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Subject: [SSGM 4.0 Plugin] RR Client Anti-cheat Messages Support

Posted by [iRANian](#) on Sun, 01 Jul 2012 13:28:04 GMT

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This plugin adds support for the anti-cheat messages that the RR client sends to servers, e.g. when someone is running the client with \*cheat name removed\*enabled. Note that I'm modifying a hooked 4.0 function in a delicate way, which means that this plugin might crash future versions of the 4.0 server software. Make sure to test this plugin by joining your server running RR+RGH whenever a new version of 4.0 is released.

The following messages are output to the console:

```
[RR Anticheat]%S is running RR with an aimbot
```

```
[RR Anticheat]%S is running RR with RGH
```

```
[RR Anticheat]%S is running RR with Azazelbot (NOTE THERE ARE SOME FALSE POSITIVES FOR THIS)
```

To install place RR\_Anticheat\_Support.dll inside your root FDS folder and add an entry for it under the [Plugins] section in SSGM.ini.

You can contact me under the nick "iRANian" on renegadeorums.com

Thanks to:

Hex - for releasing the original code to do this

cAmpA - giving me the info to support Azazelbot detection.

### File Attachments

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1) [RR Client Anticheat Support SSGM 4.0 Plugin v1.0.zip](#),  
downloaded 402 times

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