Subject: Clientside cheatdetector w/o Renguard
Posted by bololo on Wed, 01 Sep 2004 07:56:34 GMT
View Forum Message <> Reply to Message

Hi

I am wondering if its possible to create a cheatdetector on clientside, so that its possible to detect cheater who somehow cheated me.
A small program should be able to detect that 1 shotkill of a med or mammoth of full health isnt normal.
I dont know how the renegadeprotocol works, but i think the damagacount is on the clientshooterside.

Is it possible for this program then to know who shot me? Or maybe whos points rised just in that moment of the amount X, what is gained for killing my current vehicle?

That would make it much easier for the mods detecting cheaters.
However cheater wont attack mods then. :-S

Or the program generates an automated mesage to a mod, such like
XYZ dont have normal damage, or makes always headshot.

greets bol