
Subject: Re: [SSGM 4.0 Plugin] Beacon Deploy Spam Detection ALPHA
Posted by [Xpert](#) on Sun, 04 Mar 2012 22:10:37 GMT

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Not shitting on the plugin or anything, but isn't it possible to just detect in gamelogs on CREATE:OBJECT "if (\$istok(CnC_Beacon_NukeStrike CnC_Beacon_IonCannon,\$4,32))" to see if the person attempted a beacon deployment? That's what I do.

<CloudyServ> [Beacon] Ion Cannon Beacon attempted (erlogin).

<CloudyServ> [Beacon] Ion Cannon Beacon attempted (erlogin).

<CloudyServ> [Beacon] Ion Cannon Beacon deployed (erlogin).

Other than that, good plugin
