Gee-Skid v1.05

Update - Special Aim-Bot - Complete redesign. Removed jesus/orbital. Added option to choose type of seek per-weapon. Added many options to Gee-Seek, including adding all orbital/jesus options. Added option for Kosatka/vehicle MG to keep your aircraft in the air. Added targeting options for vehicle MG. \*Added “Hopeful shot.” (If there’s no target available the throwable/projectile will travel along selected path until it finds a target.) Added adjustable target switch delay. (It was zero milliseconds, which made it quickly change targets.) \*Added option to limit number of simultaneous shots per target.

\*Note – Hopeful shot and limit shots are not always effective with rapid-fire.

Update - Vehicle Rapid Fire (Tanks/APC) v2 - Added Chernobog.

Update - All vehicle rapid-fire moved into weapons parent.

Update - Traffic – Re-built player exclusion function. Added options for customizing force for push/launch. Added option to extend range affected above/below the bubble. Added option to increase size of bubble according to your vehicle size. Traffic now uses your speed/direction to extend the range of the bubble out in front of you to predict where you’ll be.

Update - Player info overlay - Added option to show wanted stars or blue/red flashing, or both. Updated typing/pause detection. Added sort type to saved settings. My bad.

Update - Driftmod - Added to saved settings. My bad.

Update - Gee-Eye - Added Up-N-Atomizer, BZ-Gas, Molotov, Sticky Bomb, and Proximity Mine.

Added assistance mode. Allows throwables to go where you point, removing the dumb built-in aim-bot GTA has. Shows possible targets on screen. Adjustable speed including homing. I included aids with this - Triggerbot. Reticle shown on screen by default will auto-disable if you are using the standard custom reticle feature.

Update - Custom reticle – Added the basic GTA dot

Update - Clear Area- Improved speed of function

Added - Remote ped – remote remote remote remote remote remote remote remote remote

Added - Retard check – So the game won’t insta-crash if someone doesn’t know how to install a script.

Suggestions/Complaints/Bugs - Feel free to @ me or DM me

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Gee-Skid v1.04 – Updated to recent GTA version

Update - Session ped actions - Added option to exclude friendly peds

Update - Modder detections - Added option to only mark, not notify.

Update - 2T1 Radar v2.0 - Will now show ring on outer edge.

Added - Give/Remove weapons – All weapons are listed by type. Can give/remove individual weapons, all from that type, all weapons, AND can search weapons. Weapons are also given max upgrades.

Added - Vehicle Rapid Fire (Tanks/APC) v2 - Improved to allow more accurate aiming. APC/Rhino/RC Tank are full auto. Khanjali is as fast as you can click

Added - Rapid fire handheld launchers - Grenade launcher is OP

Added - Rapid fire shotguns/Musket

Added - Rapid fire pistols

Note - Rapid fire is barely noticeable from in a vehicle

Added - Special Aim-Bot. On-screen target indicators for selected target types - Gee-Seek, Kosatka mode, enhanced vehicle missiles, Jesus, and orbital. Can make weapons god-like. Does not spawn an explosion. It uses the current weapon you have equipped, or your vehicle weapons.

Enhanced vehicle missiles - Basic white girl option. Improves \*any vehicle with homing missiles.

Kosatka mode - Allows you "pilot" the weapon like a Kosatka missile. Displays targets on screen in-flight. ALL throwable weapons, and \*ALL vehicle mortars/missiles/rockets/grenades, and ALL handheld launchers.

Gee-Seek - Adds a homing ability to ALL handheld launchers, and ALL throwable weapons, and \*ALL vehicle mortars/missiles/rockets/grenades/tank cannons. Even the flare gun is now a deadly weapon. \*\*Also adds vehicle fixed machine gun targeting. Amazing for things like Hydra MG cannon. Because GTA is dumb I had to manually record offsets for several vehicles and make the targeting “draw a circle” to increase chances of hitting the target.

Jesus – It has two options. Just try them.

Orbital – Automatically hit the closest target or what you are pointing at.

Note – All homing projectiles have the option to add a slight upward curve to allow them to go over vehicles in the way and prevent hitting the ground like vanilla missiles do sometimes.

\*Note - Avenger/Terrorbyte/MOC weapons are not affected. Mule/Pounder rear grenade launchers have issues.

\*\*Note - Vehicle turret style machine guns are not affected. Vehicle MG will always “right” your vehicle, meaning no upside down/sideways rotation will be retained. I’m working on it but its harder than you think.

Note - Special Aim-Bot is so OP that I considered not adding it to the script. It is extremely effective and makes \*any projectile/throwable extremely better than the Oppressor Mk2 missile - Even enhancing the Oppressor Mk2. It locks onto the player, not their vehicle, and can shoot in any direction - Backwards, up, down - Wherever you point your camera. If you combine rapid-fire with this - RIP to all vanilla GTA players.

