

The Slinky Auto-Clicker All Inclusive User Manual

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1 Introduction

The *Slinky Auto-Clicker* is a revolutionary cheat, written for Minecraft¹ (Java Edition only). It is built on the first-of-a-kind *Dachshund Engine*, which utilizes a Recurrent Neural Network² to dynamically generate human-like click data, that is indistinguishable from legitimate human clicking behaviour. This click engine will be explained in more detail in the next section.

¹<https://www.minecraft.net/en-us/>

²https://en.wikipedia.org/wiki/Recurrent_neural_network

2 Usage Instructions

- i. Run the *Slinky.exe* application.
- ii. Hold down the left mouse button, as indicated in the picture below.

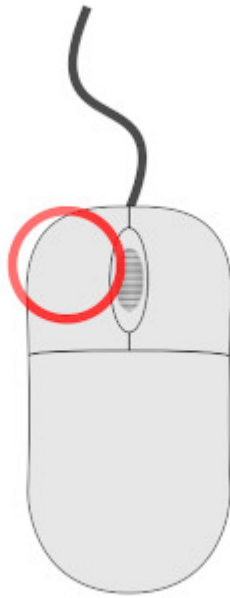


Figure 1: The left mouse button

3 The Dachshund Engine



Figure 2: Simplified view of the engine implementation

The *Dachshund Engine* is capable of generating pseudorandom humanized click data in realtime. It takes a 256-bit Initialization Vector³ IV input which is used to avoid generating the same click data more than once. The following formula illustrates the probability⁴ of the δ function producing an identical output v twice:

$$P = \frac{1}{2^{256} \cdot \pi} \approx 2.749 \cdot 10^{-78}$$

Generating duplicate data is practically impossible, which is why *Slinky* will likely remain undetectable for years.

³https://en.wikipedia.org/wiki/Initialization_vector

⁴https://en.wikipedia.org/wiki/Probability_theory

4 Graphical User Interface

Slinky features a graphical user interface to allow adjusting your preferences at runtime.

4.1 Clicker Profile

Slinky offers a selection of eight different clicker profiles. Each of these profiles is based on real human click data, to ensure undetectability. It is recommended to experiment with the profiles to see which one suits your playstyle the best, as they all feature different speeds and other characteristics.

4.2 Click in inventory

By default, the clicker will disable itself when not in-game. It also disables itself when an inventory is open. The **Click in inventory** setting allows the user to disable this behaviour, allowing for fast ‘refills’.

4.3 Allow breaking blocks

This setting allows the user to break blocks without having to exit out of the application. It is **not** recommended to use this setting, unless you are certain that you actually need it, as it is incompatible with a variety of HUD mods, such as most variants of the *Keystrokes Mod*. This option is not MineHQ certified.

5 Special Thanks

Long Nose Industries, LLC would like to offer a special thanks to certain individuals for their help with the development of our product.

- *Badger AKA 360*, for assisting us for the past three months by giving us insight into the logs from AGC⁵, which has been crucial towards the development of the click engine.
- *Liam AKA smfh*, an individual who served us extremely well throughout the beta testing period. He contributed through means of ‘lying on moms’ and ‘fighting a hacker’.
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- *Rowin AKA Rowin*, for granting us access to the *Trojan*⁷ anti-cheat plugin source code.
- *Tye AKA Tye3315*, for recording every single click profile by himself.
- *James AKA Staind*, beta tester. He has reached the top spot on leaderboards of multiple servers by utilizing our product.
- *Gilbert AKA Nyolu*, leaked full AGC and breached an NDA himself and his father co-signed.

⁵https://en.wikipedia.org/wiki/Automatic_gain_control

⁶<https://www.vim.org/>

⁷[https://en.wikipedia.org/wiki/Trojan_horse_\(computing\)](https://en.wikipedia.org/wiki/Trojan_horse_(computing))