnequipTools()
        NewHumanoid:EquipTool(Tool)
        Tool.Parent = workspace

        local Timer = os.time()

        repeat
            if (TRootPart.CFrame.p - RootPart.CFrame.p).Magnitude < 500 then
                Tool.Grip = CFrame.new()
                Tool.Grip =
Handle.CFrame:ToObjectSpace(TRootPart.CFrame):Inverse()
            end
            firetouchinterest(Handle,TRootPart,0)
            firetouchinterest(Handle,TRootPart,1)
            game:FindService("RunService").Heartbeat:wait()
        until Tool.Parent ~= Character or not TPlayer or not TRootPart or THumanoid.Health

        <= 0 or os.time() > Timer + .20

        Player.Character = nil
        NewHumanoid.Health = 0
        player.CharacterAdded:wait(1)
        repeat game:FindService("RunService").Heartbeat:wait() until
Player.Character:FindFirstChild("HumanoidRootPart")
        Player.Character.HumanoidRootPart.CFrame = OldCFrame

    end

    if not LoopKill then

```

```

        Kill()
    else
        while LoopKill do
            Kill()
        end
    end
until Loopkill == false
end
end)

cmd.add({"unloopkill"}, {"unloopkill", "Stops loop killing a player"}, function()
    Loopkill = false
end)

local netlagtab = {}

cmd.add({"netlag"}, {"netlag <player>", "If the person is using netless, or any reanimation it
glitches them"}, function(...)
    Username = (...)
    target = getPlr(Username)

    table.insert(netlagtab, game:GetService("RunService").Heartbeat:Connect(function()
        for i,v in pairs(target.Character:GetDescendants()) do
            if v:IsA("BasePart") then
                sethiddenproperty(v, "NetworkIsSleeping", true)
            end
        end
    end))

end)

cmd.add({"unnetlag"}, {"unnetlag", "Stops netlegging"}, function()
    for i,v in pairs(netlagtab) do
        v:Disconnect()
    end
end)

cmd.add({"noprompt", "nopurchaseprompts"}, {"noprompt (nopurchaseprompts)", "remove the
stupid purchase prompt"}, function()

    wait();

    Notify({
        Description = "Purchase prompts have been disabled";
        Title = "Nameless Admin";
        Duration = 5;

    });

```

```

        game.CoreGui.PurchasePrompt.Enabled = false
    end)

    cmd.add({"prompt", "purchaseprompts"}, {"prompt (purchaseprompts)", "allows the stupid
purchase prompt"}, function()

        wait();

        Notify({
            Description = "Purchase prompts have been enabled";
            Title = "Nameless Admin";
            Duration = 5;

        });
        game.CoreGui.PurchasePrompt.Enabled = true
    end)

    cmd.add({"nameless"}, {"nameless", "Makes your hats
visible but not your name or your body"}, function()
    loadstring(game:HttpGet("https://raw.githubusercontent.com/FilteringEnabled/FE/main/nameless"))()
end)

    cmd.add({"wallwalk"}, {"wallwalk", "Makes you walk on walls"}, function()
loadstring(game:HttpGet("https://pastebin.com/raw/s4FjP97j"))()
end)

cmd.add({"size"}, {"size", "Makes you big"}, function()
    local LocalPlayer = game.GetService("Players").LocalPlayer
    local Character = LocalPlayer.Character
    local Humanoid = Character:FindFirstChildOfClass("Humanoid")

    function rm()
        for i,v in pairs(Character:GetDescendants()) do
            if v:IsA("BasePart") then
                if v.Name == "Handle" or v.Name == "Head" then
                    if Character.Head:FindFirstChild("OriginalSize") then
                        Character.Head.OriginalSize:Destroy()
                    end
                else
                    for i,cav in pairs(v:GetDescendants()) do
                        if cav:IsA("Attachment") then
                            if cav:FindFirstChild("OriginalPosition") then
                                cav.OriginalPosition:Destroy()
                            end
                        end
                    end
                end
            end
        end
    end
end)

```

```

                v:FindFirstChild("OriginalSize"):Destroy()
                if v:FindFirstChild("AvatarPartScaleType") then
                    v:FindFirstChild("AvatarPartScaleType"):Destroy()
                end
            end
        end
    end
end
    rm()
wait(0.5)
Humanoid:FindFirstChild("BodyProportionScale"):Destroy()
wait(1)

rm()
wait(0.5)
Humanoid:FindFirstChild("BodyHeightScale"):Destroy()
wait(1)

rm()
wait(0.5)
Humanoid:FindFirstChild("BodyWidthScale"):Destroy()
wait(1)

rm()
wait(0.5)
Humanoid:FindFirstChild("BodyDepthScale"):Destroy()
wait(1)

rm()
wait(0.5)
Humanoid:FindFirstChild("HeadScale"):Destroy()
wait(1)
end)

cmd.add({"holdparts", "hp", "grabparts"}, {"holdparts (hpr, grabparts)", "Holds any unanchored part press ctrl + click"},
function()

wait();

Notify({
Description = "Hold parts loaded, ctrl + click on a part";
Title = "Nameless Admin";
Duration = 5;

});
-- made by joshclark756#7155
local mouse = game.Players.LocalPlayer:GetMouse()

```

```

local uis = game:GetService("UserInputService")

-- Connect
mouse.Button1Down:Connect(function()
    -- Check for Target & Left Shift
    if mouse.Target and uis:IsKeyDown(Enum.KeyCode.LeftControl) then
        local npc = mouse.target
        local PlayerCharacter = game:GetService("Players").LocalPlayer.Character
        local PlayerRootPart = PlayerCharacter.HumanoidRootPart
        local A0 = Instance.new("Attachment")
        local AP = Instance.new("AlignPosition")
        local AO = Instance.new("AlignOrientation")
        local A1 = Instance.new("Attachment")
        for _, v in pairs(npc:GetDescendants()) do
            if v:IsA("BasePart") and v.Name ~= "HumanoidRootPart" then
                game:GetService("RunService").Stepped:Connect(function()
                    v.CanCollide = false
                end)
            end
        end

        for _, v in pairs(PlayerCharacter:GetDescendants()) do
            if v:IsA("BasePart") then
                if v.Name == "HumanoidRootPart" or v.Name == "UpperTorso" or v.Name == "Head" then
                    end
                end
            end
            PlayerRootPart.Position = PlayerRootPart.Position+Vector3.new(0, 0, 0)
            A0.Parent = npc
            AP.Parent = npc
            AO.Parent = npc
            AP.Responsiveness = 200
            AP.MaxForce = math.huge
            AO.MaxTorque = math.huge
            AO.Responsiveness = 200
            AP.Attachment0 = A0
            AP.Attachment1 = A1
            AO.Attachment1 = A1
            AO.Attachment0 = A0
            A1.Parent = PlayerCharacter:FindFirstChild("Right Arm")
        end
    end
end)
wait(0.2)
-- made by joshclark756#7155
local mouse = game.Players.LocalPlayer:GetMouse()
local uis = game:GetService("UserInputService")

-- Connect
mouse.Button1Down:Connect(function()

```



```

        -- Check for Target & Left Shift
        if mouse.Target and uis:IsKeyDown(Enum.KeyCode.LeftControl) then
local npc = mouse.target
local PlayerCharacter = game:GetService("Players").LocalPlayer.Character
local PlayerRootPart = PlayerCharacter.HumanoidRootPart
local A0 = Instance.new("Attachment")
local AP = Instance.new("AlignPosition")
local AO = Instance.new("AlignOrientation")
local A1 = Instance.new("Attachment")
for _, v in pairs(npc:GetDescendants()) do
if v:IsA("BasePart") and v.Name ~= "HumanoidRootPart" then
game:GetService("RunService").Stepped:Connect(function()
v.CanCollide = false
end)
end
end

for _, v in pairs(PlayerCharacter:GetDescendants()) do
if v:IsA("BasePart") then
if v.Name == "HumanoidRootPart" or v.Name == "UpperTorso" or v.Name == "Head" then
end
end
end
PlayerRootPart.Position = PlayerRootPart.Position+Vector3.new(0, 0, 0)
A0.Parent = npc
AP.Parent = npc
AO.Parent = npc
AP.Responsiveness = 200
AP.MaxForce = math.huge
AO.MaxTorque = math.huge
AO.Responsiveness = 200
AP.Attachment0 = A0
AP.Attachment1 = A1
AO.Attachment1 = A1
AO.Attachment0 = A0
A1.Parent = PlayerCharacter.RightHand
end
end)
end)

local hiddenGUIS = {}
cmd.add({"hideguis"}, {"hideguis", "Hides guis"}, function()
function FindInTable(tbl,val)
    if tbl == nil then return false end
    for _,v in pairs(tbl) do
        if v == val then return true end
    end
    return false
end
end
end

```

```

        for i,v in pairs(game.Players.LocalPlayer:FindFirstChildWhichIsA("PlayerGui"):GetDescendants()) do
            if (v:IsA("Frame") or v:IsA("ImageLabel") or v:IsA("ScrollingFrame")) and v.Visible then
                v.Visible = false
                if not FindInTable(hiddenGUIs,v) then
                    table.insert(hiddenGUIs,v)
                end
            end
        end
    end
end)

cmd.add({"showguis"}, {"showguis", "Show guis that were hidden using hideguis"}, function()
    for i,v in pairs(hiddenGUIs) do
        v.Visible = true
    end
    hiddenGUIs = {}
end)

cmd.add({"spin"}, {"spin {amount}", "Makes your character spin as fast as you want"}, function(...)

    wait();

    Notify({
        Description = "Spinning...";
        Title = "Nameless Admin";
        Duration = 5;
    });

    function getRoot(char)
        local rootPart = char:FindFirstChild('HumanoidRootPart') or char:FindFirstChild('Torso') or
char:FindFirstChild('UpperTorso')
        return rootPart
    end

    local spinSpeed = (...)
    for i,v in pairs(getRoot(game.Players.LocalPlayer.Character):GetChildren()) do
        if v.Name == "Spinning" then
            v:Destroy()
        end
    end

    local Spin = Instance.new("BodyAngularVelocity")
    Spin.Name = "Spinning"
    Spin.Parent = getRoot(game.Players.LocalPlayer.Character)
    Spin.MaxTorque = Vector3.new(0, math.huge, 0)
    Spin.AngularVelocity = Vector3.new(0,spinSpeed,0)
end)

```

```
cmd.add({"unspin"}, {"unspin", "Makes your character unspin"}, function()
```

```
wait();
```

```
Notify({  
Description = "Spin disabled";  
Title = "Nameless Admin";  
Duration = 5;
```

```
});
```

```
function getRoot(char)  
    local rootPart = char:FindFirstChild('HumanoidRootPart') or char:FindFirstChild('Torso') or  
char:FindFirstChild('UpperTorso')  
    return rootPart  
end  
  
for i,v in pairs(getRoot(game.Players.LocalPlayer.Character):GetChildren()) do  
    if v.Name == "Spinning" then  
        v:Destroy()  
    end  
end  
end)
```

```
cmd.add({"notepad"}, {"notepad", "notepad for making scripts / etc"}, function()  
loadstring(game:HttpGet("https://raw.githubusercontent.com/FilteringEnabled/NamelessAdmin/main/Notepad"))()  
end)
```

```
cmd.add({"rc7"}, {"rc7", "RC7 Internal UI"}, function()  
loadstring(game:HttpGet("https://raw.githubusercontent.com/FilteringEnabled/FE/main/rc7"))()  
end)
```

```
cmd.add({"scriptviewer", "viewscripts"}, {"scriptviewer (viewscripts)", "Can view scripts made by 0866"}, function()  
loadstring(game:HttpGet("https://pastebin.com/raw/dva01xpE", true))()  
end)
```

```
cmd.add({"hidename", "hname"}, {"hidename", "Hides your name only works on billboard uis"}, function()  
for _,item in pairs(workspace[game.Players.LocalPlayer.Name].Head:GetChildren()) do  
    if item:IsA('BillboardGui') then  
        item:Remove()  
    end  
end  
end  
wait(0.2)
```

```
wait();
```

```

    Notify({
    Description = "Name has been hidden, this only works on billboard guis / custom name fonts";
    Title = "Nameless Admin";
    Duration = 5;

});
end)

cmd.add({"hydroxide"}, {"hydroxide", "executes hydroxide"}, function()
    local owner = "Upbolt"
    local branch = "revision"

    local function webImport(file)
        return loadstring(game:HttpGetAsync(("https://raw.githubusercontent.com/%s/Hydroxide/%s/%s.lua"):format(owner,
branch, file)), file .. '.lua')()
    end

    webImport("init")
    webImport("ui/main")
end)

cmd.add({"remotespy", "simplespy"}, {"remotespy (simplespy)", "executes simplespy v3"}, function()
loadstring(game:HttpGet("https://github.com/exxtremestuffs/SimpleSpySource/raw/master/SimpleSpy.lua"))()
end)

cmd.add({"gravity", "grav"}, {"gravity <amount> (grav)", "sets game gravity to whatever u want"}, function(...)
game.Workspace.Gravity = (...)
end)

cmd.add({"uanograv", "unanchorednograv", "unanchorednogravity"}, {"uanograv (unanchorednograv)", "Makes unanchored parts
have 0 gravity"}, function()
    wait();

    Notify({
    Description = "Made unanchored parts have no gravity";
    Title = "Nameless Admin";
    Duration = 5;

});
spawn(function()
    while true do
        game.Players.LocalPlayer.MaximumSimulationRadius = math.pow(math.huge,math.huge)*math.huge
        game.Players.LocalPlayer.SimulationRadius = math.pow(math.huge,math.huge)*math.huge
        game:GetService("RunService").Stepped:wait()
    end
end)
local function zeroGrav(part)
    if part:FindFirstChild("BodyForce") then return end
    local temp = Instance.new("BodyForce")

```

```

        temp.Force = part:GetMass() * Vector3.new(0,workspace.Gravity,0)
        temp.Parent = part
    end

    for i,v in ipairs(workspace:GetDescendants()) do
        if v:IsA("Part") and v.Anchored == false then
            if not (v:IsDescendantOf(game.Players.LocalPlayer.Character)) then
                zeroGrav(v)
            end
        end
    end

    workspace.DescendantAdded:Connect(function(part)
        if part:IsA("Part") and part.Anchored == false then
            if not (part:IsDescendantOf(game.Players.LocalPlayer.Character)) then
                zeroGrav(part)
            end
        end
    end)
end)

cmd.add({"funfact"}, {"funfact", "Says a random fun fact"}, function()
    local GetURL = game:HttpGet("https://uselessfacts.jsph.pl/random.json?language=en")
    local HTTP = game:GetService("HttpService"):JSONDecode(GetURL)
    game:GetService("ReplicatedStorage").DefaultChatSystemChatEvents.SayMessageRequest:FireServer(HTTP.text,"All")
end)

cmd.add({"fireclickdetectors", "fcd"}, {"fireclickdetectors (fcd)", "Fires every click detector that's in workspace"},
function()
    local ccamount = 0

    for i,v in pairs(game:GetDescendants()) do
        if v:IsA("ClickDetector") then
            ccamount = ccamount + 1
            fireclickdetector(v)
        end
    end

    wait();

