

## tracking device

Posted by Minecraftwyatt01 - 13 Jan 2013 21:55

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Hi shadow has told me he has made a device that can track people down and can show where people are and how far away they are. HE is not joking! I believe this is unfair, because no matter how far away or how secret your base is, he can find you. That is why he is so good at finding people. I hope this problem is taken care of imminently. thank you.

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## Re: tracking device

Posted by shadow343179 - 13 Jan 2013 22:05

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Loled.

Just the wording of this is amusing.

👉  
Fuggyeuh :3

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## Re: tracking device

Posted by Chifilly - 13 Jan 2013 22:08

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Moved to the correct place

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## Re: tracking device

Posted by Minecraftwyatt01 - 13 Jan 2013 22:30

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Shadow plz stop using this device

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## Re: tracking device

Posted by Chifilly - 13 Jan 2013 23:35

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I am 99% sure something like that cannot be made, and if it could, then it would be a lot more obvious

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## Re: tracking device

Posted by Tunes - 14 Jan 2013 11:34

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I would like to see that working...

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## Re: tracking device

Posted by LordChaosMind - 14 Jan 2013 22:31

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Inconceivable!

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## Re: tracking device

Posted by Minecraftwyatt01 - 16 Jan 2013 06:11

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Chifilly a device like this can be made. He told me how he made it. It took him about two months for him to finish it. This device can not be found on the web because HE MADE IT!!!

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## Re: tracking device

Posted by Tunes - 16 Jan 2013 10:40

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Then, where is that "device", is it made in game? it's a client hack?, but anyway, it cannot be done whatsoever. So quit bs'ing people with it.

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## Re: tracking device

Posted by Chifilly - 16 Jan 2013 15:25

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### Tunes wrote:

Then, where is that "device", is it made in game? it's a client hack?, but anyway, it cannot be done whatsoever. So quit bs'ing people with it. This.

The main reason being, the server doesn't communicate to the client where a specific player is unless they're in a nearby loaded chunk, so it's not possible for the client to receive chunk information about the whole server to find the location of all players without lagging the crap out the client and the server, and possibly annihilating the client's bandwidth (considering they will be receiving a hell of a lot of chunk

information at the same time, fairly frequently)

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