
Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [Blazer](#) on Tue, 03 Oct 2006 01:25:32 GMT
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This sounds cool! I have a couple of questions.

1. Since it doesn't modify scripts.dll, I assume it uses another method (bandtest.dll)? If so, does this mean it will not work for the LFDS?
 2. Have you done any testing to determine how much (if any) resources the extra logging and processing of data takes?
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