    Notify({
        Description = "Fired " .. ccamount .. " amount of click detectors";
        Title = "Nameless Admin";
        Duration = 7;
    });
end)

```

```

end)

cmd.add({"tweengotocampos", "tweentocampos", "tweentcp"}, {"tweengotocampos (tweentcp)", "Another version of goto camera
position but bypassing more anti-cheats"}, function(...)
    local player = game.Players.LocalPlayer
    local UserInputService = game:GetService("UserInputService")
    local TweenService = game:GetService("TweenService")

    -- function to teleport the player to the camera's position using tweening
    local function teleportPlayer()
        local character = player.Character or player.CharacterAdded:wait(1)
        local camera = game.Workspace.CurrentCamera
        local cameraPosition = camera.CFrame.Position

        -- create a new tween that moves the player's primary part to the camera position
        local tween = TweenService:Create(character.PrimaryPart, TweenInfo.new(2), {
            CFrame = CFrame.new(cameraPosition)
        })

        tween:Play()
    end

    local camera = game.Workspace.CurrentCamera
    repeat wait() until camera.CFrame ~= CFrame.new()

    teleportPlayer()

end)

cmd.add({"gotopart", "topart"}, {"gotopart {partname} (topart)", "Makes you teleport to a part you want"}, function(...)
    local parts = game.Workspace:GetChildren()
    local targetParts = {}
    for i, child in pairs(parts) do
        if child.Name == (...) then
            table.insert(targetParts, child)
        end
    end

    local index = 1
    game:GetService("RunService").Stepped:Connect(function()
        if targetParts[index] then
            game.Players.LocalPlayer.Character:MoveTo(targetParts[index].Position)
            index = index + 1
            wait(0.4)
        end
    end)
end)

```

```

cmd.add({"swim"}, {"swim {speed}", "Swim in the air"}, function(...)
speaker = game.Players.LocalPlayer
game.Workspace.Gravity = 0
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.Climbing,false)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.FallingDown,false)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.Flying,false)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.Freefall,false)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.GettingUp,false)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.Jumping,false)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.Landed,false)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.Physics,false)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.PlatformStanding,false)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.Ragdoll,false)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.Running,false)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.RunningNoPhysics,false)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.Seated,false)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.StrafingNoPhysics,false)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.Swimming,false)
    speaker.Character.Humanoid:ChangeState(Enum.HumanoidStateType.Swimming)
    game.Players.LocalPlayer.Character.Humanoid.WalkSpeed = (...)
    if (...) == nil then
        game.Players.LocalPlayer.Character.Humanoid.WalkSpeed = 16
    end
end)

cmd.add({"unswim"}, {"unswim", "Stops the swim script"}, function(...)
speaker = game.Players.LocalPlayer
game.Workspace.Gravity = 168
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.Climbing,true)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.FallingDown,true)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.Flying,true)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.Freefall,true)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.GettingUp,true)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.Jumping,true)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.Landed,true)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.Physics,true)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.PlatformStanding,true)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.Ragdoll,true)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.Running,true)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.RunningNoPhysics,true)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.Seated,true)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.StrafingNoPhysics,true)
    speaker.Character.Humanoid:SetStateEnabled(Enum.HumanoidStateType.Swimming,true)
    speaker.Character.Humanoid:ChangeState(Enum.HumanoidStateType.RunningNoPhysics)
    game.Players.LocalPlayer.Character.Humanoid.WalkSpeed = 16
end)

cmd.add({"esppart", "partesp"}, {"esppart {partname} (partesp)", "Makes you be able to see any part"}, function(...)

```

```

    local parts = game.Workspace:GetChildren()
    local targetParts = {}
    for i, child in pairs(parts) do
        if child.Name == (...) then
            table.insert(targetParts, child)
        end
    end

    for i, part in ipairs(targetParts) do
        -- Create a new BoxHandleAdornment
        local adornment = Instance.new("BoxHandleAdornment")
        adornment.Adornee = part
        adornment.ZIndex = 5
        adornment.AlwaysOnTop = true
        adornment.Transparency = 0.5
        adornment.Color3 = Color3.new(1, 0, 0)

        adornment.Parent = part.Parent
    end
end)

cmd.add({"unesppart", "unpartesp"}, {"unesppart (unpartesp)", "Removes the esp from the parts"}, function(...)
    local parts = game.Workspace:GetChildren()

    for i, part in ipairs(parts) do
        if part:IsA("BoxHandleAdornment") then
            part:Destroy()
        end
    end
end)

cmd.add({"viewpart", "viewp"}, {"viewpart {partname} (vpart)", "Views a part"}, function(...)
    local parts = game.Workspace:GetChildren()
    local partList = {}
    for i, child in pairs(parts) do
        if child.Name == (...) then
            table.insert(partList, child)
        end
    end

    local camera = game.Workspace.CurrentCamera
    camera.CameraType = "Scriptable"

    local index = 1
    while true do
        camera.CoordinateFrame = partList[index].CFrame
        index = index + 1
        if index > #partList then
            index = 1
        end
    end
end)

```



```

        end
        wait(0.7)
    end
end)

cmd.add({"unviewpart", "unviewp"}, {"unviewpart (unviewp)", "Unviews the part"}, function()
    local camera = game.Workspace.CurrentCamera
    camera.CameraType = "Custom"
    wait(0.2)
    local workspace = game.Workspace
    Players = game:GetService("Players")
    local speaker = Players.LocalPlayer
    workspace.CurrentCamera:remove()
    wait(.1)
    workspace.CurrentCamera.CameraSubject = speaker.Character:FindFirstChildWhichIsA('Humanoid')
    workspace.CurrentCamera.CameraType = "Custom"
    speaker.CameraMinZoomDistance = 0.5
    speaker.CameraMaxZoomDistance = 400
    speaker.CameraMode = "Classic"
    speaker.Character.Head.Anchored = false
end)

cmd.add({"console"}, {"console", "Opens developer console"}, function()
    game.StarterGui:SetCore("DevConsoleVisible", true)
end)

loophitbox = false
cmd.add({"hitbox", "hbox"}, {"hitbox {amount}", "Makes everyones hitbox as much as you want"}, function(h, d)

    if loophitbox == true then
loophitbox = false
        end
    Username = h
    Plr = getPlr(h)

    wait();

    Notify({
    Description = "Hitbox changed";
    Title = "Nameless Admin";
    Duration = 5;

    });

    _G.HeadSize = d
    _G.Disabled = true

    if _G.HeadSize == nil then
_G.HeadSize = 10
    end
end)

```

```

loophitbox = true

if Username == "all" or Username == "others" then
    game:GetService("RunService").Stepped:Connect(function()
        if loophitbox then
            for i,v in next, game:GetService('Players'):GetPlayers() do
                if v.Name ~= game:GetService('Players').LocalPlayer.Name then
                    v.Character.HumanoidRootPart.Size = Vector3.new(_G.HeadSize,_G.HeadSize,_G.HeadSize)
                    v.Character.HumanoidRootPart.Transparency = 0.9
                    v.Character.HumanoidRootPart.BrickColor = BrickColor.new("Really black")
                    v.Character.HumanoidRootPart.Material = "Neon"
                    v.Character.HumanoidRootPart.CanCollide = false
                end
            end
        end
    end)
else
    game:GetService("RunService").Stepped:Connect(function()
        if loophitbox then
            Plr.Character.HumanoidRootPart.Size = Vector3.new(_G.HeadSize,_G.HeadSize,_G.HeadSize)
            Plr.Character.HumanoidRootPart.Transparency = 0.7
            Plr.Character.HumanoidRootPart.BrickColor = BrickColor.new("Really black")
            Plr.Character.HumanoidRootPart.Material = "Neon"
            Plr.Character.HumanoidRootPart.CanCollide = false
        end
    end)
end)

cmd.add({"unhitbox", "unhbox"}, {"unhitbox", "Disables hitbox"}, function(h)
    Username = h
    Plr = getPlr(h)

    _G.HeadSize = 5
    _G.Disabled = false

    loophitbox = false

    if Username == "all" or Username == "others" then
        for i,v in next, game:GetService('Players'):GetPlayers() do
            if v.Name ~= game:GetService('Players').LocalPlayer.Name then
                v.Character.HumanoidRootPart.Size = Vector3.new(_G.HeadSize,_G.HeadSize,_G.HeadSize)
                v.Character.HumanoidRootPart.Transparency = 1
                v.Character.HumanoidRootPart.BrickColor = BrickColor.new("Really black")
                v.Character.HumanoidRootPart.Material = "Neon"
                v.Character.HumanoidRootPart.CanCollide = false
            end
        end
    end
end)

```

```

        end
    else
        Plr.Character.HumanoidRootPart.Size = Vector3.new(_G.HeadSize,_G.HeadSize,_G.HeadSize)
        Plr.Character.HumanoidRootPart.Transparency = 1
        Plr.Character.HumanoidRootPart.BrickColor = BrickColor.new("Really black")
        Plr.Character.HumanoidRootPart.Material = "Neon"
        Plr.Character.HumanoidRootPart.CanCollide = false
    end
end)

cmd.add({"breakcars", "bcars"}, {"breakcars (bcars)", "Breaks any car"}, function()

wait();

Notify({
Description = "Car breaker loaded, sit on a vehicle need to be the driver";
Title = "Nameless Admin";
Duration = 5;

});
    local UserInputService = game:GetService("UserInputService")
local Mouse = game:GetService("Players").LocalPlayer:GetMouse()
local Folder = Instance.new("Folder", game:GetService("Workspace"))
local Part = Instance.new("Part", Folder)
local Attachment1 = Instance.new("Attachment", Part)
Part.Anchored = true
Part.CanCollide = false
Part.Transparency = 1
local Updated = Mouse.Hit + Vector3.new(0, 5, 0)
local NetworkAccess = coroutine.create(function()
    settings().Physics.AllowSleep = false
    while game:GetService("RunService").RenderStepped:Wait() do
        for _, Players in next, game:GetService("Players"):GetPlayers() do
            if Players ~= game:GetService("Players").LocalPlayer then
                Players.MaximumSimulationRadius = 0
                sethiddenproperty(Players, "SimulationRadius", 0)
            end
        end
        end
        game:GetService("Players").LocalPlayer.MaximumSimulationRadius = math.pow(math.huge,math.huge)
        setsimulationradius(math.huge)
    end
end)
coroutine.resume(NetworkAccess)
local function ForcePart(v)
    if v:IsA("Part") and v.Anchored == false and v.Parent:FindFirstChild("Humanoid") == nil and
v.Parent:FindFirstChild("Head") == nil and v.Name ~= "Handle" then

```

```

        Mouse.TargetFilter = v
        for _, x in next, v:GetChildren() do
            if x:IsA("BodyAngularVelocity") or x:IsA("BodyForce") or x:IsA("BodyGyro") or
x:IsA("BodyPosition") or x:IsA("BodyThrust") or x:IsA("BodyVelocity") or x:IsA("RocketPropulsion") then
                x:Destroy()
            end
        end
        if v:FindFirstChild("Attachment") then
            v:FindFirstChild("Attachment"):Destroy()
        end
        if v:FindFirstChild("AlignPosition") then
            v:FindFirstChild("AlignPosition"):Destroy()
        end
        if v:FindFirstChild("Torque") then
            v:FindFirstChild("Torque"):Destroy()
        end
        v.CanCollide = false
        local Torque = Instance.new("Torque", v)
        Torque.Torque = Vector3.new(100000, 100000, 100000)
        local AlignPosition = Instance.new("AlignPosition", v)
        local Attachment2 = Instance.new("Attachment", v)
        Torque.Attachment0 = Attachment2
        AlignPosition.MaxForce = 9999999999999999
        AlignPosition.MaxVelocity = math.huge
        AlignPosition.Responsiveness = 200
        AlignPosition.Attachment0 = Attachment2
        AlignPosition.Attachment1 = Attachment1
    end
end
for _, v in next, game:GetService("Workspace"):GetDescendants() do
    ForcePart(v)
end
game:GetService("Workspace").DescendantAdded:Connect(function(v)
    ForcePart(v)
end)
UserInputService.InputBegan:Connect(function(Key, Chat)
    if Key.KeyCode == Enum.KeyCode.E and not Chat then
        Updated = Mouse.Hit + Vector3.new(0, 5, 0)
    end
end)
spawn(function()
    while game:GetService("RunService").RenderStepped:Wait() do
        Attachment1.WorldCFrame = Updated
    end
end)
end)

cmd.add({"firetouchinterests", "fti"}, {"firetouchinterests (fti)", "Fires every Touch Interest that's in workspace"},
function()

```

```

local ftiamount = 0

    for _,v in pairs(workspace:GetDescendants()) do
        if v:IsA("TouchTransmitter") then
            ftiamount = ftiamount + 1
            firetouchinterest(game.Players.LocalPlayer.Character.HumanoidRootPart, v.Parent, 0) --0 is touch
            wait()
            firetouchinterest(game.Players.LocalPlayer.Character.HumanoidRootPart, v.Parent, 1) -- 1 is untouch
            end
        end

wait();

Notify({
Description = "Fired " .. ftiamount .. " amount of touch interests";
Title = "Nameless Admin";
Duration = 7;

});
end)

cmd.add({"infjump", "infinitejump"}, {"infjump (infinitejump)", "Makes you be able to jump infinitely"}, function()

    wait();

    Notify({
Description = "Infinite jump enabled";
Title = "Nameless Admin";
Duration = 5;

});

_G.infinjump = true

local Player = game:GetService("Players").LocalPlayer
local Mouse = Player:GetMouse()
Mouse.KeyDown:connect(function(k)
if _G.infinjump then
if k:byte() == 32 then
Humanoid = game:GetService("Players").LocalPlayer.Character:FindFirstChildOfClass("Humanoid")
Humanoid:ChangeState("Jumping")
wait(0.1)
Humanoid:ChangeState("Seated")
end
end
end

```

```
end)
end)

cmd.add({"uninfjump", "uninfinitejump"}, {"uninfjump (uninfinitejump)", "Makes you NOT be able to infinitely jump"},
function()

    wait();

    Notify({
        Description = "Infinite jump disabled";
        Title = "Nameless Admin";
        Duration = 5;

    });

