
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...

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

Posted by [gibberish](#) on Fri, 27 Feb 2004 21:00:42 GMT

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Alkalinea person goes through this map before he can join the game in progress.

I thought about this but there are a number of problems:

1. Everyone on the server is on the same map so you can't have a special "Intro" map.
 2. From scripts.dll I don't think its possible to know when a player joins the game, sure a new object gets created but the same thing happens when they die.
 3. Once a weapon has been granted to a player it can't be removed. You can remove all weapons but not a specific weapon.
 4. There is no way to get the player name from scripts.dll, hence even if you were able to identify a player who is cheating there is no way to tell the regulator who they are, in order to kick them.
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Subject: Anti Cheat Map or a scripts.dll serverside mod.

Posted by [Deafwasp](#) on Mon, 01 Mar 2004 10:21:39 GMT

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I guess he is one of them that do "thinking" when they get high.

Subject: Anti Cheat Map or a scripts.dll serverside mod.
Posted by [Laser2150](#) on Tue, 02 Mar 2004 22:23:21 GMT
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Won't happen, because some hacks you can enable and disable.
