
Subject: Announcing: DragonGuard Anti-Cheat
Posted by [Whitedragon](#) on Mon, 02 Oct 2006 23:36:59 GMT
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The future in server side cheat detection technology.

DragonGuard will be a new publically released server side mod built to detect, stop, and ban cheaters. It will be designed in such a way that it can work together with any custom scripts.dll, be it a plain one or another server side mod(SSAOW, DA, etc.), without any modifications to the scripts.dll. The first release will coincide with the release of SSAOW 1.6. It will be compatible with any total conversion mod.

At the moment the following cheat detection methods are finished and working:

Detection of any changes to the damage, warhead, or range of a weapon.
This will detect numerous cheats, some of which are:

Damage: Any cheat that increases the damage of a weapon
Repair: Any cheat that increases the amount of damage repaired
Range: Cheats that extend the range of a weapon
Partial bones.ini: Any bones.ini cheat that uses a damage multiplier above 5
Beacon/C4 Repairing: A cheat that allows you to repair(not disarm) beacons and C4
Blamo: Using the blamo warhead to kill PTs, C130, and other objects that are normally invincible
Friendly Fire Exploit: An exploit that allows you to damage teammates

In addition to those, detection of the following will hopefully be finished before a public release:

Complete bones.ini: Any changes to the damage multiplier of a bone
Big Beacons/C4: Repairing beacons or C4 through walls using big beacon/C4
Ammo: Any cheat that increases the ammo of a gun or makes bullets use no ammo
ROF: Cheats that increase the rate of fire of a weapon
Hud.ini: Detects any client side changes to hud.ini. For total conversion mods with bhs.dll and hud.ini on the client only

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [Jaspah](#) on Tue, 03 Oct 2006 00:14:43 GMT
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Fucking sweet.

GREAT work!

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [=HT=T-Bird](#) on Tue, 03 Oct 2006 00:19:16 GMT
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WD>>>>>Cyberpuke+0x90+warlenny

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [bisen11](#) on Tue, 03 Oct 2006 01:31:56 GMT
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Bout time, I'd say. Good work.

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [R315r4z0r](#) on Tue, 03 Oct 2006 04:31:38 GMT
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what about skins? Does it warn about skins (Cause you can't really know if the skin someone is using is harmless or something like stealth-seeing.

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [Whitedragon](#) on Tue, 03 Oct 2006 04:38:10 GMT
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Theres no way for a server side program to detect skins.

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [Nightma12](#) on Tue, 03 Oct 2006 15:28:43 GMT
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OMG AWESOME!

may i ask what will happen to RenGuard though?

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [LR01](#) on Tue, 03 Oct 2006 16:33:41 GMT
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that will still be there, cuz there are things that need to be client-side done

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [DaN#GW](#) on Tue, 03 Oct 2006 20:24:29 GMT
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Do you have a release date set for this?

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [BlueThen](#) on Tue, 03 Oct 2006 21:06:29 GMT
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You said it works with everything... but what about mods? Will it mess up the server if it has mods in it?!

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [Goztow](#) on Tue, 03 Oct 2006 21:19:48 GMT
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bluethen wrote on Tue, 03 October 2006 23:06 You said it works with everything... but what about mods? Will it mess up the server if it has mods in it?!

No.

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [Canadacdn](#) on Tue, 03 Oct 2006 23:30:46 GMT
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Does it detect radar hacks too, or is radar part of hud.ini?

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [Creed3020](#) on Tue, 03 Oct 2006 23:30:59 GMT
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This is definatly a very important news announcement.

Once I gave it some thought it seemed natural for you to produce an anit-cheat software. With all the work behind the ssaow scripts and etc, it makes logical sense that with that experience you should be able to perceive changes in those settings.

Hopefully you can complete some more of those features.

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [Halo38](#) on Tue, 03 Oct 2006 23:56:12 GMT
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perfect give those cheaters some more grief

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [YSLMuffins](#) on Tue, 03 Oct 2006 23:58:23 GMT
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I think this definitely deserves to be an announcement for a little while.

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [Brandon](#) on Wed, 04 Oct 2006 00:01:54 GMT
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Great job!

I last heard that cyber-something was working on a new, final cheat. If we get this out in time we won't have to worry what that cheat does and furthermore this'll make cheating even harder and moderating will become less hopefully and we can relax and play a nice good game for once. Thanks all.

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [Crimson](#) on Wed, 04 Oct 2006 07:37:08 GMT
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Yeah, except that players will still be able to use Big heads,guns,bodies, radar hacks, and any skin they want... just to name a few. Yes, this is a great addition but don't make the mistake of thinking no one will ever be able to cheat again if this is released.

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [Jellybe4n](#) on Wed, 04 Oct 2006 11:09:01 GMT
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Crimson wrote on Wed, 04 October 2006 03:37Yeah, Big heads,guns,bodies, radar hacks, and any skin they want...

All of these are much easier to find and test for, radar hack aside, with a simple screenshot or test compared to damage/repair hacks used with right click etc.

If the new RG is anywhere near to completion, the two processes combined will be very good for the game.

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [0x90](#) on Wed, 04 Oct 2006 12:15:46 GMT
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=HT=T-Bird wrote on Tue, 03 October 2006 02:19WD>>>>>Cyberpuke+0x90+warlenny

we'll see

0x90

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [Ryu](#) on Wed, 04 Oct 2006 13:15:07 GMT
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What about Stealth hacks?

Nice job I can't wait til final release

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [danpaul88](#) on Wed, 04 Oct 2006 13:16:08 GMT
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If possible can you PM me any ideas you have on a release date? I would like to (with your permission of course) bundle this fix with the package version of BRenBot 1.43 if it will be ready in time.

