

---

Subject: Re: Announcing: DragonGuard Anti-Cheat  
Posted by [Cat998](#) on Tue, 03 Oct 2006 01:57:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

What if the server and the clients run a special mod, which changes the damage multipliers, does your cheat detection read them out from objects.ddb ?

---