    _G.infinjump = false

    local Player = game:GetService("Players").LocalPlayer
    local Mouse = Player:GetMouse()
    Mouse.KeyDown:connect(function(k)
        if _G.infinjump then
            if k:byte() == 32 then
                Humanoid = game:GetService("Players").LocalPlayer.Character:FindFirstChildOfClass("Humanoid")
                Humanoid:ChangeState("Jumping")
                wait(0.1)
                Humanoid:ChangeState("Seated")
            end
        end
    end)
end)

cmd.add({"xray", "xrayon"}, {"xray (xrayon)", "Makes you be able to see through walls"}, function()

    wait();

    Notify({
        Description = "Xray enabled";
        Title = "Nameless Admin";
        Duration = 5;

    });

    transparent = true
    x(transparent)
end)

cmd.add({"unxray", "xrayoff"}, {"unxray (xrayoff)", "Makes you not be able to see through walls"}, function()
```

```

        wait();

        Notify({
        Description = "Xray disabled";
        Title = "Nameless Admin";
        Duration = 5;

    });
transparent = false
    x(transparent)
end)

cmd.add({"pastebinscraper", "pastebinscrape"}, {"pastebinscraper (pastebinscrape)", "Scrapes paste bin posts"}, function()

```

```

        wait();

        Notify({
        Description = "Pastebin scraper loaded";
        Title = "Nameless Admin";
        Duration = 5;

    });
    loadstring(game:HttpGet("https://raw.githubusercontent.com/FilteringEnabled/FE/main/PastebinScraperScript"))()
    game:GetService("CoreGui").Scraper["Pastebin Scraper"].BackgroundTransparency = 0.5
    game:GetService("CoreGui").Scraper["Pastebin Scraper"].TextButton.Text = "★ Pastebin Post Scraper"
    game:GetService("CoreGui").Scraper["Pastebin Scraper"].Content.Search.PlaceholderText = "Search for a post"
    game:GetService("CoreGui").Scraper["Pastebin Scraper"].Content.Search.BackgroundTransparency = 0.4
end)
here..."
cmd.add({"amongus", "amogus"}, {"amongus (amogus)", "among us in real life, sus sus."}, function()

```

```

        wait();

        Notify({
        Description = "Amog us...";
        Title = "Nameless Admin";
        Duration = 5;

    });
    loadstring(game:HttpGet(('https://pastefy.ga/aMY1wxRS/raw'),true))()

```

```

end)

cmd.add({"blackhole"}, {"blackhole", "Makes unanchored parts teleport to the black hole"}, function()
    local UserInputService = game:GetService("UserInputService")
    local Mouse = game:GetService("Players").LocalPlayer:GetMouse()
    local Folder = Instance.new("Folder", game:GetService("Workspace"))
    local Part = Instance.new("Part", Folder)
    local Attachment1 = Instance.new("Attachment", Part)
    Part.Anchored = true
    Part.CanCollide = false
    Part.Transparency = 1
    local Updated = Mouse.Hit + Vector3.new(0, 5, 0)
    local NetworkAccess = coroutine.create(function()
        settings().Physics.AllowSleep = false
        while game:GetService("RunService").RenderStepped:Wait() do
            for _, Players in next, game:GetService("Players"):GetPlayers() do
                if Players ~= game:GetService("Players").LocalPlayer then
                    Players.MaximumSimulationRadius = 0
                    sethiddenproperty(Players, "SimulationRadius", 0)
                end
            end
            game:GetService("Players").LocalPlayer.MaximumSimulationRadius = math.pow(math.huge, math.huge)
        end
    end)
    coroutine.resume(NetworkAccess)
    local function ForcePart(v)
        if v:IsA("Part") and v.Anchored == false and v.Parent:FindFirstChild("Humanoid") == nil and
v.Parent:FindFirstChild("Head") == nil and v.Name ~= "Handle" then
            Mouse.TargetFilter = v
            for _, x in next, v:GetChildren() do
                if x:IsA("BodyAngularVelocity") or x:IsA("BodyForce") or x:IsA("BodyGyro") or
x:IsA("BodyPosition") or x:IsA("BodyThrust") or x:IsA("BodyVelocity") or x:IsA("RocketPropulsion") then
                    x:Destroy()
                end
            end
            if v:FindFirstChild("Attachment") then
                v:FindFirstChild("Attachment"):Destroy()
            end
            if v:FindFirstChild("AlignPosition") then
                v:FindFirstChild("AlignPosition"):Destroy()
            end
            if v:FindFirstChild("Torque") then
                v:FindFirstChild("Torque"):Destroy()
            end
            v.CanCollide = false
            local Torque = Instance.new("Torque", v)
            Torque.Torque = Vector3.new(100000, 100000, 100000)
            local AlignPosition = Instance.new("AlignPosition", v)
            local Attachment2 = Instance.new("Attachment", v)

```



```

        Torque.Attachment0 = Attachment2
        AlignPosition.MaxForce = 9999999999999999
        AlignPosition.MaxVelocity = math.huge
        AlignPosition.Responsiveness = 200
        AlignPosition.Attachment0 = Attachment2
        AlignPosition.Attachment1 = Attachment1
    end
end
for _, v in next, game:GetService("Workspace"):GetDescendants() do
    ForcePart(v)
end
game:GetService("Workspace").DescendantAdded:Connect(function(v)
    ForcePart(v)
end)
UserInputService.InputBegan:Connect(function(Key, Chat)
    if Key.KeyCode == Enum.KeyCode.E and not Chat then
        Updated = Mouse.Hit + Vector3.new(0, 5, 0)
    end
end)
spawn(function()
    while game:GetService("RunService").RenderStepped:Wait() do
        Attachment1.WorldCFrame = Updated
    end
end)

wait();

Notify({
    Description = "Blackhole has been loaded, press e to change the position to where your mouse is";
    Title = "Nameless Admin";
    Duration = 5;
});
end)

cmd.add({"fullbright", "fullb"}, {"fullbright (fullb)", "Makes games that are really dark to have no darkness and be really light"}, function()
    if not _G.FullBrightExecuted then

        _G.FullBrightEnabled = false

        _G.NormalLightingSettings = {
            Brightness = game:GetService("Lighting").Brightness,
            ClockTime = game:GetService("Lighting").ClockTime,
            FogEnd = game:GetService("Lighting").FogEnd,
            GlobalShadows = game:GetService("Lighting").GlobalShadows,
            Ambient = game:GetService("Lighting").Ambient
        }
    end
end)

```

```

    }

    game:GetService("Lighting"):GetPropertyChangedSignal("Brightness"):Connect(function()
        if game:GetService("Lighting").Brightness ~= 1 and game:GetService("Lighting").Brightness ~=
_G.NormalLightingSettings.Brightness then
            _G.NormalLightingSettings.Brightness = game:GetService("Lighting").Brightness
            if not _G.FullBrightEnabled then
                repeat
                    wait()
                until _G.FullBrightEnabled
            end
            game:GetService("Lighting").Brightness = 1
        end
    end)

    game:GetService("Lighting"):GetPropertyChangedSignal("ClockTime"):Connect(function()
        if game:GetService("Lighting").ClockTime ~= 12 and game:GetService("Lighting").ClockTime ~=
_G.NormalLightingSettings.ClockTime then
            _G.NormalLightingSettings.ClockTime = game:GetService("Lighting").ClockTime
            if not _G.FullBrightEnabled then
                repeat
                    wait()
                until _G.FullBrightEnabled
            end
            game:GetService("Lighting").ClockTime = 12
        end
    end)

    game:GetService("Lighting"):GetPropertyChangedSignal("FogEnd"):Connect(function()
        if game:GetService("Lighting").FogEnd ~= 786543 and game:GetService("Lighting").FogEnd ~=
_G.NormalLightingSettings.FogEnd then
            _G.NormalLightingSettings.FogEnd = game:GetService("Lighting").FogEnd
            if not _G.FullBrightEnabled then
                repeat
                    wait()
                until _G.FullBrightEnabled
            end
            game:GetService("Lighting").FogEnd = 786543
        end
    end)

    game:GetService("Lighting"):GetPropertyChangedSignal("GlobalShadows"):Connect(function()
        if game:GetService("Lighting").GlobalShadows ~= false and
game:GetService("Lighting").GlobalShadows ~= _G.NormalLightingSettings.GlobalShadows then
            _G.NormalLightingSettings.GlobalShadows = game:GetService("Lighting").GlobalShadows
            if not _G.FullBrightEnabled then
                repeat
                    wait()
                until _G.FullBrightEnabled
            end
        end
    end)

```

```

        end
        game:GetService("Lighting").GlobalShadows = false
    end
end)

game:GetService("Lighting"):GetPropertyChangedSignal("Ambient"):Connect(function()
    if game:GetService("Lighting").Ambient ~= Color3.fromRGB(178, 178, 178) and
game:GetService("Lighting").Ambient ~= _G.NormalLightingSettings.Ambient then
        _G.NormalLightingSettings.Ambient = game:GetService("Lighting").Ambient
        if not _G.FullBrightEnabled then
            repeat
                wait()
            until _G.FullBrightEnabled
        end
        game:GetService("Lighting").Ambient = Color3.fromRGB(178, 178, 178)
    end
end)

game:GetService("Lighting").Brightness = 1
game:GetService("Lighting").ClockTime = 12
game:GetService("Lighting").FogEnd = 786543
game:GetService("Lighting").GlobalShadows = false
game:GetService("Lighting").Ambient = Color3.fromRGB(178, 178, 178)

local LatestValue = true
spawn(function()
    repeat
        wait()
    until _G.FullBrightEnabled
    while wait() do
        if _G.FullBrightEnabled ~= LatestValue then
            if not _G.FullBrightEnabled then
                game:GetService("Lighting").Brightness =
_G.NormalLightingSettings.Brightness
                game:GetService("Lighting").ClockTime =
_G.NormalLightingSettings.ClockTime
                game:GetService("Lighting").FogEnd = _G.NormalLightingSettings.FogEnd
                game:GetService("Lighting").GlobalShadows =
_G.NormalLightingSettings.GlobalShadows
                game:GetService("Lighting").Ambient = _G.NormalLightingSettings.Ambient
            else
                game:GetService("Lighting").Brightness = 1
                game:GetService("Lighting").ClockTime = 12
                game:GetService("Lighting").FogEnd = 786543
                game:GetService("Lighting").GlobalShadows = false
                game:GetService("Lighting").Ambient = Color3.fromRGB(178, 178, 178)
            end
        end
        LatestValue = not LatestValue
    end
end)

```

```

        end
    end)
end

_G.FullBrightExecuted = true
_G.FullBrightEnabled = not _G.FullBrightEnabled
end)

cmd.add({"givehat", "givehatui"}, {"givehat (givehatui)", "Executes a hat giver gui check in console for hat names"},
function()
loadstring(game:HttpGet("https://raw.githubusercontent.com/FilteringEnabled/NamelessAdmin/main/GiveHat"))()
end)

cmd.add({"fireproximityprompts", "fpp"}, {"fireproximityprompts (fpp)", "Fires every Touch Interest that's in workspace"},
function()
fppamount = 0

for i,v in pairs(game.Workspace:GetDescendants()) do
    if v:IsA("Part") and v.Name == "BanditClick" then
        fppamount = fppamount + 1
        fireproximityprompt(v.Proximity)
    end
end

end

wait();

Notify({
Description = "Fired " .. fppamount .. " of proximity prompts";
Title = "Nameless Admin";
Duration = 7;
});
end)

cmd.add({"iy", "i"}, {"iy {command} (i)", "Executes infinite yield scripts"}, function(...)
    if IYLOADED == false then
        local function copytable(tbl) local copy = {} for i,v in pairs(tbl) do copy[i] = v end return copy end
        local sandbox_env = copytable(getfenv())
        setmetatable(sandbox_env, {
            __index = function(self, i)
                if rawget(sandbox_env, i) then
                    return rawget(sandbox_env, i)
                elseif getfenv()[i] then
                    return getfenv()[i]
                end
            end
        })
    end
end)

```

```

    })
    sandbox_env.game = nil
    iy, _ = game:HttpGet("https://raw.githubusercontent.com/EdgeIY/infiniteyield/master/source"):gsub("local
Main", "Main"):gsub("Players.LocalPlayer.Chatted","Funny = Players.LocalPlayer.Chatted"):gsub("local lastMessage","notify =
_G.notify\nlocal lastMessage")
    setfenv(loadstring(iy),sandbox_env)()
    iy_cmds_table = sandbox_env.CMDs
    iy_gui = sandbox_env.Main
    iy_chathandler = sandbox_env.Funny
    execCmd = sandbox_env.execCmd
    iy_gui:Destroy()
    pcall(function()
        iy_chathandler:Disconnect()
    end)
    IYLOADED = true
end
execCmd(...)
end)

```

```

cmd.add({"chatspy"}, {"chatspy", "Spies on chat, enables chat, spies whispers etc."}, function()

```

```

    wait();

```

```

    Notify({
        Description = "Chat spy enabled";
        Title = "Nameless Admin";
        Duration = 5;
    });

```

```

--This script reveals ALL hidden messages in the default chat
--chat "/spy" to toggle!
enabled = true

```

```

--if true will check your messages too
spyOnMyself = true
--if true will chat the logs publicly (fun, risky)
public = false
--if true will use /me to stand out
publicItalics = true
--customize private logs
privateProperties = {
    Color = Color3.fromRGB(0,255,255);
    Font = Enum.Font.SourceSansBold;
    TextSize = 18;
}

```

```

--////////////////////////////////////
local StarterGui = game:GetService("StarterGui")
local Players = game:GetService("Players")

```

```

local player = Players.LocalPlayer
local saymsg =
game:GetService("ReplicatedStorage"):WaitForChild("DefaultChatSystemChatEvents"):WaitForChild("SayMessageRequest")
local getmsg =
game:GetService("ReplicatedStorage"):WaitForChild("DefaultChatSystemChatEvents"):WaitForChild("OnMessageDoneFiltering")
local instance = (_G.chatSpyInstance or 0) + 1
_G.chatSpyInstance = instance

local function onChatted(p,msg)
    if _G.chatSpyInstance == instance then
        if p==player and msg:lower():sub(1,4)==" /spy" then
            enabled = not enabled
            wait(0.3)
            print("XD")
            StarterGui:SetCore("ChatMakeSystemMessage",privateProperties)
        elseif enabled and (spyOnMyself==true or p~=player) then
            msg = msg:gsub("[\n\r]",''):gsub("\t",' '):gsub("[ ]+",' ')
            local hidden = true
            local conn = getmsg.OnClientEvent:Connect(function(packet,channel)
                if packet.SpeakerUserId==p.UserId and packet.Message==msg:sub(#msg-#packet.Message+1) and
(channel=="All" or (channel=="Team" and public==false and Players[packet.FromSpeaker].Team==player.Team)) then
                    hidden = false
                end
            end)
            wait(1)
            conn:Disconnect()
            if hidden and enabled then
                if public then
                    saymsg:FireServer((publicItalics and "/me " or '').." {SPY} [".. p.Name .."]):
"..msg,"All")
                else
                    privateProperties.Text = "{SPY} [".. p.Name .."]": "..msg
                    StarterGui:SetCore("ChatMakeSystemMessage",privateProperties)
                end
            end
        end
    end
end

end

for _,p in ipairs(Players:GetPlayers()) do
    p.Chatted:Connect(function(msg) onChatted(p,msg) end)
end
Players.PlayerAdded:Connect(function(p)
    p.Chatted:Connect(function(msg) onChatted(p,msg) end)
end)
print("XD")
StarterGui:SetCore("ChatMakeSystemMessage",privateProperties)
local chatFrame = player.PlayerGui.Chat.Frame
chatFrame.ChatChannelParentFrame.Visible = true

```

