

GetPlayerACInfo



This function is deprecated. This means that its use is discouraged and that it might not exist in future versions.

Please use onPlayerACInfo instead.

This function returns anti-cheat info for a player. The info returned by this function can change over time, so use the server event onPlayerACInfo instead.

Syntax

table getPlayerACInfo(element thePlayer)

OOP Syntax [Help! I don't understand this!](#)

Method: *player:getACInfo(...)*

Variable: *.ACInfo*

Required Arguments

- thePlayer:** The player whose anti-cheat info you want to check.

Returns

Returns a table with the following entries:

- DetectedAC:** A string containing a comma separated list 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.

Requirements

Minimum server version	1.3.3
Minimum client version	n/a

Note: Using this feature requires the resource to have the above minimum version declared in the meta.xml **<min_nrp_version>** section. *e.g.* `<min_nrp_version server="1.3.3" />`