

I'm not a bot



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It is designed to be easy to use and highly customizable, with a wide range of features to enhance the game experience.Please visit the issues page for known issues and planned features (and feel free to leave your own suggestions).Features100+ hacks (including noclip, speedhack, etc.) Customizable menu with animations StartPos Switcher Show Hitboxes Replay Bot Keybinds Discord RPC Discord server GitHub repository LicenseOpenHack is licensed under the MIT License. Resolved issue with "Respawn Delay" Fixes:Fixed vanilla bug with hitboxes, mirror portals and slopes Fixed compatibility with some mods Fixed wave trail color being wrong with hitboxes enabled Attempted to fix "Respawn Delay" not working for some users Fixed "Show Minutes" in "Accurate Percentage" Fixed some label templates Other:Added "(session time)" label template Added ability to see the rotated player hitbox v2.3.0New:Added "Accurate Percentage" Added "Auto Hide Triggers" Added "Auto Kill" Added "Auto Save" Added "Custom Wave Trail" Added "Fullscreen"/"Borderless" toggles Added "Hide Pause Menu" Added "Load Failed Bypass" Added "Objects Scale Bypass" Fixes:Fixed some typos in the UI Fixed "RGB Icons" reverting to default colors Other:Added modal windows for some UI elements FPS/TPS minimum values are now 5/0 respectively Added time/formatted time to the labels Added hold delay to "Frame Stepper" Make windows scrollable if they don't fit vertically Replay bot no longer triggers "Auto Safe Mode" when inactive v2.2.Fixed hitboxes showing up in practice mode when they shouldn't Fixed hitboxes not working with mirror portals Fixed player getting stuck in the air on level complete in replays Added a toggle to fix player rotation in replays Fixed issues with mac-OS (Wine) and older hardware (OpenGL 2.1) Added a toggle into mod settings to enable legacy OpenGL support Other:Added symbols export to help with debugging v2.2.1Fixed crash with corrupted config files (again) Added inner hitbox for hitbox trail v2.2.0New:Added "TPS Bypass" Added "Zephyrus" (replays) Added "Show Hitboxes" + "on Death" Added "Frame Stepper" Added "Random Seed" Added "Respawn Delay" Added "Main Menu Gameplay" Added "Auto Deafen" Added "Smart StartPos" Added API for mod developers Added 2 new themes (Modern and Gruvbox) Fixes:Fixed "StartPos Switcher" default index being maxed out Fixed rare crash when loading a corrupted config file Fixed windows getting stuck at the edge of the screen while animating Fixed windows spawning in the same spot on the first open Fixed search bar width being too big Fixed "RGB Icons" not working properly sometimes Fixed missing keybind initializer for VSync Fixed build errors when building the project with "BUILD_STANDALONE=OFF" Fixed "Noclip Accuracy" counting after death/level completion Fixed "Verify Hack" not working properly in some cases Fixed "Force Platformer" saving level type Fixed incompatibility with "Separate Dual Icons" mod when using "Unlock All Icons" Other:Improved menu close/open animations You can now add custom .ttf fonts to geode/config/prevter.openhack/fonts folder Added keybind/tooltip for toggles with settings Added UI scaling for different display resolutions Mouse cursor now hides while playing a level v2.1.0New:Reimplemented "Discord RPC" with x4 more features Added "Click Teleport" Added "Uncomplete Level" Added "Labels" Added "Noclip Limit" Added "RGB Icons" Re-added search bar Fixes:Fixed tooltips going off the screen Fixed saving settings for non-English languages Disabled "Speedhack" on game launch to prevent softlocks Various bug fixes [Vanilla] Fixed label colors for "StartPos Switcher" v2.0.1Fixed a crash during the game launch if you've unfocused the game window Fixed a crash for GDPS users, if executable name is not "GeometryDash.exe" v2.0.0Full project rewrite for better stability and code qualityUI:Redesigned UI Added theme support Improved menu open/close animations Added font selection More color settings Hacks:Added "Audio Speedhack" Added "Smooth Editor Trail" Added "Default Song Bypass" Added "Place Over" Added "No "Do Not" Fly" Added "No Trail" Added "Wave Trail Fix" Added "Checkpoint Limit Bypass" Added "Show Triggers" Added "Moderator Bypass" Added "Physics Bypass" Added "Instant Complete" Added "No Mirror Portal" Added "Anticheat Bypass" Shortcuts:Added "Apply 4GB patch" Added "Inject DLL" Added "Show Options" Other:Fixed many bugs and crashes Keybinds now have an "In-game only" option Fixed some hacks descriptions (shoutout to @zkayns and @SpeckyYT on GitHub) Added cache for pattern scanner to improve loading times (2nd launch will be faster) Added "Reset Camera" to "StartPos Switcher" Added label options for "StartPos Switcher" [Geode] Mod now uses "early-load", so "Unlock All Icons" should save properly