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

Posted by [reckneya](#) on Mon, 09 Apr 2012 15:50:13 GMT

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Iran and I tested it on the server and the 3rd version (not sure if this is the 2nd or 3rd in your last post) seems to not trigger false positives as quickly as the first version. It may still trigger false positives, but we were unable to recreate it the way we could with version 1.

We'll keep an eye out and not ban unless it's blatant. We had a RoF cheater in the server. Would've been nice to see the plugin go wild on his ass.

Thanks Iran. This plugin will keep the server a little safer for none cheating gameplay.

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