
Subject: Re: Scripts 4.4 progress update

Posted by [jonwil](#) on Sun, 04 Jun 2017 23:20:37 GMT

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More changes:

Further updates to scripts by dblaney

Further updates to scripts by jerad

New engine calls Force_Velocity_Update and Force_Velocity_Update_Player to allow you to force objects to instantly set their velocity.

Add some changes to prevent the new triggerbot from working by forcing the value it looks for to always be the one it wants to see in order to shoot (i.e. a player using the bot will constantly fire their weapon)

As of now none of the stuff on that cheats forum will work with the current 4.4 builds.

Before I release 4.4RC1 I want to add some logging to the file-hash anti-cheat similar to logging for the various anti-cheat features taken from BIATCH. That way server admins can see who got kicked and take further action (e.g. banning that individual)