```
chatFrame.ChatBarParentFrame.Position =  
chatFrame.ChatChannelParentFrame.Position+UDim2.new(UDim.new(),chatFrame.ChatChannelParentFrame.Size.Y)  
end)
```

```
cmd.add({"bhop"}, {"bhop", "bhop bhop bhop bhop bhop bhop bhop bla bla bla idk what im saying"}, function()
```

```
-- [[ bhop functions ]] --
```

```
local player  
local character  
local collider  
local camera  
local input  
local collider  
local playerGrounded  
local playerVelocity  
local jumping  
local moveInputSum  
local dt = 1/60  
local partYRatio  
local partZRatio  
local cameraYaw  
local cameraLook  
local movementPosition  
local movementVelocity  
local gravityForce  
local airAccelerate  
local airMaxSpeed  
local groundAccelerate  
local groundMaxVelocity  
local friction  
local playerTorsoToGround  
local movementStickDistance  
local jumpVelocity  
local movementPositionForce  
local movementVelocityForce  
local maxMovementPitch  
local rayYLength  
local movementPositionD  
local movementPositionP  
local movementVelocityP  
local gravity
```

```
function init(Player, Camera, Input)  
    player = Player  
    character = player.Character  
    collider = character.HumanoidRootPart  
    camera = Camera
```

```

input = Input
playerVelocity = 0
playerGrounded = false
moveInputSum = {
["forward"] = 0,
["side"]      = 0 --left is positive
}

airAccelerate          = 10000
airMaxSpeed             = 2.4
groundAccelerate        = 250
groundMaxVelocity       = 20
friction                = 10
playerTorsoToGround     = 3
movementStickDistance   = 0.5
jumpVelocity            = 52.5
movementPositionForce   = 400000
movementVelocityForce   = 300000
maxMovementPitch        = 0.6
rayYLength              = playerTorsoToGround + movementStickDistance
movementPositionD        = 125
movementPositionP        = 14000
movementVelocityP        = 1500
gravity                 = 0.4

end

function initBodyMovers()
    movementPosition = Instance.new("BodyPosition", collider)
    movementPosition.Name = "movementPosition"
    movementPosition.D = movementPositionD
    movementPosition.P = movementPositionP
    movementPosition.maxForce = Vector3.new()
    movementPosition.position = Vector3.new()

    movementVelocity = Instance.new("BodyVelocity", collider)
    movementVelocity.Name = "movementVelocity"
    movementVelocity.P = movementVelocityP
    movementVelocity.maxForce = Vector3.new()
    movementVelocity.velocity = Vector3.new()

    gravityForce = Instance.new("BodyForce", collider)
    gravityForce.Name = "gravityForce"
    gravityForce.force = Vector3.new(0, (1-gravity)*196.2, 0) * getCharacterMass()
end

function update(deltaTime)
    dt = deltaTime
    updateMoveInputSum()

```



```

cameraYaw = getYaw()
cameraLook = cameraYaw.lookVector
if cameraLook == nil then
    return
end
local hitPart, hitPosition, hitNormal, yRatio, zRatio = findCollisionRay()
partYRatio = yRatio
partZRatio = zRatio

playerGrounded = hitPart ~= nil and true or false
playerVelocity = collider.Velocity - Vector3.new(0, collider.Velocity.y, 0)
if playerGrounded and (input["Space"] or jumping) then
    jumping = true
else
    jumping = false
end

setCharacterRotation()
if jumping then
    jump()
elseif playerGrounded then
    run(hitPosition)
else
    air()
end

end

function updateMoveInputSum()
    moveInputSum["forward"] = input["W"] == true and 1 or 0
    moveInputSum["forward"] = input["S"] == true and moveInputSum["forward"] - 1 or moveInputSum["forward"]
    moveInputSum["side"] = input["A"] == true and 1 or 0
    moveInputSum["side"] = input["D"] == true and moveInputSum["side"] - 1 or moveInputSum["side"]
end

function findCollisionRay()
    local torsoCFrame = character.HumanoidRootPart.CFrame
    local ignoreList = {character, camera}
    local rays = {
        Ray.new(character.HumanoidRootPart.Position, Vector3.new(0, -rayYLength, 0)),
        Ray.new((torsoCFrame * CFrame.new(-0.8,0,0)).p, Vector3.new(0, -rayYLength, 0)),
        Ray.new((torsoCFrame * CFrame.new(0.8,0,0)).p, Vector3.new(0, -rayYLength, 0)),
        Ray.new((torsoCFrame * CFrame.new(0,0,0.8)).p, Vector3.new(0, -rayYLength, 0)),
        Ray.new((torsoCFrame * CFrame.new(0,0,-0.8)).p, Vector3.new(0, -rayYLength, 0))
    }
    local rayReturns = {}

    local i
    for i = 1, #rays do

```

```

        local part, position, normal = game.Workspace:FindPartOnRayWithIgnoreList(rays[i],ignoreList)
        if part == nil then
            position = Vector3.new(0,-3000000,0)
        end
        if i == 1 then
            table.insert(rayReturns, {part, position, normal})
        else
            local yPos = position.y
            if yPos <= rayReturns[#rayReturns][2].y then
                table.insert(rayReturns, {part, position, normal})
            else
                local j
                for j = 1, #rayReturns do
                    if yPos >= rayReturns[j][2].y then
                        table.insert(rayReturns, j, {part, position, normal})
                    end
                end
            end
        end
    end
end

i = 1
local yRatio, zRatio = getPartYRatio(rayReturns[i][3])
while magnitude2D(yRatio, zRatio) > maxMovementPitch and i<#rayReturns do
    i = i + 1
    if rayReturns[i][1] then
        yRatio, zRatio = getPartYRatio(rayReturns[i][3])
    end
end

return rayReturns[i][1], rayReturns[i][2], rayReturns[i][3], yRatio, zRatio
end

function setCharacterRotation()
    local rotationLook = collider.Position + camera.CoordinateFrame.lookVector
    collider.CFrame = CFrame.new(collider.Position, Vector3.new(rotationLook.x, collider.Position.y,
rotationLook.z))
    collider.RotVelocity = Vector3.new()
end

function jump()
    collider.Velocity = Vector3.new(collider.Velocity.x, jumpVelocity, collider.Velocity.z)
    air()
end

function air()
    movementPosition.maxForce = Vector3.new()
    movementVelocity.velocity = getMovementVelocity(collider.Velocity, airAccelerate, airMaxSpeed)
    movementVelocity.maxForce = getMovementVelocityAirForce()
end

```

```

end

function run(hitPosition)
    local playerSpeed = collider.Velocity.magnitude
    local mVelocity = collider.Velocity

    if playerSpeed ~= 0 then
        local drop = playerSpeed * friction * dt;
        mVelocity = mVelocity * math.max(playerSpeed - drop, 0) / playerSpeed;
    end

    movementPosition.position = hitPosition + Vector3.new(0,playerTorsoToGround,0)
    movementPosition.maxForce = Vector3.new(0,movementPositionForce,0)
    movementVelocity.velocity = getMovementVelocity(mVelocity, groundAccelerate, groundMaxVelocity)
    local VelocityForce = getMovementVelocityForce()
    movementVelocity.maxForce = VelocityForce
    movementVelocity.P = movementVelocityP
end

function getMovementVelocity(prevVelocity, accelerate, maxVelocity)
    local accelForward = cameraLook * moveInputSum["forward"]
    local accelSide = (cameraYaw * CFrame.Angles(0,math.rad(90),0)).lookVector * moveInputSum["side"];
    local accelDir = (accelForward+accelSide).unit;
    if moveInputSum["forward"] == 0 and moveInputSum["side"] == 0 then --avoids divide 0 errors
        accelDir = Vector3.new(0,0,0);
    end

    local projVel = prevVelocity:Dot(accelDir);
    local accelVel = accelerate * dt;

    if (projVel + accelVel > maxVelocity) then
        accelVel = math.max(maxVelocity - projVel, 0);
    end

    return prevVelocity + accelDir * accelVel;
end

function getMovementVelocityForce()

    return Vector3.new(movementVelocityForce,0,movementVelocityForce)
end

function getMovementVelocityAirForce()
    local accelForward = cameraLook * moveInputSum["forward"];
    local accelSide = (cameraYaw * CFrame.Angles(0,math.rad(90),0)).lookVector * moveInputSum["side"]
    local accelDir = (accelForward+accelSide).unit
    if moveInputSum["forward"] == 0 and moveInputSum["side"] == 0 then
        accelDir = Vector3.new(0,0,0);
    end
end

```

```

        local xp = math.abs(accelDir.x)
        local zp = math.abs(accelDir.z)

        return Vector3.new(movementVelocityForce*xp,0,movementVelocityForce*zp)
end

function getPartYRatio(normal)
    local partYawVector = Vector3.new(-normal.x, 0, -normal.z)
    if partYawVector.magnitude == 0 then
        return 0,0
    else
        local partPitch = math.atan2(partYawVector.magnitude,normal.y)/(math.pi/2)
        local vector = Vector3.new(cameraLook.x, 0, cameraLook.z)*partPitch
        return vector:Dot(partYawVector), -partYawVector:Cross(vector).y
    end
end

function getYaw() --returns CFrame
    return camera.CoordinateFrame*CFrame.Angles(-getPitch(),0,0)
end

function getPitch() --returns number
    return math.pi/2 - math.acos(camera.CoordinateFrame.lookVector:Dot(Vector3.new(0,1,0)))
end

function getCharacterMass()
    return character.HumanoidRootPart:GetMass() + character.Head:GetMass()
end

function magnitude2D(x,z)
    return math.sqrt(x*x+z*z)
end

local inputKeys = {
    ["W"] = false,
    ["S"] = false,
    ["A"] = false,
    ["D"] = false,
    ["Space"] = false,
    ["LMB"] = false,
    ["RMB"] = false
}

local plr = game:GetService("Players").LocalPlayer
local camera = workspace.CurrentCamera
local UserInputService = game:GetService("UserInputService")
function onInput(input, gameProcessedEvent)
    local inputState

```

```

--print(input.KeyCode)
if input.UserInputState == Enum.UserInputState.Begin then
    inputState = true
elseif input.UserInputState == Enum.UserInputState.End then
    inputState = false
else
    return
end

if input.UserInputType == Enum.UserInputType.Keyboard then
    local key = input.KeyCode.Name
    if inputKeys[key] ~= nil then
        inputKeys[key] = inputState
    end
elseif input.UserInputType == Enum.UserInputType.MouseButton1 then --LMB down
    inputKeys.LMB = inputState
elseif input.UserInputType == Enum.UserInputType.MouseButton2 then --RMB down
    inputKeys.RMB = inputState
end
end

function main()
    local a = plr.Character:FindFirstChildOfClass("Humanoid") or plr.Character:WaitForChild("Humanoid");
    a.PlatformStand = true
    --init movement
    init(plr, camera, inputKeys);
    initBodyMovers();

    --connect input
    UserInputService.InputBegan:connect(onInput);
    UserInputService.InputEnded:connect(onInput);
    --connect updateLoop
    game:GetService("RunService"):BindToRenderStep("updateLoop", 1, updateLoop);

    --rip
end

local prevUpdateTime = nil
local updateDT = 1/60

function setDeltaTime() --seconds
    local UpdateTime = tick()
    if prevUpdateTime ~= nil then
        updateDT = (UpdateTime - prevUpdateTime)
    else
        updateDT = 1/60
    end
    prevUpdateTime = UpdateTime
end

function updateLoop()

```

```

        setDeltaTime();
        update(updatedDT);
    end
main()
end)

cmd.add({"firstp", "1stp", "firstperson"}, {"firstperson (1stp, firstp)", "Makes you 1st person mode"}, function()
game.Players.LocalPlayer.CameraMode = "LockFirstPerson"
end)

cmd.add({"thirdp", "3rdp", "thirdperson"}, {"thirdperson (3rdp, thirdp)", "Makes you 3rd person mode"}, function()
game.Players.LocalPlayer.CameraMaxZoomDistance = 10
game.Players.LocalPlayer.CameraMode = "Classic"
end)

cmd.add({"maxzoom", "camzoom"}, {"maxzoom <amount> (camzoom)", "Set your maximum camera distance"}, function(...)
game.Players.LocalPlayer.CameraMaxZoomDistance = (...)
end)

cmd.add({"cameranoclip", "camnoclip", "cnoclip"}, {"cameranoclip (camnoclip, cnoclip)", "Makes your camera clip
through walls"}, function()
    SetConstant = (debug and debug.setconstant) or setconstant
    GetConstants = (debug and debug.getconstants) or getconstants
    if SetConstant or GetConstants or getgc then
        local Popper = game.Players.LocalPlayer.PlayerScripts.PlayerModule.CameraModule.ZoomController.Popper
        for i, v in pairs(getgc()) do
            if type(v) == 'function' and getfenv(v).script == Popper then
                for i, v1 in pairs(GetConstants(v)) do
                    if tonumber(v1) == .25 then
                        SetConstant(v, i, 0)
                    elseif tonumber(v1) == 0 then
                        SetConstant(v, i, .25)
                    end
                end
            end
        end
    end
    else
        wait();

        Notify({
            Description = "Sorry, your exploit does not support cameranoclip";
            Title = "Nameless Admin";
            Duration = 5;
        });
    end
end)

cmd.add({"uncameranoclip", "uncamnoclip", "uncnoclip"}, {"uncameranoclip (uncamnoclip, uncnoclip)", "Makes your

```

```

camera not clip through walls"}}, function()
    local SetConstant = (debug and debug.setconstant) or setconstant
    local GetConstants = (debug and debug.getconstants) or getconstants
    if SetConstant or GetConstants or getgc then
        local Popper = game.Players.LocalPlayer.PlayerScripts.PlayerModule.CameraModule.ZoomController.Popper
        for i, v in pairs(getgc()) do
            if type(v) == 'function' and getfenv(v).script == Popper then
                for i, v1 in pairs(GetConstants(v)) do
                    if tonumber(v1) == .25 then
                        SetConstant(v, i, 0)
                    elseif tonumber(v1) == 0 then
                        SetConstant(v, i, .25)
                    end
                end
            end
        end
    end
else
    wait();

