Subject: Re: [SSGM 4.0 Plugin] Range and RoF Cheat Detection
Posted by Ani on Sat, 14 Jul 2012 01:50:26 GMT
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It helped pick up some guy with 0.0 scripts who had 2.3x the range on a normal railgun that would've slept by if I never looked into the logs. It would've been nice if there was a way for BRenBot to relay [BIATCH] logs. :/