

[Click Here](#)



Onix Client is a legitimate client for Minecraft: Bedrock Edition. With over 90 fully customisable, built-in modules, and over 125 fully customisable, community-made modules. Onix Client is truly the best client for Minecraft: Bedrock Edition. Copyright © 2024 Onix Client If you're still uncertain about whether LiquidBounce is the right fit for you, take a glance at the screenshots below to get an overview of the client. Should you have any remaining questions, feel free to explore our FAQ section for more information. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Aristois offers over 100 in-game modules to extend and enhance your Minecraft gameplay. With a focus on PvE, we offer a modern and personalised experience — get it today!In addition to many unique modules and features, Aristois contains a worldwide in-game chat. Plan your next adventure and coordinate with players on other servers, right from the chat.The Aristois UI is designed with customisation in mind, so it can look exactly how you want it. We've also created two additional UIs to enhance speed and smoothness of enabling mods. Wurst is a client-side utility mod designed to supercharge your Minecraft experience. Equipped with a vast arsenal of cheats, hacks, and other utilities, the Wurst Client ensures that you'll always have the upper edge in your Minecraft adventures. marioCST 1.21.2X Beta 2 Pre-release Small hotfix Fixed server related checks (e.g. when executing .give) Fixed issues with .give and .setoffhand Fixed Nametag health bug Fixed AutoGapple, AutoTotem, BowAimbot and a FastEat check Fixed issues with teleporting Improved "Standard" and "Outline" ESP modes Added "Server" option to HUD (displays server you're playing on) Added "Buttons" option to HUD (displays custom buttons in main menu) And more releases to come, maybe... marioCST First Beta for 1.21.2X :) As this is a Beta, it may be unstable, so please report them in the bugs and suggestions channel on our Discord with a description to reproduce the bug (if necessary) and provide your config! 1.21.2X support Added fake blocking to Killaura Executing .seed now copies the seed to your clipboard Aimbot range has been increased AutoClicker now uses CPS Added randomization to AutoClicker .xray now does the thing The giant Borion banner can be toggled now Added AutoWalk Added RGB and opacity sliders to ESP and Tracer Fix "Display Target" option in Killaura Add SafeWalk Intoprelised Hello everybody and welcome back to another release, this isn't a massive one but still nice, fixes and new modules/features that were highly requested! Changelog New Features: Added Hide and Seek Tool module (useful + requested) Added health check to AutoTotem Added "backup" option to AutoTotem (useful + requested) Added FastPlace module Added "randomize" option to AutoClicker Fixes/Improvements: No longer print out addresses of 2 game classes upon injection Warning for unsupported Minecraft version Moved FastBreak from Misc ClickGui category to World Improved .path SLIGHTLY Improved AutoClicker Improved Scaffold's extend mode Fixed Radar crash Fixed stuff in AutoTotem Fixed Scaffold trying to build with Hive boomboxes Fixed AutoArmor and InventoryCleaner (armor sorting works properly in all modules now) Fixed a crash with Nametags Fixed "murder tool" option in Nametags Fixed MurderTool Thanks again for always supporting Borion, we know we did not deliver last update and understand that the updates are less frequent and contain less changes. We are currently working on another project as well but Borion will still focus on updating first. Thanks, make sure to join the Discord. marioCST First 1.20.8X beta Updates will come less frequent from now on because we want to focus on other projects. Initial 1.20.8X update Fix arraylist Hitbox check adjustments Fix ESP box inaccuracy and another issue Fix nametags not being rendered for friends Regen update Tracer fix Automatic: TreasureWars is BedWars now Fix AutoTotem Add VelocityMul(tiplier) Velocity fix Lower min teleport distance for TPAura Min HighJump multiplier is 0.1 instead of 1 now Fix .seed Borion logo position and scaling adjustments Improve Zoom Improve/Fix Switcher Thank you for still using Borion. Please report any bugs in our discord, but please do not make duplicates! Also view post guidelines before making a bug report. marioCST We're back :) Fix .bind not returning the key name Fix Nick (an error message will