Subject: Re: [SSGM 4.0 Plugin] Range and RoF Cheat Detection
Posted by EvilWhiteDragon on Sat, 31 Mar 2012 15:43:06 GMT

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iRANian wrote on Fri, 16 March 2012 14:21There's what Ethenal said and there's a really really small hit allowance built-in, I don't know if lag triggers it, it would be really helpful for me if someone else could test it with high ping. The hit hit allowance is so small that people using RoF cheats designed to give a small advantage will be caught by this. The range detection is similar. Easy enough to try, set your SBBO very low (and make sure the server doesn't put it upwards) and nur to 6 (or was it . This should already help a lot in getting more lag. Additionally you can lower the serverfps to 15 or so.