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

Posted by [EvilWhiteDragon](#) on Sat, 31 Mar 2012 15:39:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Xpert wrote on Thu, 15 March 2012 03:08 The thing the public BIATCH lacked for the public was a RoF detector and range detector. Why is that? And is it included in the current 4.0 or still not. Because it is highly inaccurate. Or at least, our testing showed that RoF can easily be triggered by a high ping or sudden bad connection, so one would have to compensate for that.

Same thing with the range, weapons actually shoot further than the effective range and again, with a lot of lag one can be say up to 20 renometers from where the guy is on the server. This means that you have to set quite a large margin.

I don't know what countermeasures to this iRANian has (tried to) make, but we deemed it too inaccurate, specifically after we saw how easy some serverowners banned on PT messages, which are also lagsensitive. These reasons were for BlackIntel the reason not to release it.

Edit:

Read all replies before posting EWD.

halo2pac wrote on Fri, 16 March 2012 04:17 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.
Exactly what I wanted to say.
