
Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [danpaul88](#) on Tue, 03 Oct 2006 07:57:53 GMT
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Does it take into account when players swap weapons before the projectile hits (IE rocket launchers, grenade launchers), and timed / prox c4?

Sounds great, and I hope this also means SSAOW will have the correct weapon listed in the DAMAGED and DESTROYED logs in 1.6 (instead of whatever the player happens to be holding..)