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [dead6re](#) on Wed, 04 Oct 2006 13:29:28 GMT
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0x90 wrote on Wed, 04 October 2006 08:15=HT=T-Bird wrote on Tue, 03 October 2006 02:19WD>>>>>Cyberpuke+0x90+warlenny

we'll see

0x90

If BlackIntel can get a stable for of our cheat detection as well, say bye bye to big heads/bodies/guns and whatever else.

Stealth skins will be left?

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [Ryu](#) on Wed, 04 Oct 2006 14:00:09 GMT
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Actualy, It's not a skin, It's a objects.ddb..

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [CarrierII](#) on Wed, 04 Oct 2006 16:41:25 GMT
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Depends, to avoid issues with the whole stealth units thing, I use the stock stealth skin, if you are actually using objects.ddb to make stealth units not stealth... that's outright cheating, the former's a grey area.

Incidentally;

YAY!

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [Ryu](#) on Wed, 04 Oct 2006 17:24:37 GMT
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CarrierII At Times you scare me

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [AmunRa](#) on Fri, 06 Oct 2006 22:26:20 GMT
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yeah man, my grandma scares me sometimes too o.o

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [HaOsLsE](#) on Tue, 10 Oct 2006 17:43:45 GMT
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Definitely cant hurt...can't wait to get my hands on this for server

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [Whitedragon](#) on Wed, 25 Oct 2006 04:42:18 GMT
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An update: DG has been running on BCServ4/5 for a while now, the damage cheat detection is pretty much finished and working, testing has showed that it doesn't hurt server performance at all. I've also found ways to stop various packet faking exploits. Unfortunately it looks like bones.ini cheat detection isn't going to be possible to implement.

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [Sir Kane](#) on Wed, 25 Oct 2006 09:49:46 GMT
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When will this be out? I'd like to give it a try.

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [Stallion](#) on Sun, 19 Nov 2006 08:27:55 GMT
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YuriVA777 wrote on Tue, 03 October 2006 19:01Great job!
I last heard that cyber-something was working on a new, final cheat. If we get this out in time we won't have to worry what that cheat does and furthermore this'll make cheating even harder and moderating will become less hopefully and we can relax and play a nice good game for once.
Thanks all.

I second that!!!

Jellybe4n wrote on Wed, 04 October 2006 06:09Crimson wrote on Wed, 04 October 2006 03:37Yeah, Big heads,guns,bodies, radar hacks, and any skin they want...

All of these are much easier to find and test for, radar hack aside, with a simple screenshot or test compared to damage/repair hacks used with right click etc.

If the new RG is anywhere near to completion, the two processes combined will be very good for the game.

I was just thinking that. I would actually be able to take s.s.'s to bust most of what's left of the cheaters. :0

BTW, will n00bstories be implementing this new anti-cheat? (I REEEAAAALLLLLLLLYYY hope so.)

Unfortunately, this still doesn't stop the still yet undetectable aim bot. Perhaps one day someone will find a way to stop this as well, though doubtfully.

Couldn't reguard be equipt to detect certain files or file sizes within the data folder to know if someone has certain cheat skins in?

Come to think of it wouldn't making a server a "pure server" stop cheating skins entirely?

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [=HT=T-Bird](#) on Sun, 19 Nov 2006 12:23:55 GMT
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Stallion, it IS possible to test for the RGH 'bot. Simply have the testee stand facing a wall with a "dummy" right behind him (you can't have anyone else around) and use a sniper to watch the testee from afar using your scope (and record the test using FRAPS) as the testee types ":D" or ">()()()" or something else that requires them to use the shift key. If they cannot do that without spinning 180 degrees to face the "dummy", they are using the RGH aimbot.

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [StealthEye](#) on Sun, 19 Nov 2006 15:04:57 GMT
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Or you use caps lock to type the D Tests are highly overrated imo.

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [havoc9826](#) on Sun, 19 Nov 2006 18:45:42 GMT
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StealthEye wrote on Sun, 19 November 2006 07:04Or you use caps lock to type the D Tests are highly overrated imo.
However, you can't use the caps lock to type : or (or). This test works fine, or at least it will unless there's a new version released in the future that allows cheaters to remap their aimbot trigger key.

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [Goztow](#) on Sun, 19 Nov 2006 19:50:22 GMT
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Some caps locks don't use shift to go back to normal writing but just use caps lock again.

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [Stallion](#) on Mon, 20 Nov 2006 07:38:45 GMT
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=HT=T-Bird wrote on Sun, 19 November 2006 06:23Stallion, it IS possible to test for the RGH 'bot. Simply have the testee stand facing a wall with a "dummy" right behind him (you can't have anyone else around) and use a sniper to watch the testee from afar using your scope (and record the test using FRAPS) as the testee types ":D" or ">()()()" or something else that requires them to use the shift key. If they cannot do that without spinning 180 degrees to face the "dummy", they are using the RGH aimbot.

That's a good point for the rgh aimbot and I must admit I hadn't thought of that. It's still impossible to detect the "click bot" as they can still turn that off.

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [dead6re](#) on Mon, 20 Nov 2006 09:45:09 GMT
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"click bot" are useless anyways.

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [Blast](#) on Thu, 23 Nov 2006 06:42:55 GMT
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would it show a positive cheat if multiple weapons went off at the same time, like multiple remotes blowing up a veh or building, or a timer and APC gun?

Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [Stallion](#) on Fri, 01 Dec 2006 22:38:56 GMT
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When will this be released?

I have an idea for an anti-cheat, but when this comes out mine will be obsolete.
