
Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [StealthEye](#) on Tue, 03 Oct 2006 21:36:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

If these things are working properly, or even useful as a tool to find cheaters then it definitely is useful. However I'm confused about a few things, for example how do you detect the bone damage multiplier? iirc the bone where the player was hit is not sent by the client? Also, is it a 100% certain method, or based on chances or assumptions? Would for example a lot of lag be able to cause you to be detected as a cheater? If so, what are the chances of this happening?

I'm sure this will be helpful though. Good job!
