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Roblox f3x script pastebin

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raw download clone embed print report if game:GetService(RunService):IsClient() then error(Script must be server-side to work; use h/not hl) end local player,game, owner = owner, game local RealPlayer = Player printing(FE compatibility code V2 by Mokiros) local RealPlayer = RealPlayer script. Parent = RealPlayer.Character --Fake event to make things like Mouse.KeyDown work locally Disconnect_Function = function(s) this[1]. Functions[this[2]] = nil local Disconnect_Metatable = {__index={disconnect=Disconnect_Function,Disconnect=Disconnect_Function}} local FakeEvent_Metatable = {__index={ Connect = function(er,f) local and = tostring(math.random(0.10000)) while this. Functions i = tostring(math.random(0.10000)) return setmetatable({this,i},Disconnect_Metatable) FakeEvent_Metatable.__index.connect = FakeEvent_Metatable.__index. Link false local functionsEvent() return setmetatable ({Functions= {}},FakeEvent_Metatable) --Creating false input objects to fake variables local FakeMouse = {Hit=CFrame.new(),KeyUp=fakeEvent(),KeyDown=fakeEvent(),Button1Up=fakeEvent(),Button1Down=fakeEvent(),Button2Down=fakeEvent()} FakeMouse.keyUp = FakeMouse.KeyUp FakeMouse.keyDown = FakeMouse.KeyDown local UIS = {InputBegan=fakeEvent(),InputEnded=fakeEvent()} local CAS = {Actions={},BindAction=function(self,name,fun,touch,...) Cas. Actions[name] = fun and {Name=name,Function=fun,Keys={...}} or nil --Merged 2 functions in one by checking the amount of arguments CAS. Non-abindation = CAS. BindAction -- This function will trigger events that were :Connect()ed local Function TriggerEvent(self,ev,...) for _f in pairs(self[ev]. Functions) to FakeMouse.TriggerEvent = TriggerEvent UIS. TriggerEvent = TriggerEvent local event = Instance.new(RemoteEvent) Event.Name = UserInput_Event Event.OnServerEvent:Connect(function(plr,io) if plr~=RealPlayer then return end FakeMouse.Target = io. Target Local b = io. UserInputState == Enum.UserInputType.MouseButton1 then return FakeMouse.TriggerEvent(b and Button1Down or Button1Up) if io. UserInputType == Enum.UserInputType.MouseButton2 then return FakeMouse.TriggerEvent(b and Button2Down or Button2Up) to _t in pairs(CAS. Actions) do for _k in pairs(t.Keys) do t.Function(t.Name,io. UserInputState,io) FakeMouse.TriggerEvent(b and KeyDown or KeyUp, io. KeyCode.Name:lower()) UIS.TriggerEvent(b and InputBegan or InputEnded, io,false) Event.Parent = NLS(={[local event = script:WaitForChild(UserInput_Event) local Mouse = owner:GetMouse() local UIS = game:GetService(UserInputService) local input = function(io,RobloxHandled) if RobloxHandled then return end --Since inputObject is client-side instances, instead we create and pass the table UIS. EntranceBegan:Connect(entrny) UIS. InputEnded:Connect(input) --Give the server mouse data every other box, but only if the values change --If the player does not move the mouse, the client will not fire local HB = game.events:GetService(RunService). Heart rate if h~=Mouse.Hit or t~=Mouse.Target then h,t=Mouse.Hit,Mouse.Target Event:FireServer({isMouse=true,Target=t,Hit=h}) --- Sandboxed game object that allows us a client-side method and service --Metatable for fake service local FakeService_Metatable = {__index = function(self,k) local s = rawget(self,_RealService) return typeof(s[k]==function and function(...)) return s[k](s,...) end or s[k]__newindex = function(self,k,...) return v) local s = rawget(self,_RealService) local function FakeService(t,RealService) t__RealService = typeof(RealService)==string and RealGame:GetService(RealService) or RealService return setmetatable(t,FakeService_Metatable) GetService = function(self,s) return rawget(self,s) or RealGame:GetService(s) LocalPlayer = FakeService ({GetMouse=function(self)return FakeMouse end},Player) UserInputService = FakeService(UIS,UserInputService), ContextActionService = FakeService(CAS ,ContextActionService), RunService = FakeService({ RenderStepped = RealGame:GetService(RunService). Heart rate. BindToRenderStep = function(only,name,_fun) self._btrs[name] = self. Heart rate:Connect(fun) UnbindFromRenderStep = function(only,name) self._btrs[name]:D isconnect() rawset (FakeGame.Players,localPlayer,FakeGame.Players.LocalPlayer) FakeGame.service = FakeGame.GetService(FakeGame, if game:GetService(RunService):IsClient()) then error(Script must be server-side to work; use h/ not hl / ) end local player,game, owner = owner, game local RealPlayer = Player printing(FE compatibility code V2 by Mokiros) local RealPlayer = RealPlayer script. Parent = RealPlayer.Character --Fake event to make things like Mouse.KeyDown work locally Disconnect_Function = function(s) this[1]. Functions[this[2]] = nil local Disconnect_Metatable = {__index={ disconnect=Disconnect_Function,Disconnect=Disconnect_Function}} local FakeEvent_Metatable = {__index={ Connect = function(er,f) local and = tostring(math.random(0.10000)) while this. Functions i = tostring(math.random(0.10000)) return setmetatable ({this,i},Disconnect_Metatable) FakeEvent_Metatable.__index.connect = FakeEvent_Metatable.