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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 REEEAAAALLLLLLLYYY 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 renguard 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?

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