    Notify({
        Description = "Sorry, your exploit does not support cameranoclip and uncameranoclip";
        Title = "Nameless Admin";
        Duration = 5;
    });
end

end)

cmd.add({"2016anims"}, {"2016anims", "2016 animations"}, function()
    loadstring(game:HttpGet("https://raw.githubusercontent.com/FilteringEnabled/FE/main/2016anims"))()
end)

cmd.add({"oganims"}, {"oganims", "Old animations from 2007"}, function()

    wait();

    Notify({
        Description = "OG animations set";
        Title = "Nameless Admin";
        Duration = 5;
    });

    loadstring(game:HttpGet(('https://pastebin.com/raw/6GNkQUu6'),true))()
end)

cmd.add({"fakechat"}, {"fakechat", "Fake a chat gui"}, function()
    loadstring(game:HttpGet("https://raw.githubusercontent.com/FilteringEnabled/FE/main/fakechat"))()
end)

```

```

end)

cmd.add({"fpscap"}, {"fpscap <number>", "Sets the fps cap to whatever you want"}, function(...)
    setfpscap(...)
end)

cmd.add({"holdhat"}, {"holdhat", "Can make you hold your hats execute the command and you will have them in your
inventory"}, function(...)
    --made by Nightmare#0930
    local lp = game.Players.LocalPlayer
    local char = lp.Character

    for i, v in pairs(char:GetChildren()) do
        if v:IsA("BallSocketConstraint") then
            v:Destroy()
        end
    end

    for i, v in pairs(char:GetChildren()) do
        if v:IsA("HingeConstraint") then
            v:Destroy()
        end
    end

    for i, v in pairs(char.Humanoid:GetAccessories()) do
        local hat = v.Name

        char[hat].Archivable = true
        local fake = char[hat]:Clone()
        fake.Parent = char
        fake.Handle.Transparency = 1

        local hold = false
        local enabled = false

        char[hat].Handle.AccessoryWeld:Destroy()

        local tool = Instance.new("Tool", lp.Backpack)
        tool.RequiresHandle = true
        tool.CanBeDropped = false
        tool.Name = hat

        local handle = Instance.new("Part", tool)
        handle.Name = "Handle"
        handle.Size = Vector3.new(1, 1, 1)
        handle.Massless = true
        handle.Transparency = 1

        local positions = {

```



```

        forward = tool.GripForward,
        pos = tool.GripPos,
        right = tool.GripRight,
        up = tool.GripUp
    }

    tool.Equipped:connect(function()
        hold = true
    end)

    tool.Unequipped:connect(function()
        hold = false
    end)

    tool.Activated:connect(function()
        if enabled == false then
            enabled = true
            tool.GripForward = Vector3.new(-0.976,0,-0.217)
            tool.GripPos = Vector3.new(.95,-0.76,1.4)
            tool.GripRight = Vector3.new(0.217,0, 0.976)
            tool.GripUp = Vector3.new(0,1,0)
            wait(.8)
            tool.GripForward = positions.forward
            tool.GripPos = positions.pos
            tool.GripRight = positions.right
            tool.GripUp = positions.up
            enabled = false
        end
    end)

    game.GetService("RunService").Heartbeat:connect(function()
        pcall(function()
            char[hat].Handle.Velocity = Vector3.new(30, 0, 0)
        end)
    end)

    if hold == false then
        char[hat].Handle.CFrame = fake.Handle.CFrame
    elseif hold == true then
        char[hat].Handle.CFrame = handle.CFrame
    end

end)
end)
end)
end)

cmd.add({"toolinvisible"}, {"toolinvisible", "Be invisible while still be able to use tools"}, function()
    local offset = 1100
    local invisible = game.Players.LocalPlayer
    local grips = {}
    local heldTool
    local gripChanged

```

```

local handle
local weld
function setDisplayDistance(distance)
    for _, player in pairs(game.Players:GetPlayers()) do
        if player.Character and player.Character:FindFirstChildWhichIsA("Humanoid") then
            player.Character:FindFirstChildWhichIsA("Humanoid").NameDisplayDistance = distance
            player.Character:FindFirstChildWhichIsA("Humanoid").HealthDisplayDistance = distance
        end
    end
end

end
local tool = Instance.new("Tool", game.Players.LocalPlayer.Backpack)
tool.Name = "Turn Invisible"
tool.RequiresHandle = false
tool.CanBeDropped = false
tool.Equipped:Connect(
    function()
        wait()
        if not invisible then
            invisible = true
            tool.Name = "Visible enabled"
            if handle then
                handle:Destroy()
            end
            if weld then
                weld:Destroy()
            end
            handle = Instance.new("Part", workspace)
            handle.Name = "Handle"
            handle.Transparency = 1
            handle.CanCollide = false
            handle.Size = Vector3.new(2, 1, 1)
            weld = Instance.new("Weld", handle)
            weld.Part0 = handle
            weld.Part1 = game.Players.LocalPlayer.Character.HumanoidRootPart
            weld.C0 = CFrame.new(0, offset - 1.5, 0)
            setDisplayDistance(offset + 100)
            workspace.CurrentCamera.CameraSubject = handle
            game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame * CFrame.new(0, offset, 0)
            game.Players.LocalPlayer.Character.Humanoid.HipHeight = offset
            game.Players.LocalPlayer.Character.Humanoid:ChangeState(11)
            for _, child in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
                if child:IsA("Tool") and child ~= tool then
                    grips[child] = child.Grip
                end
            end
        end
        elseif invisible then
            invisible = false
            tool.Name = "Visible Disabled"
        end
    end
)

```

```

        if handle then
            handle:Destroy()
        end
        if weld then
            weld:Destroy()
        end
        for _, child in pairs(game.Players.LocalPlayer.Character:GetChildren()) do
            if child:IsA("Tool") then
                child.Parent = game.Players.LocalPlayer.Backpack
            end
        end
        for tool, grip in pairs(grips) do
            if tool then
                tool.Grip = grip
            end
        end
        heldTool = nil
        setDisplayDistance(100)
        workspace.CurrentCamera.CameraSubject = game.Players.LocalPlayer.Character.Humanoid
        game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame * CFrame.new(0, -offset, 0)
        game.Players.LocalPlayer.Character.Humanoid.HipHeight = 0
    end
    tool.Parent = game.Players.LocalPlayer.Backpack
end
)
game.Players.LocalPlayer.Character.ChildAdded:Connect(
    function(child)
        wait()
        if invisible and child:IsA("Tool") and child ~= heldTool and child ~= tool then
            heldTool = child
            local lastGrip = heldTool.Grip
            if not grips[heldTool] then
                grips[heldTool] = lastGrip
            end
        end
        for _, track in
pairs(game.Players.LocalPlayer.Character.Humanoid:GetPlayingAnimationTracks()) do
            track:Stop()
        end
        game.Players.LocalPlayer.Character.Animate.Disabled = true
        heldTool.Grip = heldTool.Grip * (CFrame.new(0, offset - 1.5, 1.5) *
CFrame.Angles(math.rad(-90), 0, 0))
        heldTool.Parent = game.Players.LocalPlayer.Backpack
        heldTool.Parent = game.Players.LocalPlayer.Character
        if gripChanged then
            gripChanged:Disconnect()
        end
        gripChanged =
            heldTool:GetPropertyChangedSignal("Grip"):Connect(

```

```

        function()
            wait()
            if not invisible then
                gripChanged:Disconnect()
            end
            if heldTool.Grip ~= lastGrip then
                lastGrip =
                    heldTool.Grip * (CFrame.new(0, offset - 1.5, 1.5) *
CFrame.Angles(math.rad(-90), 0, 0))

                heldTool.Grip = lastGrip
                heldTool.Parent = game.Players.LocalPlayer.Backpack
                heldTool.Parent = game.Players.LocalPlayer.Character
            end
        end
    end
end
)
end
)
end)

cmd.add({"invisible"}, {"invisible", "Sets invisibility to scare people or something"}, function()
    Keybind = "E"

    local CS = game:GetService("CollectionService")
    local UIS = game:GetService("UserInputService")

    if invisRunning then return end
    invisRunning = true
    -- Full credit to AmokahFox @V3rmillion
    local Player = game.Players.LocalPlayer
    repeat wait(.1) until game.Players.LocalPlayer.Character
    local Character = game.Players.LocalPlayer.Character
    Character.Archivable = true
    local IsInvis = false
    local IsRunning = true
    local InvisibleCharacter = Character:Clone()
    InvisibleCharacter.Parent = game.Lighting
    local Void = workspace.FallenPartsDestroyHeight
    InvisibleCharacter.Name = ""
    local CF

    local invisFix = game:GetService("RunService").Stepped:Connect(function()
        pcall(function()
            local IsInteger
            if tostring(Void):find('-') then
                IsInteger = true
            else
                IsInteger = false
            end
        end)
    end)
end)

```

```

        local Pos = game.Players.LocalPlayer.Character.HumanoidRootPart.Position
        local Pos_String = tostring(Pos)
        local Pos_Seperate = Pos_String:split(' ', ' ')
        local X = tonumber(Pos_Seperate[1])
        local Y = tonumber(Pos_Seperate[2])
        local Z = tonumber(Pos_Seperate[3])
        if IsInteger == true then
            if Y <= Void then
                Respawn()
            end
        elseif IsInteger == false then
            if Y >= Void then
                Respawn()
            end
        end
    end
end)

end)

for i,v in pairs(InvisibleCharacter:GetDescendants())do
    if v:IsA("BasePart") then
        if v.Name == "HumanoidRootPart" then
            v.Transparency = 1
        else
            v.Transparency = .5
        end
    end
end

end

function Respawn()
    IsRunning = false
    if IsInvis == true then
        pcall(function()
            Player.Character = Character
            wait()
            Character.Parent = workspace
            Character:FindFirstChildWhichIsA'Humanoid':Destroy()
            IsInvis = false
            InvisibleCharacter.Parent = nil
            invisRunning = false
        end)
    elseif IsInvis == false then
        pcall(function()
            Player.Character = Character
            wait()
            Character.Parent = workspace
            Character:FindFirstChildWhichIsA'Humanoid':Destroy()
            TurnVisible()
        end)
    end
end

```

```

end

local invisDied
invisDied = InvisibleCharacter:FindFirstChildOfClass'Humanoid'.Died:Connect(function()
    Respawn()
    invisDied:Disconnect()
end)

function TurnVisible()
    if IsInvis == false then return end
    invisFix:Disconnect()
    invisDied:Disconnect()
    CF = workspace.CurrentCamera.CFrame
    Character = Character
    local CF_1 = Player.Character.HumanoidRootPart.CFrame
    Character.HumanoidRootPart.CFrame = CF_1
    InvisibleCharacter.Parent = game.Lighting
    Player.Character = Character
    Character.Parent = workspace
    IsInvis = false
    Player.Character.Animate.Disabled = true
    Player.Character.Animate.Disabled = false
    invisDied = Character:FindFirstChildOfClass'Humanoid'.Died:Connect(function()
        Respawn()
        invisDied:Disconnect()
    end)
    invisRunning = false
end

local CS = game:GetService("CollectionService")
local UIS = game:GetService("UserInputService")

UIS.InputBegan:Connect(function(input, gameProcessed)
    if input.UserInputType == Enum.UserInputType.Keyboard then
        if input.KeyCode == Enum.KeyCode.E and not gameProcessed then
            if IsInvis == false then
                IsInvis = true
                CF = game.Workspace.CurrentCamera.CFrame
                local CF_1 = game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame
                Character:MoveTo(Vector3.new(0,math.pi*1000000,0))
                game.Workspace.CurrentCamera.CameraType = Enum.CameraType.Scriptable
                wait(.1)
                game.Workspace.CurrentCamera.CameraType = Enum.CameraType.Custom
                InvisibleCharacter = InvisibleCharacter
                Character.Parent = game.Lighting
                InvisibleCharacter.Parent = game.Workspace
                InvisibleCharacter.HumanoidRootPart.CFrame = CF_1
            end
        end
    end
end)

```

```

        game.Players.LocalPlayer.Character = InvisibleCharacter
        local workspace = game.Workspace
    Players = game:GetService("Players")
    local speaker = game.Players.LocalPlayer
    workspace.CurrentCamera:remove()
        wait(.1)
        game.Workspace.CurrentCamera.CameraSubject = speaker.Character:FindFirstChildWhichIsA('Humanoid')
        game.Workspace.CurrentCamera.CameraType = "Custom"
        game.Players.LocalPlayer.CameraMinZoomDistance = 0.5
        game.Players.LocalPlayer.CameraMaxZoomDistance = 400
        game.Players.LocalPlayer.CameraMode = "Classic"
        game.Players.LocalPlayer.Character.Head.Anchored = false
        game.Players.LocalPlayer.Character.Animate.Disabled = true
        game.Players.LocalPlayer.Character.Animate.Disabled = false
    elseif IsInvis == true then
        TurnVisible()
        IsInvis = false
    end
        end
        end

        end)

        wait();

Notify({
Description = "Invisible loaded, press " .. Keybind .. " to toggle";
Title = "Nameless Admin";
Duration = 10;

});

if table.find({Enum.Platform.IOS, Enum.Platform.Android}, game:GetService("UserInputService"):GetPlatform()) then
    wait();

    Notify({
        Description = "Nameless Admin has detected you using mobile you now have a invisible button click it to enable /
disable invisibility";
        Title = "Nameless Admin";
        Duration = 7;
    });

local ScreenGui = Instance.new("ScreenGui")
local TextButton = Instance.new("TextButton")
local UICorner = Instance.new("UICorner")
local UIAspectRatioConstraint = Instance.new("UIAspectRatioConstraint")

--Properties:

```

```
ScreenGui.Parent = game.CoreGui
ScreenGui.ZIndexBehavior = Enum.ZIndexBehavior.Sibling
ScreenGui.ResetOnSpawn = false
```

```
TextButton.Parent = ScreenGui
TextButton.BackgroundColor3 = Color3.fromRGB(12, 4, 20)
TextButton.BackgroundTransparency = 0.140
TextButton.Position = UDim2.new(0.933, 0, 0.621, 0)
TextButton.Size = UDim2.new(0.043, 0, 0.083, 0)
TextButton.Font = Enum.Font.SourceSansBold
TextButton.Text = "Become Invisible"
TextButton.TextColor3 = Color3.fromRGB(255, 255, 255)
TextButton.TextSize = 15.000
TextButton.TextWrapped = true
TextButton.Active = true
TextButton.Draggable = true
TextScaled = true
```

