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Subject: Re: Scripts 4.4 progress update

Posted by [\[EE\]pickle-jucer](#) on Mon, 05 Jun 2017 15:19:22 GMT

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Out of curiosity, what is stopping you from hooking the code that handles the cross-hair color, and the code that handles keyboard and mouse input, then calculating the response time of the player? Or would that not work for some reason?

Even if it wasn't used for automatic kicking/banning, a 95th percentile or running average of the samples would allow server admins to easily check if someone had super-human response times.

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