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Subject: Anti Cheat Map or a scripts.dll serverside mod.

Posted by [Alkaline](#) on Fri, 27 Feb 2004 18:41:18 GMT

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ok, first here is the concept:

Ok, so basically when you spawn you have a sniper rifle (not ramjet but dead eye sniper)

The server tells you to first shot the red square (the redsquare would be transparent, i.e. something that you can shoot through). If you are using bighead, the sakura/havoc on the bottom will get killed because the bullet would hit there enlarged head. If you are using bones.ini you will also kill the dude standing behind the redsquare because the red square is positioned at his belly.

Then the server would tell you to repair the red square with a repair gun. If you are using big beacon cheat you will actually start defusing the beacon.

The server will note these changes and kick you if you manage to kill a person or if you begin to disarm the beacon.

Not as robust as rengaurd but it something. Maybe somone could make a scripts.dll mod server side in which a person goes through this map before he can join the game in progress. Or people could have this in there data dir and force a person to go though it. It would be great for clan matches because you would be able to tell who is using cheats...

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