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Subject: Re: [SSGM 4.0 Plugin] Range and RoF Cheat Detection

Posted by [halo2pac](#) on Fri, 16 Mar 2012 03:17:50 GMT

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One big flaw in this design. What if a player lags? His data gets bottled up on his PC then Bursts to the server. I have had a Ramjet fire 4 shots within a half second because of a lag burst. Seriously without cheats of any type. I have laid a lot of c4 in the wrong position quickly because of lag.

Same thing with these stupid PT hack detectors. I have lag walked to a PT terminal only to find my self half way across the base. I could have been banned for trying to access a terminal from more than 5 meters.

Take into account a laggy-ass game.

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