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

Friendly Fire Exploit: An exploit that allows you to damage teammates[/li]
Some other bad cheats that I don't want to discuss in public[/li]

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[/li]
Big Beacons/C4: Repairing beacons or C4 through walls using big beacon/C4[/li]
Ammo: Any cheat that increases the ammo of a gun or makes bullets use no ammo[/li]
ROF: Cheats that increase the rate of fire of a weapon[/li]
Hud.ini: Detects any client side changes to hud.ini. For total conversion mods with bhs.dll and hud.ini on the client only
[/li][li]PT Anywhere: A cheat that allows you to access a PT anywhere on the map

Pretty cool huh? Renguard is not teh only one