```
UICorner.Parent = TextButton
```

```
UIAspectRatioConstraint.Parent = TextButton
UIAspectRatioConstraint.AspectRatio = 1.060
```

```
-- Scripts:
```

```
local function FEPVI_fake_script() -- TextButton.LocalScript
    local script = Instance.new('LocalScript', TextButton)

    IsInvis = false
    script.Parent.MouseButton1Click:Connect(function()
        if IsInvis == false then
            IsInvis = true
            CF = game.Workspace.CurrentCamera.CFrame
            local CF_1 = game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame
            Character:MoveTo(Vector3.new(0, math.pi * 1000000, 0))
            game.Workspace.CurrentCamera.CameraType = Enum.CameraType.Scriptable
            wait(.1)
            game.Workspace.CurrentCamera.CameraType = Enum.CameraType.Custom
            InvisibleCharacter = InvisibleCharacter
            Character.Parent = game.Lighting
            InvisibleCharacter.Parent = game.Workspace
            InvisibleCharacter.HumanoidRootPart.CFrame = CF_1
            Player.Character = InvisibleCharacter
            local workspace = game.Workspace
            Players = game:GetService("Players")
            local speaker = game.Players.LocalPlayer
            workspace.CurrentCamera:remove()
            wait(.1)
            game.Workspace.CurrentCamera.CameraSubject = speaker.Character:FindFirstChildWhichIsA('Humanoid')
```



```

        game.Workspace.CurrentCamera.CameraType = "Custom"
        game.Players.LocalPlayer.CameraMinZoomDistance = 0.5
        game.Players.LocalPlayer.CameraMaxZoomDistance = 400
        game.Players.LocalPlayer.CameraMode = "Classic"
        game.Players.LocalPlayer.Character.Head.Anchored = false
        game.Players.LocalPlayer.Character.Animate.Disabled = true
        game.Players.LocalPlayer.Character.Animate.Disabled = false
                                script.Parent.Text = "Become Visible"
    elseif IsInvis == true then
        TurnVisible()
        IsInvis = false
                                script.Parent.Text = "Become Invisible"
    end
end)
end
coroutine.wrap(FEPVI_fake_script)()
else
end
end)

cmd.add({"unchatspy"}, {"unchat", "Unspies on chat, enables chat, spies whispers etc."}, function()

wait();

Notify({
Description = "Chat spy enabled";
Title = "Nameless Admin";
Duration = 5;

});
--This script reveals ALL hidden messages in the default chat
--chat "/spy" to toggle!
enabled = false
--if true will check your messages too
spyOnMyself = true
--if true will chat the logs publicly (fun, risky)
public = false
--if true will use /me to stand out
publicItalics = true
--customize private logs
privateProperties = {
    Color = Color3.fromRGB(0,255,255);
    Font = Enum.Font.SourceSansBold;
    TextSize = 18;
}
--////////////////////////////////////
local StarterGui = game:GetService("StarterGui")

```

```

local Players = game:GetService("Players")
local player = Players.LocalPlayer
local saymsg =
game:GetService("ReplicatedStorage"):WaitForChild("DefaultChatSystemChatEvents"):WaitForChild("SayMessageRequest")
local getmsg =
game:GetService("ReplicatedStorage"):WaitForChild("DefaultChatSystemChatEvents"):WaitForChild("OnMessageDoneFiltering")
local instance = (_G.chatSpyInstance or 0) + 1
_G.chatSpyInstance = instance

local function onChatted(p,msg)
    if _G.chatSpyInstance == instance then
        if p==player and msg:lower():sub(1,4)==" /spy" then
            enabled = not enabled
            wait(0.3)
            print("XD")
            StarterGui:SetCore("ChatMakeSystemMessage",privateProperties)
        elseif enabled and (spyOnMyself==true or p~=player) then
            msg = msg:gsub("[\n\r]",''):gsub("\t",' '):gsub("[ ]+",' ')
            local hidden = true
            local conn = getmsg.OnClientEvent:Connect(function(packet,channel)
                if packet.SpeakerUserId==p.UserId and packet.Message==msg:sub(#msg-#packet.Message+1) and
(channel=="All" or (channel=="Team" and public==false and Players[packet.FromSpeaker].Team==player.Team)) then
                    hidden = false
                end
            end)
            wait(1)
            conn:Disconnect()
            if hidden and enabled then
                if public then
                    saymsg:FireServer((publicItalics and "/me " or '').." {SPY} [".. p.Name .."]:"
"..msg,"All")
                else
                    privateProperties.Text = "{SPY} [".. p.Name .."]:" ..msg
                    StarterGui:SetCore("ChatMakeSystemMessage",privateProperties)
                end
            end
        end
    end
end

for _,p in ipairs(Players:GetPlayers()) do
    p.Chatted:Connect(function(msg) onChatted(p,msg) end)
end
Players.PlayerAdded:Connect(function(p)
    p.Chatted:Connect(function(msg) onChatted(p,msg) end)
end)
print("XD")
StarterGui:SetCore("ChatMakeSystemMessage",privateProperties)
local chatFrame = player.PlayerGui.Chat.Frame

```

```

chatFrame.ChatChannelParentFrame.Visible = true
chatFrame.ChatBarParentFrame.Position =
chatFrame.ChatChannelParentFrame.Position+UDim2.new(UDim.new(),chatFrame.ChatChannelParentFrame.Size.Y)
end)

cmd.add({"fireremotes"}, {"fireremotes", "Fires every remote."}, function()
local remoteamount = 0

for i,v in pairs(game:GetDescendants()) do
    if v:IsA("RemoteEvent") then
        remoteamount = remoteamount + 1
        v:FireServer()
        if v:IsA("BindableEvent") then
            remoteamount = remoteamount + 1
        end
        v:Fire()
        if v:IsA("RemoteFunction") then
            remoteamount = remoteamount + 1
        end
        v:InvokeServer()
    end
end
end

end
wait();

Notify({
Description = "Fired " .. remoteamount .. " amount of remotes";
Title = "Nameless Admin";
Duration = 7;

});
end)

cmd.add({"uafollow", "unanchoredfollow"}, {"uafollow (unanchoredfollow)", "Makes unanchored parts follow you"}, function()
    wait();

    Notify({
        Description = "Unanchored follow executed";
        Title = "Nameless Admin";
        Duration = 5;

    });

local LocalPlayer = game:GetService("Players").LocalPlayer
local unanchoredparts = {}
local movers = {}
for index, part in pairs(workspace:GetDescendants()) do
    if part:IsA("Part") and part.Anchored == false and part:IsDescendantOf(LocalPlayer.Character) == false then
        table.insert(unanchoredparts, part)
        part.Massless = true
    end
end

```

```

        part.CanCollide = false
        if part:FindFirstChildOfClass("BodyPosition") ~= nil then
            part:FindFirstChildOfClass("BodyPosition"):Destroy()
        end
    end
end
for index, part in pairs(unanchoredparts) do
    local mover = Instance.new("BodyPosition", part)
    table.insert(movers, mover)
    mover.MaxForce = Vector3.new(math.huge, math.huge, math.huge)
end
repeat
    for index, mover in pairs(movers) do
        mover.Position =
LocalPlayer.Character:FindFirstChild("HumanoidRootPart").CFrame:PointToWorldSpace(Vector3.new(0, 0, 5))
    end
    wait(0.5)
until LocalPlayer.Character:FindFirstChild("Humanoid").Health <= 0
for _, mover in pairs(movers) do
    mover:Destroy()
end
end)

cmd.add({"fov"}, {"fov <number>", "Makes your FOV to something custom you want (1-120 FOV)"}, function(...)
game.Workspace.CurrentCamera.FieldOfView = (...)
end)

cmd.add({"homebrew"}, {"homebrew", "Executes homebrew admin"}, function()
    _G.CustomUI = false
    loadstring(game:HttpGet(('https://raw.githubusercontent.com/mgamingpro/HomebrewAdmin/master/Main'),true))()
end)

cmd.add({"iy", "i"}, {"iy {command} (i)", "Executes infinite yield scripts"}, function(...)
    -- [[ thanks to homebrew devs for this ]] --
    if IYLOADED == false then
        local function copytable(tbl) local copy = {} for i,v in pairs(tbl) do copy[i] = v end
return copy end

        local sandbox_env = copytable(getfenv())
        setmetatable(sandbox_env, {
            __index = function(self, i)
                if rawget(sandbox_env, i) then
                    return rawget(sandbox_env, i)
                elseif getfenv()[i] then
                    return getfenv()[i]
                end
            end
        })
        sandbox_env.game = nil
        iy, _ =

```

```

game:HttpGet("https://raw.githubusercontent.com/EdgeIY/infiniteyield/master/source"):gsub("local Main",
"Main"):gsub("Players.LocalPlayer.Chatted","Funny = Players.LocalPlayer.Chatted"):gsub("local lastMessage","notify =
_G.notify\nlocal lastMessage")

        setfenv(loadstring(iy),sandbox_env)()
        iy_cmds_table = sandbox_env.CMDs
        iy_gui = sandbox_env.Main
        iy_chathandler = sandbox_env.Funny
        execCmd = sandbox_env.execCmd
        iy_gui:Destroy()
        pcall(function()
            iy_chathandler:Disconnect()
        end)
        IYLOADED = true
    end
    execCmd(...)
end)

cmd.add({"fatesadmin"}, {"fatesadmin", "Executes fates admin"}, function()
    loadstring(game:HttpGet("https://raw.githubusercontent.com/fatesc/fates-admin/main/main.lua"))();
end)

cmd.add({"savetools", "stools"}, {"savetools (stools)", "puts your tools in players.localplayer"}, function()
for _,v in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
    if (v:IsA("Tool")) then
        v.Parent = game.Players.LocalPlayer
    end
end
end)

cmd.add({"loadtools", "ltools"}, {"loadtools (ltools)", "puts your tools back in the backpack"}, function()
for _,v in pairs(game.Players.LocalPlayer:GetChildren()) do
    if (v:IsA("Tool")) then
        v.Parent = game.Players.LocalPlayer.Backpack
    end
end
end)

cmd.add({"grabtools", "gt"}, {"grabtools", "Grabs any dropped tools"}, function()
    local p = game:GetService("Players").LocalPlayer
local c = p.Character
if c and c:FindFirstChild("Humanoid") then
    for i,v in pairs(game:GetService("Workspace"):GetDescendants()) do
        if v:IsA("Tool") then
            c:FindFirstChild("Humanoid"):EquipTool(v)
        end
    end
end
end
wait();

```

```

Notify({
Description = "Grabbed all tools";
Title = "Nameless Admin";
Duration = 5;

});
end)

cmd.add({"ws", "speed", "walkspeed"}, {"walkspeed <number> (speed, ws)", "Makes your WalkSpeed whatever you want"},
function(...)
    game.Players.LocalPlayer.Character.Humanoid.WalkSpeed = (...)
end)

        cmd.add({"cuff", "jail"}, {"cuff <player> (jail)", "Cuffs the player"}, function(...)
            Username = (...)

local target = getPlr(Username)
local THumanoidPart
local plrtorso
local TargetCharacter = target.Character
    if TargetCharacter:FindFirstChild("Torso") then
        plrtorso = TargetCharacter.Torso
    elseif TargetCharacter:FindFirstChild("UpperTorso") then
        plrtorso = TargetCharacter.UpperTorso
    end
    local old = getChar().HumanoidRootPart.CFrame
    local tool = getBp():FindFirstChildOfClass("Tool") or getChar():FindFirstChildOfClass("Tool")
    if target == nil or tool == nil then return end
    local attWeld = attachTool(tool,CFrame.new(0,0,0))
    attachTool(tool,CFrame.new(0,0,0.2) * CFrame.Angles(math.rad(-90),0,0))
    tool.Grip = plrtorso.CFrame
    wait(0.07)
tool.Grip = CFrame.new(0, -7, -3)
    firetouchinterest(target.Character.Humanoid.RootPart,tool.Handle,0)
    firetouchinterest(target.Character.Humanoid.RootPart,tool.Handle,1)
end)

        cmd.add({"jp", "jumppower"}, {"jumppower <number> (jp)", "Makes your JumpPower whatever you want"}, function(...)
            game.Players.LocalPlayer.Character.Humanoid.JumpPower = (...)
end)

        cmd.add({"oofspam"}, {"oofspam", "Spams oof"}, function()
            _G.enabled = true

_G.speed = 100
local HRP = Humanoid.RootPart or Humanoid:FindFirstChild("HumanoidRootPart")
if not Humanoid or not _G.enabled then
    if Humanoid and Humanoid.Health <= 0 then
        Humanoid:Destroy()
    end
end

```

```

        return
    end
    Humanoid:SetStateEnabled(Enum.HumanoidStateType.Dead, false)
    Humanoid.BreakJointsOnDeath = false
    Humanoid.RequiresNeck = false
    local con; con = RunService.Stepped:Connect(function()
        if not Humanoid then return con:Disconnect() end
        Humanoid:ChangeState(Enum.HumanoidStateType.Running)
    end)
    LocalPlayer.Character = nil
    LocalPlayer.Character = Character
    task.wait(Players.RespawnTime + 0.1)
    while task.wait(1/_G.speed) do
        Humanoid:ChangeState(Enum.HumanoidStateType.Dead)
    end
end

end)

cmd.add({"partgrabber"}, {"partgrabber", "Press Q"}, function()
    wait();

    Notify({
        Description = "Part grabber executed, press Q on a part";
        Title = "Nameless Admin";
        Duration = 5;
    });
    local player = game.Players.LocalPlayer.Character
    local mouse = game.Players.LocalPlayer:GetMouse()
    local key = game:GetService("UserInputService")

    BodyAngularVelocity = true
    local keyyy = Enum.KeyCode.Q

    local y = 5.7
    local y2 = 7.2
    local P = 1000000
    local V = Vector3.new(100000,100000,100000)
    local SBT = Instance.new("SelectionBox")
    SBT.Name = "SB"
    SBT.Parent = player.HumanoidRootPart
    SBT.Adornee = player.HumanoidRootPart
    SBT.Color3 = Color3.new(0,0,0)

    while wait(.3) do
        key.InputBegan:Connect(function(k)
            if k.KeyCode == keyyy then

```

```

local handle = mouse.Target
if handle.Anchored == false then
wait(.3)
handle.Position = handle.Position + Vector3.new(0,1,0)
local BP = Instance.new("BodyPosition")
BP.Name = "BP"
BP.Parent = handle
BP.P = P
BP.MaxForce = V
local SB = Instance.new("SelectionBox")
SB.Name = "SB"
SB.Parent = handle
SB.Adornee = handle
local colour = math.random(1,7)
    if colour == 1 then
SB.Color3 = Color3.new(255,0,0)
    end
    if colour == 2 then
SB.Color3 = Color3.new(255,170,0)
    end
    if colour == 3 then
SB.Color3 = Color3.new(255,255,0)
    end
    if colour == 4 then
SB.Color3 = Color3.new(0,255,0)
    end
    if colour == 5 then
SB.Color3 = Color3.new(0,170,255)
    end
    if colour == 6 then
SB.Color3 = Color3.new(170,0,255)
    end
    if colour == 7 then
SB.Color3 = Color3.new(0,0,0)
    end
player.Torso.Anchored = true
if BodyAngularVelocity == true then
    local BAV = Instance.new("BodyAngularVelocity")
    BAV.Name = "BAV"
    BAV.Parent = handle
    BAV.P =

```

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]


