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

Posted by [reckneya](#) on Mon, 09 Apr 2012 11:00:08 GMT

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Update: If I shoot at something that can take damage with weapon A I only have to switch to weapon B to trigger it. I don't actually have to fire weapon B. When I do this trick and fire into the abyss (the sky f.e.) it will trigger sometimes, when I fire on an object it will trigger almost all the time.

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