

OnPlayerACInfo

This event is triggered when a player trips anti-cheat detections. It can be used to script a white/blacklist of custom d3d9.dll files, or a white/blacklist of players with certain anti-cheat codes. The relevant anti-cheat code has to be disabled (or not enabled) in the server nrpserver.conf to be of use here.

Note: Any resource using this event should call `resendPlayerACInfo` for each player in `onResourceStart`

Parameters

table detectedACList, int d3d9Size, string d3d9MD5, string d3d9SHA256

- **detectedACList:** A table of anti-cheat codes the player has triggered.
- **d3d9Size:** A number representing the file size of any custom d3d9.dll the player may have installed.
- **d3d9MD5:** A string containing the MD5 of any custom d3d9.dll the player may have installed.
- **d3d9SHA256:** A string containing the SHA256 of any custom d3d9.dll the player may have installed.

Source

The source of this event is the player