# Free Fire — Simple & Effective Procedure to Detect Cheaters / Panel Users

If a player performs abnormally, it may indicate they are using cheats or a control panel. To verify this suspicion, the following quick, practical, and effective method can be used.

## Core idea

Ask the player to play in a training session while running a key-state logger. Many panels are toggled or controlled by specific keys (commonly F1–F12 or other virtual keys). During the training session, we record every keyboard key state — this makes it easy to see which keys were pressed and which may have been bypassed.

## Tool used (brief)

The PowerShell GUI script you provided does the following:

- Monitors every virtual key (0–255) on the system.

- When a key is pressed, it logs the event in the GUI and writes to a KeyLog.txt file on the Desktop.

- Prevents duplicate entries and shows up to the latest 1000 entries in the GUI.

- Polls key states every 50 milliseconds, so even brief presses are captured.

(The script is suitable for PowerShell 7+.)

## Step-by-step procedure

1.
   **Tell the player what to do**
   Instruct the player to run the script and do a full playthrough in the training map while the script is active.

2.

**Observe during gameplay**
Check both the GUI and the log file for recorded key presses. Pay special attention to F1–F12 keys because many common panels use these keys.

3.

**Initial analysis — identify F1–F12**

- If any of F1–F12 appear in the training log ⬚ it's possible the player used one of those keys to toggle a panel or mod.

- If those keys don't appear in the log but the player claims to have used them ⬚ there may be input bypassing or a custom input layer in use.

4.

**Keyboard management tips**

- If the player's keymap has commands bound to F1–F12, remove those mappings first — this helps determine whether those keys are mapped locally.

- After clearing mappings, have the player repeat the same training and analyze the new log.

5.

**Bypass test (analysis of results)**

- If pressing F1–F12 manually registers in the logger, but during normal gameplay those keys do not register ⬚ this suggests the panel or mod is using an alternate interface (bypass).

- If F1–F12 do not register even during manual presses in training, that also indicates inputs are being intercepted or redirected; this points strongly toward a panel, custom driver, or an injected module.

6.

### Final decision & next actions

- If key presses (F1–F12 or others) are clearly recorded ▯ document it and take appropriate measures (warning, temporary suspension, or further investigation).

- If evidence shows input bypass ▯ treat as strong suspicion; perform deeper PC analysis (process monitoring, autoruns, services/drivers check, etc.) to collect stronger proof.

# Short recommendations (best practices)

- **Always perform the test in a training/safe environment** so the player's settings or game configuration are not harmed.

- **Respect privacy and policy** — avoid unnecessary intrusion into personal files or steps that invade privacy.

- Limit logging scope to essential data — timestamps and key names are usually sufficient.

- If suspicion remains, use additional technical tools (Process Explorer, Autoruns, antivirus / rootkit checks) to obtain clearer evidence.