be displayed if Nick would be going haywire) Fix dimension related stuff (e. g. Waypoints) Fix Freecam Fix AutoClicker with Only weapons when weapons aren't enchanted Slight performance improvements Fix crashes related to ESP, NameTags and probably more Add option to copy deathcoords to clipboard in DeathLogger Thanks for supporting Borion for no reason :) Report any bugs in our Discord. Reports without any details will be deleted marioCST 1.20.7X Upgrade Pre-release APRIL FOOLS This was an April Fools joke and should not be used as a real client release A new update after just a little amount of time! This BRAND NEW update is just the beginning of a new era of Borion! We are excited to say that we finally made Borion a bit better! We have upgraded our resources to bring you the best Borion experience yet! Please do not report any issues regarding this version because it's just too perfect!! You NEED to experience the new features yourself! IMPORTANT: Due to massive changes in the code base, we suggest everyone making a backup of their configs just in case. We have tested the release thoroughly and didn't encounter any issues, but we still want you to be safe! You can't perform that action at this time. Page 2 You can't perform that action at this time. Page 3 Intoprelised 1.20.4X Release (First non beta release) This release comes with many fixes and Auto Disconnect. The client can now for the most part stably run and work well. We do have some known issues such as: Item related commands Potential rare injection crashes (Note: some features are still removed to prevent crashes, yet this is much less) Thanks for supporting Borion, more releasing with more wanted features will come soon. marioCST 1.20.4X Beta 2 Pre-release This BETA release fixes crashes related to injection and world joining Removed features are still removed and will be fixed later Misc. changes: Minor Nuker adjustments marioCST This release updates to 1.20.4X and may be unstable Some features have been removed because they crash at the moment and I don't bother fixing them right now Intoprelised 1.20.3X-hotfix&performance 1.20.3X Hotfix, Performance & Quality of life additions Smaller Hotfix Update. Changelog: Make the name the Nick module sets you customizable (using .nick) Fix Nukkit NoFall Add PowerNukkitX NoFall Remove outdated/broken hive mode from Bhop Fix Velocity for non local worlds & make modifier actually modify and not directly set Add Entity Type check to AntiBot Antilmmobile now bypasses you being frozen with /inputpermission Fix .unlock (may not work for some people it really depends) Slight changes to Automatic Nametags no longer become massive if you go to close to the target Very big performance & stability upgrades (noticeable) Next update the IRC will be fixed as well as the other known issues, we are aware of a crash happening every now and then when joining the game but please continue to report bugs to the bugs-and-suggestions channel. Thanks! Intoprelised 1.20.3X-features-and-fixes 1.20.3X Features and Fixes Here comes another action packed Borion update dude! This one sure is radical but you're gonna love the gnarly features broski! Changelog Add block hit to Swing module Make Killaura "smooth" rotations a lot more fluent Improve Crasher performance Add tracers to Storage ESP (3d mode may not work) Add health option to Nametags Fix Aimbot lock mode Add AntiCrystal Borion HQ is now displayed on main menu Improve Scaffold rotations Add target sorting options to Killaura Slight changes in Fly Fix AutoSplitter Automatic will no longer dodge while in the hub Rework how Velocity works & add a ton of customization Fix SkinStealer for capes Fix .rename Added ItemESP Fix .path (may be a little janky) Fix .nbt read and save Add Nick module ** Overall performance improvements ** Known bugs: Nbt module Nbt write/load CBE Command Path may be weird in water or with certain jumps Other stuff I can't think of Thanks for the support of Borion, we are aware this update took a while but next one will have a lot more requested features! Happy Thanksgiving & Halloween You can't perform that action at this time. Page 4 You can't perform that action at this time. Page 5 You can't perform that action at this time. Page 6 You can't perform that action at this time. A Minecraft: Bedrock Edition utility mod. Unsupported platform It appears you're not using Windows. Horion only supports Windows and will likely not work on your device.