Notes:[Vanilla] Support for other GD versions will be added in the future (hopefully until next game update) [Vanilla] Crash handler contains more information about the crash Discord RPC is temporarily removed for a full rewrite v1.6.1Fixed some issues with Discord RPC Fixed "StartPos Switcher" crashes Fixed "Practice Mode" shortcut crash Fixed color settings not saving v1.6.0First Geode release Added Shortcuts Improved "Stack Windows" Added 15 new hacks Various bug fixes v1.5.0Added "StartPos Switcher" Added "Auto Pickup Coins" Fixes to keybinds v1.4.0Added keybinds Changes to the "Stack Windows" Fixed menu not opening after switching Fullscreen/Borderless mode Some bug fixes v1.3.0Added 13 new hacks Added "Discord RPC" "Music Unlocker" also unlocks Practice Mode music Added descriptions (tooltips) for hacks Fixes to old hacks v1.2.1Added "Auto Safe Mode" Added DLL loader Added "Enable Menu Buttons" hack Code refactoring v1.2.0Added autopdater Added 2.204 version support Small fixes and improvements v1.1.1Fixed a crash when minimizing/maximizing the game Fixed some hooks Improved "NoClip" hack Restored all hacks to work with 2.202/2.203 Small GUI improvements Added "Display" window to change FPS and toggle Vsync v1.1.0Added support for Geometry Dash 2.202 Added search bar Added pattern scanner for better compatibility v1.0.1Added snow effect in the main menu Fixed random crashes Added new hacks Fixed UI code v1.0.0 The recommended way to install mods is through the in-game mod loader . You will have to manually install the geode files you get from this page. Some mods also require other mods as dependencies , you will need to find and install them yourself. How to use Noclip for Cheat Engine in Geometry Dash? Author Message User1111How do i cheat?Reputation: 0Joined: 26 Apr 2025Posts: 1 Posted: Sat Apr 26, 2025 1:29 pm Post subject: How to use Noclip for Cheat Engine in Geometry Dash? Hello everyone, User1111 here! I am new to this community. I posted here to know how to noclip in Geometry Dash using Cheat Engine version 7.6. So, you guys know how to do that? Thanks. All times are GMT - 6 Hours You cannot post new topics in this forumYou cannot reply to topics in this forumYou cannot edit your posts in this forumYou cannot delete your posts in this forumYou cannot vote in polls in this forumYou cannot attach files in this forumYou can download files in this forum Section Five: Building the level Now that you now have the blocks, its time to start building! How exciting!Now, I won't be telling you how to make all three noclip levels separately or else this guide will be super long, but the instructions I'll tell you can generally be applied to all of the different styles.Righti-ho, let's get RIIIIIIIIIIIIIIIGHT into it! (Btw, this might be long, so feel free to skim along)(Image Source: Noclip The Golden by QuoClone)This will be easier to explain in video form, so I recommend watching the video instead of reading this, but whatever works for you.[WIP]Text instructions:1. Make sure you have saved your blocks into your custom objects tab (See Section Four)2. Pick a level you want to noclip3. Copy the layout version of the level4. Go into the editor5. At the very beginning, place a alpha trigger and set ID target to 995 and set everything to 06. On a separate layer (Press the left and right arrow keys) go onto a layer with nothing on it7. Use the blocks in your custom object tab and start placing the noclip blocks on top of the real blocks8. Once you've done placing the blocks, go to the next layer and place all the spikes on top of the real ones9. Once you've done placing the noclip objects, go to the real block / spikes layer and delete all the blocks and spikesNow, this is where things get a bit complicated. Depending on what gamemode it is, you need to change the section so the player doesn't die. I'll have to go into more depth into each gamemode, so PAY ATTENTION! (Well, if you want too I guess... I'm not your teacher)(Image Source: Noclip Beetle by TheDarkSided1)Now I lumped these two together because they can both can go up and down without having two ground boards (Like how you can't go infinity go up and down in a wave without another portal)Anyways, lets look at some examples!In the first example, there's a robot portal against the ground. You'll need to place some invisible two ticks above the ground, so the player doesn't hit the ground when upside down. You can replace the H blocks with gravity portals if H blocks don't work.In this example, there is a cube section in mid air instead of against the ground. As you can see, you'll need gravity portals both above and below the section (you can use gravity pads instead if you want to)(Image Source: Noclip Tapwrecked Deco by No ob)Also lumping these together because they act the same. Generally, both the ship and ufo are the easier gamemodes to work with, since they both have boarders to contain them and can't die by hitting their head on something.In this example, you can see the blue lines at the top and bottom. This shows the boarders of the ufo and ship. And again, duplicates of the size and speed portals for the sync and gameplay.