Suggestions/Complaints/Bugs - Feel free to @ me or DM me

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Gee-Skid v1.03

Update - Traffic - Fixed a few feature-breaking bugs

Update - Custom reticle - Fixed the settings not being saved

Update - Fixed bug in vehicle upgrade

Update - Changed how the script reads the menu setting for font size to prevent crash

Added - 2T1 Radar v2.0 - This is how the radar in the menu should be.

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Gee-Skid v1.02

Added - Custom reticle - 45 options for reticle, custom colors, reactive when shooting

Update - Repair/Upgrade custom plate - label shortened to fit. Fixed it not affecting single

upgrades. Notification added so people understand it only applies when repairing/upgrading

Update - Players aiming at me - Minor update to test display

Update - Set random waypoint - Added option to set on land/water/both

Added - New parent "Utilities"

Update - Many features reorganized and moved into new parent "Utilities"

Update - Gee-Watch - Added raycast entity detection. Range to affect entities GREATLY

increased in most cases.

Update - Gee-Eye - Added MANY options to customize aim precision how you like. An RPG round

appears on screen as an indicator when adjusting settings

Added - Tracer effect for Gee-Eye with custom color and fade time

Update - Spawn vehicle for self - Moved into its own parent

Added - Vehicle spawn - MANY options added to customize how the vehicles are spawned.

Worth checking out

Update - Vehicle quick search - Added W/A/UP/DOWN to navigate list

Added - Quick vehicle spawn list - A short list of commonly spawned vehicles

Update - GTA Maps/Players facing me/Leaderboard/Vehicle ESP/Waypoint ESP - All text sizes

updated to reflect the current menu font selection. (For all you blind people that have it on size 24)

Update - MANY other internal updates

Note - If you have saved settings, you will receive a notification stating you need to re-save.

Settings for Gee-Eye will be discarded until re-save.

Note - I play this game on PC so I use a mouse and keyboard. Dont bother asking me about

cuntroller support. It aint gonna happen. Join the PC master race.

Suggestions/Complaints/Bugs - Feel free to @ me or DM me

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Gee-Skid v1.01

Update - Save/load feature

Update - Set wanted level

Update - Vehicle ESP - Allow for larger spacing

Update - Vehicle ESP - Will display ped vehicles/empty vehicles with weapons including ped count (now 2take1 jet grief or NPCs on missions will show up)

Added - Vehicle ESP - Option to include non player vehicles (For vehicles that I have a custom image for, like the big trucks driving around)

Update - Punish traffic - Settings will now save

Added - Vehicle repair/upgrade has custom plate option (Since people complained about it changing the plate to "Gee-Skid")

Added - Animate plate - Set list of custom strings to animate text shown on vehicle plate. Can add/remove/sort entries from within the script.A

Added - Animate plate - Show speed in mph/kph/dicks per hour

Added - Animate plate - Show closest player

Added - Animate plate - Show waypoint distance

Added - Animate plate - Show scrolling text - Can be updated/replaced from within script

Update - Feature hotkeys will not be triggered when typing in chat or in my script

Update - GTA Map - Label for "Set ALL maps offset" changed to indicate is only applied when pressed

Update - GTA Map - Visibility setting minimum set to zero to allow use of only one map

Added - GTA Map - Option to adjust location offset for small Cayo perico map (Because duerccio has skill issues)

Reminder for GTA map - It IS accurate (Within 5 meters or so).

If player positions are not displaying properly for you, it’s probably because you have a nonstandard monitor ratio or multimonitor setup. You can manually adjust it. It’s recommended to "Adjust ALL" to 1.5 or 2.0. Your meters may vary.

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Gee-Skid 1.0

I know its large, but don’t worry, you can take it 😉

Several features use images, and I tried my best to keep the overall size down. Don’t be fooled by the name - This is not a skidded script at all, with a couple small exceptions. Six months ago I knew absolutely nothing about programming so I used a few functions found in other scripts to get started. Where I did, I tried to put a comment. I asked around and no one knew who made Driftmod so I added some options to it and integrated it into my script. Now I know – Credit to sfinktah and proddy. I also really liked watch-dogs and laser eye in the Universe script so I decided I could do better.

The best description of this script is “general purpose.” A few notable features are GTA maps, Vehicle ESP, Gee-Watch, Player info overlay, and a handy quick vehicle spawn with a useable search. But there are hundreds of features in there. Big emphasis on teleporting. NO CRASHES. For many things there are options. For some there are a shitload of options.

I’ve tried my best to find any bugs and I’ve had a few people testing it for me. Feel free to @ me if you find any. You may find that there are a couple features that are eerily similar to Meteor. I’ll let you figure that out…

Credit for help with all the images: Voidkot

Thanks to a few others for helping in the chat.

For all you coding dorks that dig into the files. Take it easy on me. I taught myself Lua with this script.

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