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

Posted by [Ethenal](#) on Fri, 16 Mar 2012 04:29:50 GMT

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halo2pac wrote on Thu, 15 March 2012 22:17 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.

How this is a big flaw? I don't know if you noticed, but all this plugin does is output a message to the log (and the optional BR plugin outputs it to IRC). Did it say anywhere that this is an automated ban system? No. The PT hack detectors have always wonderfully if you don't base a player's legitimacy on a single PT warning. Same with rate of fire. The range thing is actually quite a nice (unique) release.

So what was that point you were making again?

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