(Image Source: Noclip Athanatos by J9ZX)You get it, they act the same way. Like the ship and ufo, they have boarders on top and below them. Keep in mind that the spider can die by hitting their head on something, so use gravity portals and h blocks.I'm not gonna say much, since this is pretty simple, just make sure you copy the speed and size portals.(Image Source: Noclip Azure Flare by J9ZX)To be honest, I don't know why I put the wave gamemode separately since its just like the ship and ufo, but its here now...Image is pretty self-explanatory.(Image Source: Noclip Butiti III Deco by No ob)If your level uses triggers or group layers, you need to copy the ID of the original block and paste them into the noclip blocks.All of the ID's and blocks layers are copied to the noclip blocks. Make sure the Z order is the same too!You can apply all of these examples into your own levels!(jeez I finally finished this) Post by RZZIO Sun Nov 03, 2019 4:34 am Idk what Im suppost to put here just know set the value to 14315 and it makes u noclip. Enjoy. GeometryDash.CT (367 Bytes) Downloaded 3137 times How to use this cheat table?Install Cheat EngineDouble-click the .CT file in order to open it.Click the PC icon in Cheat Engine in order to select the game process.Keep the list.Activate the trainer options by checking boxes or setting values from 0 to 1 Page 3 Post by RZZIO Sun Nov 03, 2019 4:34 am Idk what Im suppost to put here just know set the value to 14315 and it makes u noclip. Enjoy. 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Introduction: Discover how to make the most of the Noclip in Geometry Dash, a feature that will allow you to overcome obstacles and levels more easily in this popular platform game. Learn how to use this tool and improve your skills to achieve victory. What is Geometry Dash NoClip? The Noclip in Geometry Dash is a hack feature that allows players to pass through walls and obstacles in the game. This trick has been popularized by an unknown person somewhere in the world and has gained so much fame that players from all over the world are trying to replicate it. Both experienced and novice programmers desperately seek to learn all kinds of tricks in order to create a hack of this magnitude. Unlike playing the game traditionally, the Noclip provides an outstanding advantage by allowing players to avoid difficult obstacles, reach inaccessible areas, and freely explore the world of Geometry Dash. It is important to note that the use of Noclip is considered a hack and can affect the integrity and balance of the game. If you are interested in using the Noclip in Geometry Dash, there are several ways to do it. Some players have created and shared mods that include this feature, while others have developed their own cheats using programming knowledge. However, keep in mind that using hacks can lead to negative consequences, such as deleting your account or not being able to play on online servers. In short, the Geometry Dash Noclip is a hack feature that allows players to pass through walls and obstacles in the game. Although it may be tempting to use it to overcome challenges, it is important to be aware of the potential negative repercussions and consider playing the game fairly and without cheating. Steps to use Geometry Dash No ClipIt is true that using Geometry Dash's No Clip is not complicated at all. You just have to follow the following steps:Go to this link and download the corresponding file.Install the APK you recently downloaded.If your phone displays any warnings, enable downloads from unknown sources.Open the app, where everything will seem completely normal.Select any level and watch as you go through all the objects.Keep in mind that although this guarantees that you will pass all the levels, the same will not happen with the stars. You will have to collect them manually if you want to impress your friends. We hope you liked this guide and we invite you to return another time to learn more about Geometry Dash. This repository was archived by the owner on Oct 7, 2024. It is now read-only. You cant perform that action at this time. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts.

How to use noclip in geometry dash mobile. How to make noclip levels in geometry dash. How to turn on noclip in geometry dash mobile. Geometry dash how to get noclip on mobile. How to make noclip objects in geometry dash. How do you get noclip in geometry dash. How to turn on noclip in geometry dash. How to get noclip in geometry dash. How to use noclip in geometry dash 2.206.