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Subject: [SSGM 4.0 Plugin] Scope Cheat Detection ALPHA

Posted by [iRANian](#) on Sun, 18 Mar 2012 20:00:42 GMT

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THIS IS AN ALPHA AND MIGHT CRASH YOUR SERVER, IT MIGHT ALSO GIVE FALSE POSITIVES, I'M NOT RESPONSIBLE FOR WHAT THIS PLUGIN DOES.

This plugin outputs messages to the console that look like the following if a player is scoped with a weapon that doesn't have a scope:

```
[IRANSTUFF][Scope Warning]Iran is scoped in holding Weapon_Pistol_Player.
```

Note: There's a bug in game that allows a player to scope with non-scoped weapons if they have a weapon with a scope in their weapon bag.

Thanks to Blacky for essential testing and thanks to jonwil for quickly checking if this plugin was possible to make.

To install, place 'ScopeCheatDetection.dll' in the root FDS folder and add an entry for it under the [Plugins] section of SSGM.ini, then add the following to the bottom of SSGM.ini:

```
[ScopeCheatDetection_ScopedWeaponsList]
;These weapon presets have a scope and therefor players that are scoped holding these
weapons shouldn't be flagged as using a scope on a non-scoped weapon
; the '=1' is read but has no meaning
Weapon_RamjetRifle_Player=1
CnC_Weapon_RamjetRifle_Player=1
Weapon_RamjetRifle_Ai=1
Weapon_SniperRifle_Player=1
CnC_Weapon_SniperRifle_Player=1
Weapon_SniperRifle_Ai=1
Weapon_SniperRifle_Ai_GDI=1
Weapon_SniperRifle_Player_Nod=1
CnC_Weapon_SniperRifle_Player_Nod=1
```

### File Attachments

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1) [Scope Cheat Detection SSGM 4.0 Plugin ALPHA v1.zip](#),  
downloaded 212 times

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