```

end)

execute = function(name)
    for index, part in pairs(game:GetDescendants()) do
        if part:IsA("BasePart" or "UnionOperation" or "Model") and part.Anchored == false and
part:IsDescendantOf(game.Players.LocalPlayer.Character) == false and part.Name == "Torso" == false and part.Name == "Head"
== false and part.Name == "Right Arm" == false and part.Name == "Left Arm" == false and part.Name == "Right Leg" == false
and part.Name == "Left Leg" == false and part.Name == "HumanoidRootPart" == false then --// Checks Part Properties
            part.CFrame = CFrame.new(game.workspace[name].Head.Position) --TP Part To User
            if spam == true and part:FindFirstChild("BodyGyro") == nil then
                local bodyPos = Instance.new("BodyPosition")
                bodyPos.Position = part.Position
                bodyPos.MaxForce = Vector3.new(math.huge, math.huge, math.huge)
                bodyPos.P = 1e6
                bodyPos.Parent = part
            end
        end
    end
end

User = (...)
Target = getPlr(User)
TargetName = Target.Name
execute(TargetName)
    wait();

    Notify({
        Description = "Unanchored parts have been teleported to " .. TargetName .. " " ;
        Title = "Nameless Admin";
        Duration = 5;

});

end)

cmd.add({"freezeua", "thawua"}, {"freezeua (thawua)", "freezes every unanchored part on the map"}, function()
    frozenParts = {}
    if sethidden then
        local badnames = {
            "Head",
            "UpperTorso",
            "LowerTorso",
            "RightUpperArm",
            "LeftUpperArm",
            "RightLowerArm",
            "LeftLowerArm",
            "RightHand",
            "LeftHand",
            "RightUpperLeg",
            "LeftUpperLeg",

```



```

        "RightLowerLeg",
        "LeftLowerLeg",
        "RightFoot",
        "LeftFoot",
        "Torso",
        "Right Arm",
        "Left Arm",
        "Right Leg",
        "Left Leg",
        "HumanoidRootPart"
    }
    local function FREEZENOOB(v)
        if v:IsA("BasePart" or "UnionOperation") and v.Anchored == false then
            local BADD = false
            for i = 1,#badnames do
                if v.Name == badnames[i] then
                    BADD = true
                end
            end
            if game.Players.LocalPlayer.Character and
v:IsDescendantOf(game.Players.LocalPlayer.Character) then
                BADD = true
            end
            if BADD == false then
                for i,c in pairs(v:GetChildren()) do
                    if c:IsA("BodyPosition") or c:IsA("BodyGyro") then
                        c:Destroy()
                    end
                end
                local bodypos = Instance.new("BodyPosition")
                bodypos.Parent = v
                bodypos.Position = v.Position
                bodypos.MaxForce = Vector3.new(math.huge,math.huge,math.huge)
                local bodygyro = Instance.new("BodyGyro")
                bodygyro.Parent = v
                bodygyro.CFrame = v.CFrame
                bodygyro.MaxTorque = Vector3.new(math.huge,math.huge,math.huge)
                if not table.find(frozenParts,v) then
                    table.insert(frozenParts,v)
                end
            end
        end
    end
    for i,v in pairs(workspace:GetDescendants()) do
        FREEZENOOB(v)
    end
    freezingua = workspace.DescendantAdded:Connect(FREEZENOOB)
end
end)

```

```

        cmd.add({"unfreezeua", "unthawua"}, {"unfreezeua (unthawua)", "unfreezes every unanchored part on the
map"}, function()
    wait();

    Notify({
        Description = "Unfroze unanchored parts";
        Title = "Nameless Admin";
        Duration = 5;

    });

        if sethidden then
            if freezingua then
                freezingua:Disconnect()
            end
            for i,v in pairs(frozenParts) do
                for i,c in pairs(v:GetChildren()) do
                    if c:IsA("BodyPosition") or c:IsA("BodyGyro") then
                        c:Destroy()
                    end
                end
            end
            frozenParts = {}
        end

    end)

    cmd.add({"highlightua", "highlightunanchored"}, {"highlightua (highlightunanchored)", "Highlights all unanchored parts"},
function()
    wait();

    Notify({
        Description = "Highlighted all unanchored parts";
        Title = "Nameless Admin";
        Duration = 5;

    });

    for _,part in pairs(workspace:GetDescendants()) do
        if part:IsA("BasePart") and part.Anchored == false and part:IsDescendantOf(game.Players.LocalPlayer.Character) ==
false and part.Name == "Torso" == false and part.Name == "Head" == false and part.Name == "Right Arm" == false and
part.Name == "Left Arm" == false and part.Name == "Right Leg" == false and part.Name == "Left Leg" == false and part.Name
== "HumanoidRootPart" == false and part:FindFirstChild("Weld") == nil then --// probably could've made the check better
            local selectionBox = Instance.new("SelectionBox")
            selectionBox.Adornee = part
            selectionBox.Color3 = Color3.new(1,0,0)
            selectionBox.Parent = part
        end
    end

end)

```

```

cmd.add({"unhighlightua", "unhighlightunanchored"}, {"unhighlightua (unhighlightunanchored)", "Unhighlights all
unanchored parts"}, function()
    wait();

    Notify({
        Description = "Unhighlighted unanchored parts";
        Title = "Nameless Admin";
        Duration = 5;

    });
    for _,part in pairs(workspace:GetDescendants()) do
        if part:IsA("BasePart") and part.Anchored == false and part:IsDescendantOf(game.Players.LocalPlayer.Character) ==
false and part.Name == "Torso" == false and part.Name == "Head" == false and part.Name == "Right Arm" == false and
part.Name == "Left Arm" == false and part.Name == "Right Leg" == false and part.Name == "Left Leg" == false and part.Name
== "HumanoidRootPart" == false and part:FindFirstChild("Weld") == nil then --// Checks Part Properties
            if part:FindFirstChild("SelectionBox") then
                part.SelectionBox:Destroy()
            end
        end
    end
end)

cmd.add({"countua", "countunanchored"}, {"countua (countunanchored)", "Counts all unanchored parts in the console"},
function()
    b = 0
    for index, part in pairs(game.workspace:GetDescendants()) do
        if part:IsA("BasePart") and part.Anchored == false and part:IsDescendantOf(game.Players.LocalPlayer.Character) ==
false and part.Name == "Torso" == false and part.Name == "Head" == false and part.Name == "Right Arm" == false and
part.Name == "Left Arm" == false and part.Name == "Right Leg" == false and part.Name == "Left Leg" == false and part.Name
== "HumanoidRootPart" == false and part:FindFirstChild("Weld") == nil then --// Checks Part Properties
            b = b + 1
        end
    end
    wait();

    Notify({
        Description = "Parts have been counted, the amount is " .. b .. "";
        Title = "Nameless Admin";
        Duration = 5;

    });
end)

cmd.add({"httpspy"}, {"httpspy", "HTTP Spy"}, function()
    loadstring(game:HttpGet('https://raw.githubusercontent.com/FilteringEnabled/NamelessAdmin/main/HttpSpy'))()
end)

cmd.add({"keystroke"}, {"keystroke", "Executes a keystroke ui script"}, function()
    loadstring(game:HttpGet("https://system-exodus.com/scripts/misc-releases/Keystrokes.lua",true))()

```

```

end)

cmd.add({"ownerid"}, {"ownerid", "Changes the client id to the owner's. Can give special things"}, function()
wait();

Notify({
Description = "Set local player id to the owner id";
Title = "Nameless Admin";
Duration = 5;

});
    if game.CreatorType == Enum.CreatorType.User then
        game.Players.LocalPlayer.UserId = game.CreatorId
    end
    if game.CreatorType == Enum.CreatorType.Group then
        game.Players.LocalPlayer.UserId =
game:GetService("GroupService"):GetGroupInfoAsync(game.CreatorId).Owner.Id
    end
end)

cmd.add({"errorchat"}, {"errorchat", "Makes the chat error appear when roblox chat is slow"}, function()
    for i=1,3 do
        if game:GetService("TextChatService"):FindFirstChild("TextChannels") then
            game:GetService("TextChatService").TextChannels.RBXGeneral:SendAsync("\0")
        else
            game:GetService("ReplicatedStorage").DefaultChatSystemChatEvents.SayMessageRequest:FireServer("\0", "All")
        end
    end
end)

-- [[ PLUGIN LOADER ]] --
local PluginsLoaded = 0
PluginsErrored = 0

if CustomFunctionSupport then
local success, result = pcall(function()
    for i,v in pairs(listfiles("Nameless-Admin/Plugins")) do
        loadstring(readfile(listfiles("Nameless-Admin/Plugins")[i]))();
    end
    PluginsLoaded = PluginsLoaded + 1
end)
end)

if not success then
    PluginsErrored = PluginsErrored + 1
    Notify({
        Description = "Plugin error: " .. result .. "";
        Title = "Nameless Admin";
        Duration = 3;
    })
end

```

```

        });
end

-- [[ PLUGINS LOADED NOTIFICATION ]] --
if PluginsErrored == 0 then
    Notify({
        Description = "Loaded " .. PluginsLoaded .. " plugins";
        Title = "Nameless Admin";
        Duration = 3;

    });
else
    Notify({
        Description = "Loaded " .. PluginsLoaded .. " plugins, although " .. PluginsErrored .. " plugins have errored";
        Title = "Nameless Admin";
        Duration = 3;

    });
end
end

--[[ FUNCTIONALITY ]]-
localPlayer.Chatted:Connect(function(str)
    lib.parseCommand(str)
end)

-- [[ Admin Player]]
function AdminChatted(Message, Player)
    Player.Chatted:Connect(function(Message, Player)
        lib.parseCommand(Message, Player)
    end)
end

function CheckPermissions(Player)
    Player.Chatted:Connect(function(Message)
        if Admin[Player.UserId] then
            AdminChatted(Message, Player)
        end
    end)
end

Players.PlayerAdded:Connect(function(Player)
    CheckPermissions(Player)
end)
for i,v in pairs(Players:GetPlayers()) do
    if v ~= LocalPlayer then
        CheckPermissions(v)
    end
end
end

```

```

--[[ GUI VARIABLES ]]--
local ScreenGui
if not RunService:IsStudio() then
    ScreenGui = game:GetObjects("rbxassetid://13510552309")[1]
else
    repeat wait() until player:FindFirstChild("AdminUI", true)
    ScreenGui = player:FindFirstChild("AdminUI", true)
end

local description = ScreenGui.Description
local cmdBar = ScreenGui.CmdBar
    local centerBar = cmdBar.CenterBar
        local cmdInput = centerBar.Input
    local cmdAutofill = cmdBar.Autofill
        local cmdExample = cmdAutofill.Cmd
    local leftFill = cmdBar.LeftFill
    local rightFill = cmdBar.RightFill
local chatLogsFrame = ScreenGui.ChatLogs
    local chatLogs = chatLogsFrame.Container.Logs
        local chatExample = chatLogs.TextLabel
local commandsFrame = ScreenGui.Commands
    local commandsFilter = commandsFrame.Container.Filter
    local commandsList = commandsFrame.Container.List
        local commandExample = commandsList.TextLabel
local resizeFrame = ScreenGui.Resizeable
local resizeXY = {
    Top = {Vector2.new(0, -1), Vector2.new(0, -1), "rbxassetid://2911850935"},
    Bottom = {Vector2.new(0, 1), Vector2.new(0, 0), "rbxassetid://2911850935"},
    Left = {Vector2.new(-1, 0), Vector2.new(1, 0), "rbxassetid://2911851464"},
    Right = {Vector2.new(1, 0), Vector2.new(0, 0), "rbxassetid://2911851464"},

    TopLeft = {Vector2.new(-1, -1), Vector2.new(1, -1), "rbxassetid://2911852219"},
    TopRight = {Vector2.new(1, -1), Vector2.new(0, -1), "rbxassetid://2911851859"},
    BottomLeft = {Vector2.new(-1, 1), Vector2.new(1, 0), "rbxassetid://2911851859"},
    BottomRight = {Vector2.new(1, 1), Vector2.new(0, 0), "rbxassetid://2911852219"},
}

cmdExample.Parent = nil
chatExample.Parent = nil
commandExample.Parent = nil
resizeFrame.Parent = nil

local rPlayer = Players:FindFirstChildWhichIsA("Player")
local coreGuiProtection = {}

pcall(function()
    for i, v in pairs(ScreenGui:GetDescendants()) do

```

```

        coreGuiProtection[v] = rPlayer.Name
    end
    ScreenGui.DescendantAdded:Connect(function(v)
        coreGuiProtection[v] = rPlayer.Name
    end)
    coreGuiProtection[ScreenGui] = rPlayer.Name

    local meta = getrawmetatable(game)
    local tostr = meta.__tostring
    setreadonly(meta, false)
    meta.__tostring = newcclosure(function(t)
        if coreGuiProtection[t] and not checkcaller() then
            return coreGuiProtection[t]
        end
        return tostr(t)
    end)
end)

if not RunService:IsStudio() then
    local newGui = game:GetService("CoreGui"):FindFirstChildWhichIsA("ScreenGui")
    newGui.DescendantAdded:Connect(function(v)
        coreGuiProtection[v] = rPlayer.Name
    end)
    for i, v in pairs(ScreenGui:GetChildren()) do
        v.Parent = newGui
    end
    ScreenGui = newGui
end

--[[[ GUI FUNCTIONS ]]--
gui = {}
gui.txtSize = function(ui, x, y)
    local textService = game:GetService("TextService")
    return textService:GetTextSize(ui.Text, ui.TextSize, ui.Font, Vector2.new(x, y))
end
gui.commands = function()
    if not commandsFrame.Visible then
        commandsFrame.Visible = true
        commandsList.CanvasSize = UDim2.new(0, 0, 0, 0)
    end
    for i, v in pairs(commandsList:GetChildren()) do
        if v:IsA("TextLabel") then
            Destroy(v)
        end
    end
    local i = 0
    for cmdName, tbl in pairs(Commands) do
        local Cmd = commandExample:Clone()
        Cmd.Parent = commandsList
    end
end

```

