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Subject: Announcing: DragonGuard Anti-Cheat  
Posted by [Whitedragon](#) on Tue, 03 Oct 2006 00:50:49 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  
Some other bad cheats that I don't want to discuss in public

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  
PT Anywhere: A cheat that allows you to access a PT anywhere on the map

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Subject: Re: Announcing: DragonGuard Anti-Cheat  
Posted by [Blazer](#) on Tue, 03 Oct 2006 01:25:32 GMT  
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This sounds cool! I have a couple of questions.

1. Since it doesn't modify scripts.dll, I assume it uses another method (bandtest.dll)? If so, does this mean it will not work for the LFDS?
2. Have you done any testing to determine how much (if any) resources the extra logging and processing of data takes?

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Subject: Re: Announcing: DragonGuard Anti-Cheat  
Posted by [Cat998](#) on Tue, 03 Oct 2006 01:57:36 GMT  
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What if the server and the clients run a special mod, which changes the damage multipliers, does your cheat detection read them out from objects.ddb ?

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Subject: Re: Announcing: DragonGuard Anti-Cheat  
Posted by [Whitedragon](#) on Tue, 03 Oct 2006 03:19:42 GMT  
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On the WFDS it works like this: scripts.dll = regular custom scripts.dll, scripts2.dll = DG, scripts3.dll = WS scripts.

I'm not sure how its going to work on the LFDS yet, but it might require a modified scripts.dll. I haven't done any testing on a live server yet, but hopefully it won't take much resources.

It gets all values from the internal game definitions of the weapons and ammo, so any changes from mods will be taken into account.

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Subject: Re: Announcing: DragonGuard Anti-Cheat  
Posted by [Goztow](#) on Tue, 03 Oct 2006 06:34:03 GMT  
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Great news! Nice one, mate! Can't wait...

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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..)

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Subject: Re: Announcing: DragonGuard Anti-Cheat  
Posted by [Stumpy](#) on Tue, 03 Oct 2006 10:45:38 GMT

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awesome

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Subject: Re: Announcing: DragonGuard Anti-Cheat  
Posted by [EvilWhiteDragon](#) on Tue, 03 Oct 2006 10:57:30 GMT

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intresting, will I/BI/BHS be able to get the source of it? Since we have another way of disableing cheats, instead of banning ppl.

We've been thinking of this too btw, as you might have read in the server owners section of the forums.

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Subject: Re: Announcing: DragonGuard Anti-Cheat  
Posted by [Yrr](#) on Tue, 03 Oct 2006 11:29:46 GMT

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Looks like the number of mods is growing now - one more rival for me

[www.icefinch.net/Resurrection.pdf](http://www.icefinch.net/Resurrection.pdf)

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Subject: Re: Announcing: DragonGuard Anti-Cheat  
Posted by [EvilWhiteDragon](#) on Tue, 03 Oct 2006 11:42:43 GMT

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Quote:

\* PT Anywhere: A cheat that allows you to access a PT anywhere on the map

That shouldn't be to hard I did say ? Ignore any purchases made farther away then x units from a PT. Where x stands for the lag reduction you (might) want to aply.

If I'm correct there should be a function to get the distance to a pt...

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Subject: Re: Announcing: DragonGuard Anti-Cheat  
Posted by [warranto](#) on Tue, 03 Oct 2006 14:31:40 GMT

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Now for the question that I'm sure we're all wondering:

How will this affect Renguard?

Will it work in tandem with it, or is it a competing product?

Basically, will we have the choice of Renguard OR Dragonguard, or will it be more of a dual-layered cheat-prevention system, working independantly (or together?), but accepting of the other program?

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Subject: Re: Announcing: DragonGuard Anti-Cheat  
Posted by [Stumpy](#) on Tue, 03 Oct 2006 14:50:22 GMT  
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warranto wrote on Tue, 03 October 2006 10:31Now for .....

Well I think if everything is working fine on WD`s Serverside thing I think then theres no reason to run renguard.

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Subject: Re: Announcing: DragonGuard Anti-Cheat  
Posted by [Goztow](#) on Tue, 03 Oct 2006 14:58:27 GMT  
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UESir28 wrote on Tue, 03 October 2006 16:50warranto wrote on Tue, 03 October 2006 10:31Now for .....

Well I think if everything is working fine on WD`s Serverside thing I think then theres no reason to run renguard.

Incorrect: some cheats cannot be detected server side, only client side. Your best protection will still be to run both but therefor, we still need to wait patiently for Renguard to come with their update .

