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Subject: Re: [SSGM 4.0 Plugin] Range and RoF Cheat Detection  
Posted by [iRANian](#) on Mon, 09 Apr 2012 11:07:09 GMT

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Could you try out this version? From the looks of it whoever coded it did the check if the weapon being held changed after actually reporting it.

<http://dl.dropbox.com/u/21865790/RangeRoFDetection.dll>

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