

# Server Watch Anti-Cheat Client User Manual

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## Background Information

ServerWatch Anti-Cheat is a client/server application that helps prevent cheating on the Medal of Honor game series, Call of Duty, and Quake. This file will help you setup your client side application and connect to a ServerWatch Anti-Cheat protected server.

## Common Questions

### How does the ServerWatch AntiCheat work?

ServerWatch AntiCheat consists of 2 parts the ServerWatch- AntiCheat Client and the ServerWatch- AntiCheat Server.

### Why Client and Server?

Because you cant detect all cheats if you don't have software running on the players' pc.

### How does the Client find the Server?

The AntiCheat client changes the game configuration on the client side machine to write a qconsole.log file from the server. This log files has information regarding the game including console messages. These messages contain the server's IP address and the AntiCheat listening port on the server. The AntiCheat client then uses this information to connect to the server.

### What makes sure I'm not using an old client and tricking the server because my client doesn't have a requested feature?

Simple the Server won't talk to old Client Versions.

### What are the sources of information for the client?

1. The client is indexing the game directory and the AntiCheat software then checks them against a known checksum.
2. The client then indexes the running processes and creates a checksum to determine if they have been altered at a later time.
3. The AntiCheat monitors the game log file for any special commands issued that are determined by the server to be a cheat.
4. The server may request screenshots from the client. These screenshots are actual dumps of the players screen and are sent directly to the server.
5. The client is monitoring the game and AntiCheat directories to make sure changes are not made. If a file is added to the game directory the AntiCheat will disconnect from the server.
6. The client also uses some other information that will not be made public so that by-passes are not as easy.

## Installation

Download the most recent version of ServerWatch Anti-Cheat from [www.serverwatchanticheat.tk](http://www.serverwatchanticheat.tk)

The most basic installation would involve the Installer version. This is a simple executable file that you just run and it installs the software for you. This is the recommended method.



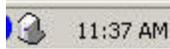
You also can download the zipped file. Use winrar or winzip to unzip these files into a directory. Create a directory called AntiCheat on your hard-drive. DO NOT unzip into your game directory.

Once extracted you simply run the file serverwatch.exe in that AntiCheat directory to start ServerWatch Anti-Cheat.

## Starting ServerWatch Anti-Cheat

Start the ServerWatch client by running the serverwatch.exe file. **If** after it starts, it may minimize to the toolbar (down by the clock on your desktop) simply click on the icon

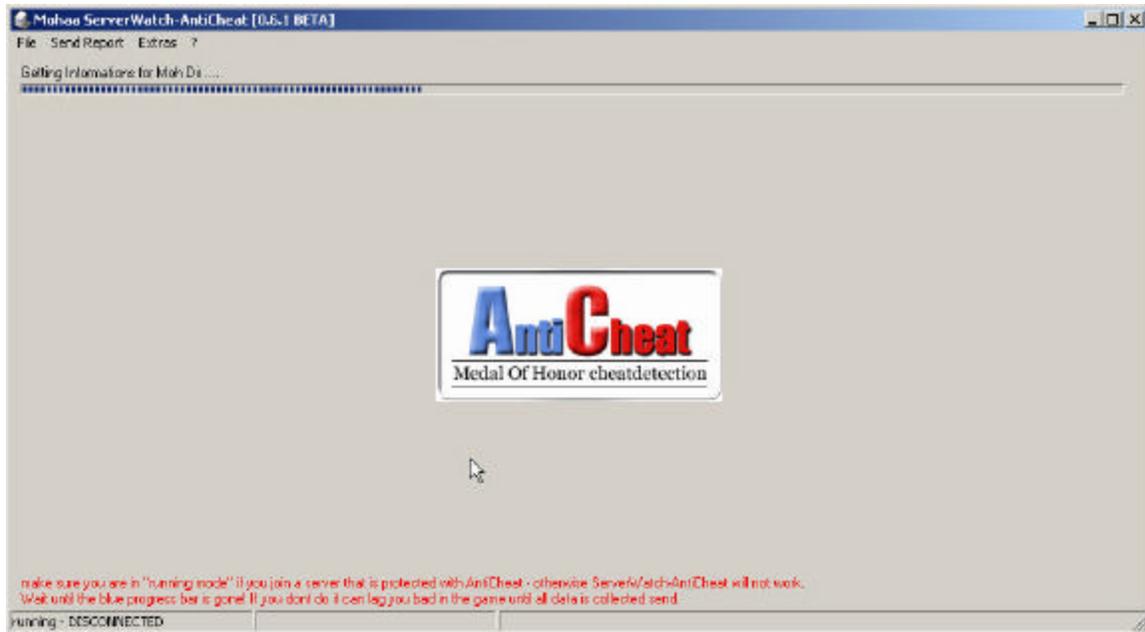
that looks like a little computer.



