Subject: scripts.dll suggestion
Posted by ghostSWT on Tue, 08 Feb 2005 21:16:46 GMT
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I know it souldn't be too hard to do so what about about having scripts.dll automaticaly kick/ban ppl that try kill PT's? I know right now it just heals itself but what about changing the script to check the health and shield of the pt and if it took damage kick whoever shot it and then heal it or something like that.

Subject: scripts.dll suggestion
Posted by jd422032101 on Tue, 08 Feb 2005 22:59:15 GMT
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run renguard to stop cheaters from playing on servers ?

Subject: scripts.dll suggestion
Posted by ghostSWT on Wed, 09 Feb 2005 00:33:19 GMT
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This is not for me, this would be good starting point to having scripts.dll detect and kick cheaters. Plus look at how many servers are not running full RG.

Subject: scripts.dll suggestion
Posted by Blazer on Wed, 09 Feb 2005 00:53:41 GMT
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We already released a fix that makes the PTs unkillable.

Subject: scripts.dll suggestion
Posted by ghostSWT on Wed, 09 Feb 2005 01:07:43 GMT
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i do know that you made them unlikable but y not see who is killing them and then kick them out and then heal or re spawn the PT, just seems like a good idea to me, the PT will still be there and you found a cheater that could of cheated on a server for a while b4 they got caught.

But what i would love to see is a full scripts cheater detection, no need for any client side programs just server scripts.dll kicking cheaters left and right. 2 bad that will never happen.