
Subject: Re: Announcing: DragonGuard Anti-Cheat
Posted by [Whitedragon](#) on Wed, 25 Oct 2006 04:42:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

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.