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Subject: Re: Announcing: DragonGuard Anti-Cheat  
Posted by [LR01](#) on Tue, 03 Oct 2006 16:13:01 GMT  
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I think we need to wait longer for SSAOW 1.6 now...  
but it is a nice thing, so they wont kick innocent people to fast.

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Subject: Re: Announcing: DragonGuard Anti-Cheat  
Posted by [Whitedragon](#) on Tue, 03 Oct 2006 17:58:28 GMT  
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It takes into account the other weapons the player has, and beacons/C4 damage doesn't call through to where I've hooked so they aren't a problem.

It won't effect RG in any way, you can still run RG if you want to.

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Subject: Re: Announcing: DragonGuard Anti-Cheat  
Posted by [Crimson](#) on Tue, 03 Oct 2006 18:51:56 GMT

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Goztow is right. There are still several cheats not covered by this (like bigheads/bodies/guns, skins, radar hack) which can not be detected on the server side. This is merely an enhancement to available cheat prevention/detection, which reduces the dependence on, but can't replace RenGuard entirely.

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Subject: Re: Announcing: DragonGuard Anti-Cheat  
Posted by [fl00d3d](#) on Tue, 03 Oct 2006 19:38:45 GMT

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Sorry to bump this, but...

<touching\_words>

I was just thinking how incredibly foolish EA must be feeling seeing all of these mods, anticheats, regulators, etc. being developed EVEN TO THIS DAY. It's really amazing some of the sacrifices in time and money people have made to keep this community going through all the bullshit it has seen.

</touching\_words>

Great work!

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Subject: Re: Announcing: DragonGuard Anti-Cheat  
Posted by [Herr](#) on Tue, 03 Oct 2006 21:23:55 GMT

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EvilWhiteDragon wrote on Tue, 03 October 2006 06:42Quote:

\* PT Anywhere: A cheat that allows you to access a PT anywhere on the map

That shouldn't be to hard I did say ? Ignore any purchases made farther away then x units from a PT. Where x stands for the lag reduction you (might) want to aply.  
If I'm correct there should be a function to get the distance to a pt...

Adad is on this, but he uses ssaow I thought

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

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Subject: Re: Announcing: DragonGuard Anti-Cheat  
Posted by [Whitedragon](#) on Tue, 03 Oct 2006 22:11:34 GMT  
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The bone is sent to the server.  
The only things that lag could effect are the ROF and range cheat detectors, and they will have additional safeguards in place to stop this.

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Subject: Re: Announcing: DragonGuard Anti-Cheat  
Posted by [Caveman](#) on Sat, 18 Nov 2006 13:52:17 GMT  
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Sorry to bump this topic but I was just wondering if there was any updates on it? Like how far along is it or do you have a ETA.

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Subject: Re: Announcing: DragonGuard Anti-Cheat  
Posted by [Whitedragon](#) on Sun, 19 Nov 2006 07:40:02 GMT  
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Still working on it, don't expect it anytime soon though.

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Subject: Re: Announcing: DragonGuard Anti-Cheat  
Posted by [light](#) on Sun, 19 Nov 2006 09:23:41 GMT  
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Whitedragon wrote on Sun, 19 November 2006 20:40 Still working on it, don't expect it anytime soon though.  
Forgive me for asking, but why announce this early then?

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Subject: Re: Announcing: DragonGuard Anti-Cheat  
Posted by [Spoony](#) on Tue, 21 Nov 2006 11:16:27 GMT  
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So when it comes out, it's widely known what it is...

EG. When Renguard was first released, it was well publicised beforehand. So when you get kicked for not having Renguard, you at least understand why. (Of course, I still lost count of the number of players who kept coming back into the server screaming "STOP KICKING ME" and "you are a BAD HOST!!!!!!!!!!!!!!!!!!!!!!", but there's no helping some people)

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Subject: Re: Announcing: DragonGuard Anti-Cheat  
Posted by [GoTWhiskÉY](#) on Wed, 06 Dec 2006 20:34:38 GMT  
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DragonGuard + a working renguard will be a ReneMiracle. If both happen and work, I'll actually be able to play a clanwar without thinking my opponents are using rh+rc

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Subject: Re: Announcing: DragonGuard Anti-Cheat  
Posted by [TORN](#) on Fri, 08 Dec 2006 12:54:04 GMT  
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gotwhiskey wrote on Wed, 06 December 2006 14:34DragonGuard + a working renguard will be a ReneMiracle. If both happen and work, I'll actually be able to play a clanwar without thinking my opponents are using rh+rc

Yeah,then what excuse will i have when i get owned? no more "you cheater". I'll have to finally come to terms with how bad i suck.

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