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Subject: Re: How to distinguish a good player and a damage hack?

Posted by [=HT=T-Bird](#) on Mon, 25 Sep 2006 20:32:03 GMT

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Some damage hacks (like Final Renegade or Kamikaze Hack) are just too dang obvious NOT to notice, others (right click-double damage is a bad one in particular) are rather subtle, but in most cases, either a test is called or an abnormal damage value appears in the admin channel logs. However, it might still be possible to integrate a form of damage-hack detection into the FDS by looking at player and vehicle damage in concert with C4 detonations (such a system would require two intercommunicating scripts though, which I do not know is doable in Renegade). Lastly, repair hacks are usually quite obvious to an experienced player and can be automatically detected using some code in the FDS scripts.dll.

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