```

        Cmd.Name = cmdName
        Cmd.Text = " " .. tbl[2][1]
        Cmd.MouseEnter:Connect(function()
            description.Visible = true
            description.Text = tbl[2][2]
        end)
        Cmd.MouseLeave:Connect(function()
            if description.Text == tbl[2][2] then
                description.Visible = false
                description.Text = ""
            end
        end)
        i = i + 1
    end
    commandsList.CanvasSize = UDim2.new(0, 0, 0, i*20+10)
    commandsFrame.Position = UDim2.new(0.5, -283/2, 0.5, -260/2)
end
gui.chatlogs = function()
    if not chatLogsFrame.Visible then
        chatLogsFrame.Visible = true
    end
    chatLogsFrame.Position = UDim2.new(0.5, -283/2+5, 0.5, -260/2+5)
end

gui.tween = function(obj, style, direction, duration, goal)
    local tweenInfo = TweenInfo.new(duration, Enum.EasingStyle[style], Enum.EasingDirection[direction])
    local tween = TweenService.Create(obj, tweenInfo, goal)
    tween:Play()
    return tween
end

gui.mouseIn = function(guiObject, range)
    local pos1, pos2 = guiObject.AbsolutePosition, guiObject.AbsolutePosition + guiObject.AbsoluteSize
    local mX, mY = mouse.X, mouse.Y
    if mX > pos1.X-range and mX < pos2.X+range and mY > pos1.Y-range and mY < pos2.Y+range then
        return true
    end
    return false
end

gui.resizeable = function(ui, min, max)
    local rgui = resizeFrame:Clone()
    rgui.Parent = ui

    local mode
    local UIPos
    local lastSize
    local lastPos = Vector2.new()

    local function update(delta)
        local xy = resizeXY[(mode and mode.Name) or '']

```



```

        if not mode or not xy then return end
        local delta = (delta * xy[1]) or Vector2.new()
        local newSize = Vector2.new(lastSize.X + delta.X, lastSize.Y + delta.Y)
        newSize = Vector2.new(
            math.clamp(newSize.X, min.X, max.X),
            math.clamp(newSize.Y, min.Y, max.Y)
        )
        ui.Size = UDim2.new(0, newSize.X, 0, newSize.Y)
        ui.Position = UDim2.new(
            UIPos.X.Scale,
            UIPos.X.Offset + (-(newSize.X - lastSize.X) * xy[2]).X,
            UIPos.Y.Scale,
            UIPos.Y.Offset + (delta * xy[2]).Y
        )
    end

    mouse.Move:Connect(function()
        update(Vector2.new(mouse.X, mouse.Y) - lastPos)
    end)

    for _, button in pairs(rgui:GetChildren()) do
        local isIn = false
        button.InputBegan:Connect(function(input)
            if input.UserInputType == Enum.UserInputType.MouseButton1 or input.UserInputType ==
Enum.UserInputType.Touch then
                mode = button
                lastPos = Vector2.new(mouse.X, mouse.Y)
                lastSize = ui.AbsoluteSize
                UIPos = ui.Position
            end
        end)
        button.InputEnded:Connect(function(input)
            if input.UserInputType == Enum.UserInputType.MouseButton1 or input.UserInputType ==
Enum.UserInputType.Touch then
                mode = nil
            end
        end)
        button.MouseEnter:Connect(function()
            mouse.Icon = resizeXY[button.Name][3]
        end)
        button.MouseLeave:Connect(function()
            if mouse.Icon == resizeXY[button.Name][3] then
                mouse.Icon = ""
            end
        end)
    end
end

end
gui.draggable = function(ui, dragui)
    if not dragui then dragui = ui end

```

```

    local UserInputService = game:GetService("UserInputService")

    local dragging
    local dragInput
    local dragStart
    local startPos

    local function update(input)
        local delta = input.Position - dragStart
        ui.Position = UDim2.new(startPos.X.Scale, startPos.X.Offset + delta.X, startPos.Y.Scale, startPos.Y.Offset
+ delta.Y)
    end

    dragui.InputBegan:Connect(function(input)
        if input.UserInputType == Enum.UserInputType.MouseButton1 or input.UserInputType ==
Enum.UserInputType.Touch then
            dragging = true
            dragStart = input.Position
            startPos = ui.Position

            input.Changed:Connect(function()
                if input.UserInputState == Enum.UserInputState.End then
                    dragging = false
                end
            end)
        end
    end)

    dragui.InputChanged:Connect(function(input)
        if input.UserInputType == Enum.UserInputType.MouseMovement or input.UserInputType ==
Enum.UserInputType.Touch then
            dragInput = input
        end
    end)

    UserInputService.InputChanged:Connect(function(input)
        if input == dragInput and dragging then
            update(input)
        end
    end)

end

gui.menuify = function(menu)
    local exit = menu:FindFirstChild("Exit", true)
    local mini = menu:FindFirstChild("Minimize", true)
    local minimized = false
    local sizeX, sizeY = Instance.new("IntValue", menu), Instance.new("IntValue", menu)
    mini.MouseButton1Click:Connect(function()
        minimized = not minimized
        if minimized then

```

```

        sizeX.Value = menu.Size.X.Offset
        sizeY.Value = menu.Size.Y.Offset
        gui.tween(menu, "Quart", "Out", 0.5, {Size = UDim2.new(0, 283, 0, 25)})
    else
        gui.tween(menu, "Quart", "Out", 0.5, {Size = UDim2.new(0, sizeX.Value, 0, sizeY.Value)})
    end
end)
exit.MouseButton1Click:Connect(function()
    menu.Visible = false
end)
gui.draggable(menu, menu.Topbar)
menu.Visible = false
end

gui.loadCommands = function()
    for i, v in pairs(cmdAutofill:GetChildren()) do
        if v.Name ~= "UIListLayout" then
            Destroy(v)
        end
    end
    local last = nil
    local i = 0
    for name, tbl in pairs(Commands) do
        local info = tbl[2]
        local btn = cmdExample:Clone()
        btn.Parent = cmdAutofill
        btn.Name = name
        btn.Input.Text = info[1]
        i = i + 1

        local size = btn.Size
        btn.Size = UDim2.new(0, 0, 0, 25)
        btn.Size = size
    end
end

end

    gui.loadCommands()
    for i, v in ipairs(cmdAutofill:GetChildren()) do
        if v:IsA("Frame") then
            v.Visible = false
        end
    end
end
gui.barSelect = function(speed)
    centerBar.Visible = true
    gui.tween(centerBar, "Sine", "Out", speed or 0.25, {Size = UDim2.new(0, 250, 1, 15)})
    gui.tween(leftFill, "Quad", "Out", speed or 0.3, {Position = UDim2.new(0, 0, 0.5, 0)})
    gui.tween(rightFill, "Quad", "Out", speed or 0.3, {Position = UDim2.new(1, 0, 0.5, 0)})
end
end

```

```

gui.barDeselect = function(speed)
    gui.tween(centerBar, "Sine", "Out", speed or 0.25, {Size = UDim2.new(0, 250, 0, 0)})
    gui.tween(leftFill, "Sine", "In", speed or 0.3, {Position = UDim2.new(-0.5, 100, 0.5, 0)})
    gui.tween(rightFill, "Sine", "In", speed or 0.3, {Position = UDim2.new(1.5, -100, 0.5, 0)})
    for i, v in ipairs(cmdAutofill:GetChildren()) do
        if v:IsA("Frame") then
            wrap(function()
                wait(math.random(1, 200)/2000)
                gui.tween(v, "Back", "In", 0.35, {Size = UDim2.new(0, 0, 0, 25)})
            end)
        end
    end
end

end

-- [[ AUTOFILL SEARCHER ]] --
gui.searchCommands = function()
    local str = (cmdInput.Text:gsub(";", " ")):lower()
    local index = 0
    local lastFrame
    for _, v in ipairs(cmdAutofill:GetChildren()) do
        if v:IsA("Frame") and index < 5 then
            local cmd = Commands[v.Name]
            local name = cmd and cmd[2][1] or ""
            v.Input.Text = str ~= "" and v.Name:find(str) == 1 and v.Name or name
            v.Visible = str == "" or v.Name:find(str)
            if v.Visible then
                index = index + 1
                local n = math.sqrt(index) * 125
                local yPos = (index - 1) * 28
                local newPos = UDim2.new(0.5, 0, 0, yPos)
                gui.tween(v, "Quint", "Out", 0.3, {
                    Size = UDim2.new(0.5, n, 0, 25),
                    Position = lastFrame and newPos or UDim2.new(0.5, 0, 0, yPos),
                })
                lastFrame = v
            end
        end
    end
end

end

end

--[[ GUI FUNCTIONALITY ]]-
-- [[ OPEN THE COMMAND BAR ]] --
mouse.KeyDown:Connect(function(k)
    if k:lower() == opt.prefix then
        gui.barSelect()
        cmdInput.Text = ''
        cmdInput:CaptureFocus()
        wait(0.00005)
    end
end)

```

```
cmdInput.Text = ''
```

```
end  
end)
```

```
-- [[ CLOSE THE COMMAND BAR ]] --  
cmdInput.FocusLost:Connect(function(enterPressed)  
    if enterPressed then  
        wrap(function()  
            lib.parseCommand(opt.prefix .. cmdInput.Text)  
        end)  
    end  
    gui.barDeselect()  
end)
```

```
cmdInput.Changed:Connect(function(p)  
    if p ~= "Text" then return end  
    gui.searchCommands()  
end)
```

```
gui.barDeselect(0)  
cmdBar.Visible = true  
gui.menuify(chatLogsFrame)  
gui.menuify(commandsFrame)
```

```
-- [[ GUI RESIZE FUNCTION ]] --
```

```
-- table.find({Enum.Platform.IOS, Enum.Platform.Android}, game:GetService("UserInputService"):GetPlatform()) | searches if  
the player is on mobile.  
if table.find({Enum.Platform.IOS, Enum.Platform.Android}, game:GetService("UserInputService"):GetPlatform()) then  
else  
    gui.resizeable(chatLogsFrame, Vector2.new(173,58), Vector2.new(1000,1000))  
    gui.resizeable(commandsFrame, Vector2.new(184,84), Vector2.new(1000,1000))  
end
```

```
-- [[ CMDS COMMANDS SEARCH FUNCTION ]] --  
commandsFilter.Changed:Connect(function(p)  
    if p ~= "Text" then return end  
    for i, v in pairs(commandsList:GetChildren()) do  
        if v:IsA("TextLabel") then  
            if v.Name:find(commandsFilter.Text:lower()) and v.Name:find(commandsFilter.Text:lower()) <= 2 then  
                v.Visible = true  
            else  
                v.Visible = false  
            end  
        end  
    end  
end  
end)
```

```
-- [[ CHAT TO USE COMMANDS ]] --
```

```

local function bindToChat(plr, msg)
    local chatMsg = chatExample:Clone()
    for i, v in pairs(chatLogs:GetChildren()) do
        if v:IsA("TextLabel") then
            v.LayoutOrder = v.LayoutOrder + 1
        end
    end
    chatMsg.Parent = chatLogs
    chatMsg.Text = ("%s]: %s"):format(plr.Name, msg)

    local txtSize = gui.txtSize(chatMsg, chatMsg.AbsoluteSize.X, 100)
    chatMsg.Size = UDim2.new(1, -5, 0, txtSize.Y)
end

for i, plr in pairs(Players:GetPlayers()) do
    plr.Chatted:Connect(function(msg)
        bindToChat(plr, msg)
    end)
end
Players.PlayerAdded:Connect(function(plr)
    plr.Chatted:Connect(function(msg)
        bindToChat(plr, msg)
    end)
end)

mouse.Move:Connect(function()
    description.Position = UDim2.new(0, mouse.X, 0, mouse.Y)
    local size = gui.txtSize(description, 200, 100)
    description.Size = UDim2.new(0, size.X, 0, size.Y)
end)

RunService.Stepped:Connect(function()
    chatLogs.CanvasSize = UDim2.new(0, 0, 0, chatLogs.UIListLayout.AbsoluteContentSize.Y)
    commandsList.CanvasSize = UDim2.new(0, 0, 0, commandsList.UIListLayout.AbsoluteContentSize.Y)
end)

-- all this does is print i dont know why i made it a loadstring
loadstring(game:HttpGet("https://raw.githubusercontent.com/FilteringEnabled/FE/main/asd"))();

-- never used this lol
function Destroy(guiObject)
    if not pcall(function()guiObject.Parent = game:GetService("CoreGui")end) then
        guiObject.Parent = nil
    end
end

end

wait(0.2)

-- [[ COMMAND BAR BUTTON ]] --

```

```

local ScreenGui = Instance.new("ScreenGui")
local TextClickButton = Instance.new("TextButton")
local UICorner = Instance.new("UICorner")

ScreenGui.Parent = game.CoreGui
ScreenGui.ZIndexBehavior = Enum.ZIndexBehavior.Sibling
ScreenGui.ResetOnSpawn = true

TextClickButton.Name = "NamelessAdminButton"
TextClickButton.Parent = ScreenGui
TextClickButton.BackgroundColor3 = Color3.fromRGB(4, 4, 4)
TextClickButton.BackgroundTransparency = 1.000
TextClickButton.Position = UDim2.new(0.418, 0, 0, 0)
TextClickButton.Size = UDim2.new(0, 2, 0, 33)
TextClickButton.Font = Enum.Font.SourceSansBold
TextClickButton.Text = "Nameless Admin " .. currentversion .. ""
TextClickButton.TextColor3 = Color3.fromRGB(255, 255, 255)
TextClickButton.TextSize = 20.000
TextClickButton.TextWrapped = true

UICorner.CornerRadius = UDim.new(1, 0)
UICorner.Parent = TextClickButton

local function PZORYLB_fake_script() -- TextClickButton.LocalScript
    local script = Instance.new('LocalScript', TextClickButton)
    textclickbutton = script.Parent
    textclickbutton.Size = UDim2.new(0, 2, 0, 33)
    textclickbutton.BackgroundTransparency = 0.14
    textclickbutton.TweenSize(UDim2.new(0, 251, 0, 33), "Out", "Quint", 1, true)
    wait(2)
    textclickbutton.TweenSize(UDim2.new(0, 32, 0, 33), "Out", "Quint", 1, true)
    textclickbutton.TweenPosition(UDim2.new(0.48909232, 0, 0, 0), "Out", "Quint", 1, true)
    wait(0.4)
    textclickbutton.Text = "NA"
    textclickbutton.Active = true
gui.draggable(textclickbutton)
end
coroutine.wrap(PZORYLB_fake_script)()

TextClickButton.MouseButton1Click:Connect(function()
    gui.barSelect()
        cmdInput.Text = ''
        cmdInput:CaptureFocus()
end)

--[[
    End of the source code.
    Join the discord for updates or give command ideas, that could be added.

```

--]]

<https://discord.gg/ACk4JyVJ6x>