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Subject: Re: [SSGM 4.0 Plugin] Range and RoF Cheat Detection  
Posted by [iRANian](#) on Fri, 16 Mar 2012 13:21:58 GMT

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There's what Ethenal said and there's a really really small hit allowance built-in, I don't know if lag triggers it, it would be really helpful for me if someone else could test it with high ping. The hit hit allowance is so small that people using RoF cheats designed to give a small advantage will be caught by this. The range detection is similar.

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