
Subject: Re: Anti Cheat Map or a scripts.dll serverside mod.

Posted by [gibberish](#) on Fri, 27 Feb 2004 21:00:42 GMT

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Alkalinea person goes through this map before he can join the game in progress.

I thought about this but there are a number of problems:

1. Everyone on the server is on the same map so you can't have a special "Intro" map.
 2. From scripts.dll I don't think its possible to know when a player joins the game, sure a new object gets created but the same thing happens when they die.
 3. Once a weapon has been granted to a player it can't be removed. You can remove all weapons but not a specific weapon.
 4. There is no way to get the player name from scripts.dll, hence even if you were able to identify a player who is cheating there is no way to tell the regulator who they are, in order to kick them.
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