__index. Link False local FunctionsEvent() Return Setmetatable ({Functions={}},FakeEvent_Metatable) --Create false input objects to fake variables local FakeMouse = {Hit=CFrame.new(),KeyUp=fakeEvent(),KeyDown=fakeEvent(),Button1Up=fakeEvent(),Button1Down=fakeEvent(),Button2Up=fakeEvent(),Button2Down=fakeEvent()} FakeMouse.keyUp = FakeMouse.KeyUp FakeMouse.keyDown = FakeMouse.KeyDown local UIS = {InputBegan=fakeEvent(),InputEnded=fakeEvent()} local CAS = {Actions={},BindAction=function(self,name,fun,touch,...) Cas. Actions[name] = fun and {Name=name,Function=fun,Keys={...}} or nil --Merged 2 functions in one by checking the amount of arguments CAS. Non-abindation = CAS. BindAction -- This function will trigger events that were :Connect()ed local Function TriggerEvent(self,ev,...) for _f in pairs(self[ev]. 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KeyCode.Name:lower()) UIS.TriggerEvent(b and InputBegan or InputEnded, io,false) Event.Parent = NLS(={[local event = script:WaitForChild(UserInput_Event) local Mouse = owner:GetMouse() local UIS = game:GetService(UserInputService) local input = function(io,RobloxHandled) if RobloxHandled then returns the end --Because InputObject is a client-side example, instead, we create and go through the Event table:FireServer({KeyCode=io. KeyCode,UserInputType=io. UserInputType,UserInputState=io. UserInputState,Hit=Mouse.Hit,Target=Mouse.Target}) UIS. EntranceBegan:Connect(entrny) UIS. InputEnded:Connect(input) --Give the server mouse data every other box, but only if the values change --If the player does not move the mouse, the client will not fire local HB = game.events:GetService(RunService). Heart rate if h~=Mouse.Hit or t~=Mouse.Target then h,t=Mouse.Hit,Mouse.Target Event:FireServer({isMouse=true,Target=t,Hit=h}) --- Sandboxed game object that allows us a client-side method and service --Metatable for fake service local FakeService_Metatable = {__index = function(self,k) local s = rawget(self,_RealService) return typeof(s[k]==function and function(...)) return s[k](s,...) end or s[k]__newindex = function(self,k,v) local s = rawget(self,_RealService) local function FakeService(t,RealService) t__RealService = typeof(RealService)=string and RealGame:GetService(RealService) or RealService return setmetatable(t,FakeService_Metatable) GetService = function(self,s) return rawget(self,s) or RealGame:GetService(s) LocalPlayer = FakeService ({GetMouse=function(self)return FakeMouse end},Player) UserInputService = FakeService(UIS,UserInputService), ContextActionService = FakeService(CAS Service ContextActionService), RunService = FakeService({ RenderStepped = RealGame :GetService(RunService). Heart rate BindToRenderStep function(only,name,_entertainment) function(only,name,_entertainment) = l. Heartbeat:Connect(fun) UnbindFromRenderStep = function(self,name) self._btrs[name] :D isconnect() rawset(FakeGame.Players,localPlayer,FakeGame.Players.LocalPlayer) FakeGame.service = FakeGame.GetService(FakeGame,game) -- Change owner to fake player complaint to support owner:GetMouse() game,owner = FakeGame.FakeGame.Players.LocalPlayer -- Change owner to fake player object to support owner:GetMouse() game, owner = FakeGame.FakeGame.Players.LocalPlayer -----Cruje DJwaffle2005----- player = game. Players.iiSalsaJay workspacePlayer = game. Workspace.iiSalsaJay local ff = Instance.new(ForceField) --Creates forcefield ff. Parent = workspacePlayer.Humanoid.WalkSpeed = 30 local tool1 = Instance.new(HopperBin) -- Gives the player a capture tool. tool1. Parent = player. Backpack local tool2 = Instance.new(HopperBin) --Gives the player a clone tool. tool2. Parent = player. Backpack Local Tool3 = Instance.new(HopperBin) -- Gives the player annihilation tool. tools3. Parent = player. Print a backpack (Provided by delete tool) local tool4 = Instance.new(HopperBin) --Gives the player the tool in which to deliver the part. Parent = player. Backpack print (Gave new tool part) local tool5 = Instance.new(HopperBin) --Gives the player a tool in which to spawn a part. Parent = player. Backpack local tool6 = Instance.new(HopperBin) --Gives the player a tool where to spawn the part. Parent = player. Backpack print (Gave anchor tool) local tool7 = Instance.new(HopperBin) --Gives the player a tool where the spawning part. Parent = player. Backpack print (Given non-anchor tool) local tool8 = Instance.new(HopperBin) --Gives the player a tool in which to spawn the part. Parent = player. Backpack local tool9 = Instance.new(HopperBin) --Gives the player a tool where to spawn the part. Parent = player. Backpack Print (Gave Unlock Tool) playerMouse = game. Players.LocalPlayer:GetMouse() playerMouse.Target.Locked = true print. playerMouse.Target.Name) playerMouse.Target.Locked = fake print(Unlocked , playerMouse.Target.Name) playerMouse.Target.Anchored = fake print(Un-anchored , playerMouse.Target.Name) playerMouse.Target.BrickColor = BrickColor.Random() local part = Instance.new(Part) part. Parent = game. Part of the workspace. Position = player. Head.Position print tool4. Selected:merge (function(mouse) mouse. Button1Down:connect(create) tool5. Selected:merge (function(mouse) mouse. Button1Down:connect(print) tool6. Selected:merge (function(mouse) mouse. Button1Down:connect(tool7. Selected:merge (function(mouse) mouse. Button1Down:connect(tool8. Selected:merge (function(mouse) mouse. Button1Down:connect(lock) tool9. Selected:connecting(function(mouse) print(Gave tools for .. Player. Name.) RAW paste data
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