Subject: [SSGM 4.0 Plugin] Range and RoF Cheat Detection
Posted by iRANian on Wed, 14 Mar 2012 18:29:11 GMT
View Forum Message <> Reply to Message

This plugin requires scripts 4.0 Beta 4 or higher. THIS PLUGIN IS EXPERIMENTAL AND MIGHT CRASH OR LAG YOUR SERVER, IT MIGHT ALSO GIVE OUT FALSE WARNINGS. I'M NOT RESPONSIBLE FOR WHAT THIS PLUGIN DOES.

This plugin adds detection for Rate of Fire cheats and range cheats (this includes *cheat name removed*spectate shooting in most circumstances) to the FDS, if the plugin detects odd range or Rate of Fire values it will log text to RenLog that looks like these:

Range warnings look like:

[19:57:38] [IRANSTUFF][Range Warning]RebdogFuckingHax (Automatic Rifle) attempted to attack Mel_Gibson from out of range. Distance: 164.42 meters Max Distance: 0.00 meters.

RoF warnings look like:

[19:57:38] [IRANSTUFF][RoF Exceeded]Name: RebdogFuckingHax ID: 2 Ping: 96 Hits: 79 HitMultiplier: 1 DefHits: 10 Allowance: 1 MaxHits: 11 Weapon: Automatic Rifle

To install, place 'RangeRofDetection.dll' in the root FDS folder and add an entry under [Plugins] in SSGM.ini. A BRenBot plugin to output these messages to the IRC admin channel can be found here.

Ported the code from OnOeS made by Hex, pvtschlag and jnz. Thanks to Tiberian Technologies for adding the damage hook to scripts 4.0 Beta 4 and StealthEye in particular for answering my questions. Additional thanks go to rebdog, Blacky and BillieJoe67 for helping me with testing.

Known bugs/limitations:
- Vehicle Rate of Fire isn't checked. (I'll investigate adding it in the future)
- Can trigger the range warning when someone is 'ghosting'.

File Attachments
1) Range and RoF Cheat Detection SSGM 4.0 Plugin v1.zip, downloaded 251 times