

# PureSkill Anticheat

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# 1. Client

## 1. Installation

### 1. Windows

There are three clients available:

- a) Quake3 1.32c
- b) ioquake3 1.36 (2017-09-02 build)
- c) Quake3 1.32e

Use whichever you like. Just copy one of my .exe's and PureSkill01.dll into Quake 3 directory and run game by using my .exe.

Note: These .exe's are original id Software / ioquake / quake3e executables. The only modification I did to them is modified Import Address Table so they always load my PureSkill01.dll module on startup.

### 2. Linux

Depending on your system architecture copy suitable files into your quake3 directory. Run the game by using provided .sh script.

Example: For 64-bit system

1. Copy quake3.x64, PureSkill.x64.so, ps.x64.sh into quake3 directory
2. Open terminal and run: `chmod +x ps.x64.sh`
3. To launch game run: `./ps.x64.sh`

Note: You can edit .sh script and set additional game startup parameters like:  
`LD_PRELOAD=./PureSkill.x64.so ./quake3e.x64 +set fs_game excessiveplus`

### 3. Mac OS X

Copy suitable files into your quake3 directory. Run the game by using provided .sh script. Only ioquake (2017-10-16 build) 64bit client is supported.

1. Copy ioquake3.app, PureSkill.x64.dylib, ps.sh into quake3 directory
2. Open terminal and run: `chmod +x ps.sh`
3. To launch game run: `./ps.sh`

Note: You can edit .sh script and set additional game startup parameters like:  
`DYLD_INSERT_LIBRARIES=$PWD/PureSkill.x64.dylib  
./ioquake3.app/Contents/MacOS/ioquake3 +set fs_game excessiveplus`

## 2. Features

### 1. General information

PureSkill scans game memory for cheats and modifications, which should not be there. PureSkill works even if the server you are on doesn't support it. You can still see which players use anticheat by typing /ps in console.

### 2. Commands

a) /ps– shows all players with anticheat client on current server and their status Clean/Cheater. When PureSkill is enabled on server it will automatically kick all players reported as cheaters.

## 2. Server configuration

### 1. Cvars

#### **Name**

sv\_pureskill – enable/disable anticheat system

#### **Synopsis**

sv\_pureskill [0/1]

MODE	DESCRIPTION
0	disabled
1	enabled

#### **Default**

sv\_pureskill 1

#### **Notes**

Server will notify all players when this cvar changes

## Name

sv\_pureskill\_action – specifies how the server should handle players without anticheat client

## Synopsis

sv\_pureskill\_action [flags]

FLAG	DESCRIPTION
1	send private message
2	show message in the center of screen (only when they are spectating or dead)
4	put to spectators team
8	kick

## Default

sv\_pureskill\_action 1

## Notes

All flags can be combined together as you want - for example if you want to "send private message" and "put to spectators team" set this value to 5 (1+4). When set to 0 nothing will be done.