This plugin adds support for the anti-cheat messages that the RR client sends to servers, e.g. when someone is running the client with *cheat name removed*enabled. Note that I'm modifying a hooked 4.0 function in a delicate way, which means that this plugin might crash future versions of the 4.0 server software. Make sure to test this plugin by joining your server running RR+RGH whenever a new version of 4.0 is released.

The following messages are output to the console:

[RR Anticheat]%S is running RR with an aimbot
[RR Anticheat]%S is running RR with RGH
[RR Anticheat]%S is running RR with Azazelbot (NOTE THERE ARE SOME FALSE POSITIVES FOR THIS)

To install place RR_Anticheat_Support.dll inside your root FDS folder and add an entry for it under the [Plugins] section in SSGM.ini.

You can contact me under the nick "iRANian" on renfegadeorums.com

Thanks to:

Hex - for releasing the original code to do this
cAmpA - giving me the info to support Azazelbot detection.

File Attachments
1) RR Client Anticheat Support SSGM 4.0 Plugin v1.0.zip, downloaded 358 times