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

Posted by [reckneya](#) on Mon, 09 Apr 2012 09:45:04 GMT

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I've got the plugin installed on our DM server + the BRenBot plugin that outputs the messages in IRC. It triggers the RoF detection when going from firing weapon A to firing weapon B directly after and if weapon B has a slower rate of fire then weapon A. So for example firing a flamethrower, chemsprayer or voltgun at an object or at the abyss and then switching to almost any other weapon will trigger it. It will prompt it's weapon B that exceeds its default RoF.

Maybe this is something you can account for in a future version? I really like the detection of RoF, but at this point it will probably be giving a lot of false positives. It's of course up to the moderators to know how to interpret what's actually happening when it triggers.

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