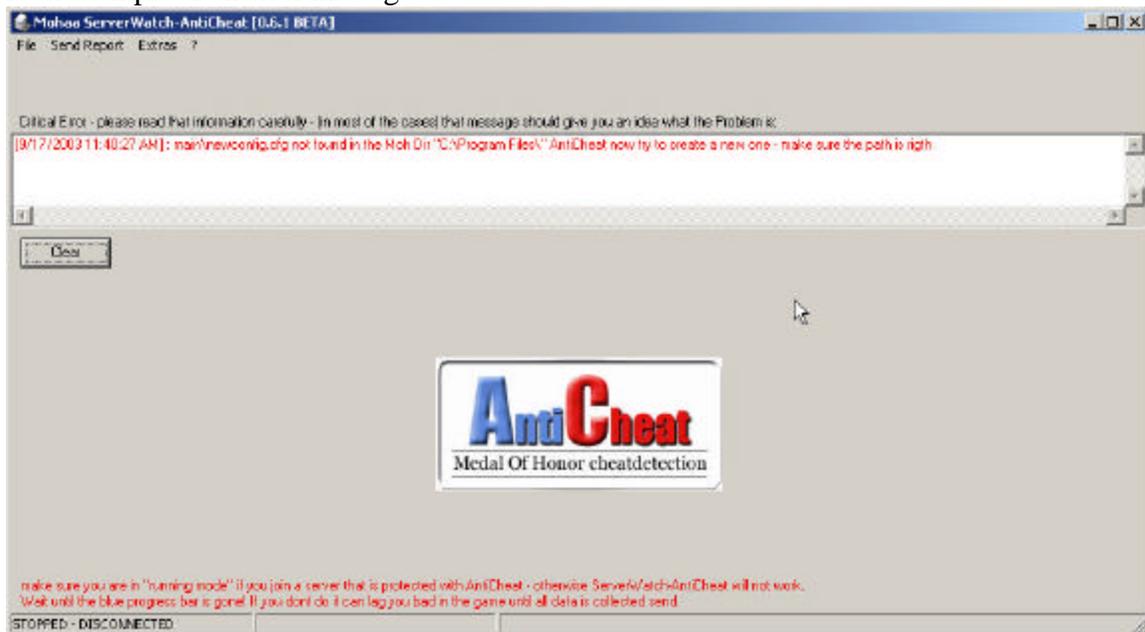
After you bring the program to the front you will see this



Select the game that you will be using Anti-Cheat for.



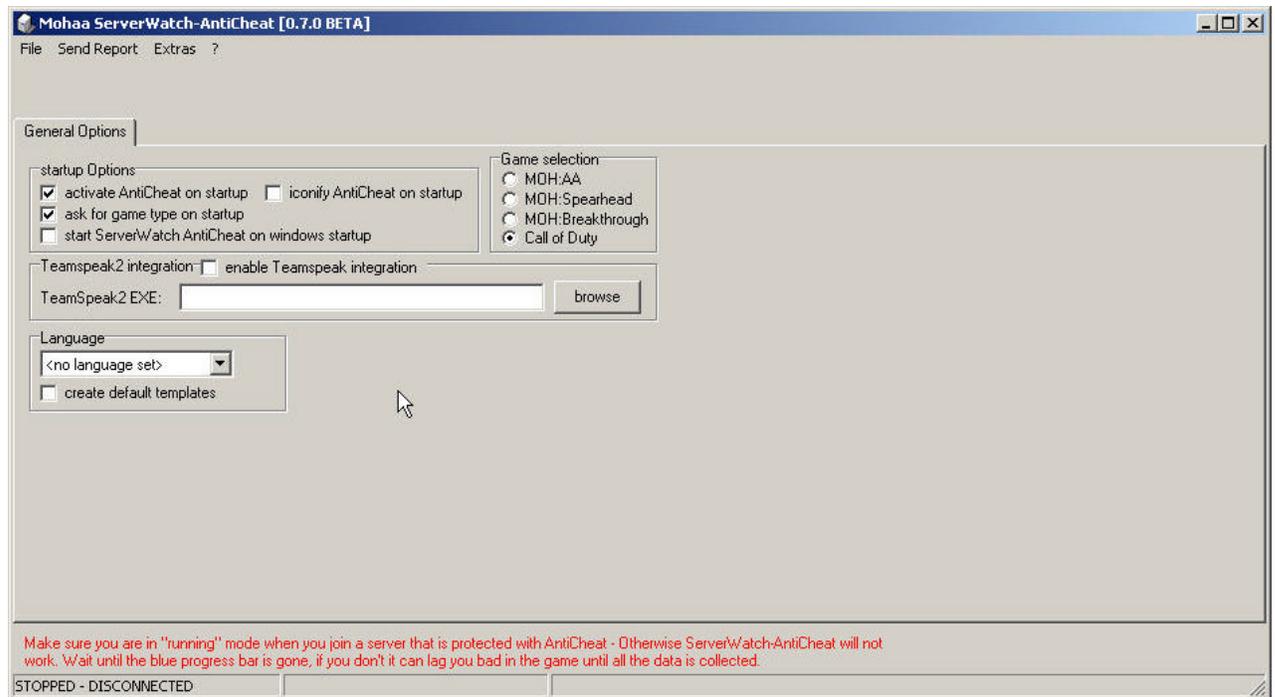
After the initial scan is complete and the blue progress bar is gone any errors occurred or if updates are present you will get an error message in red at the top of the screen. Below is an example of an error message



You need to make sure you fix any and all errors that are reported.

# Settings and Options

## General Tab



## Options

You have four options available

1. Iconify on Startup. This will minimize Anti-Cheat when it is started
2. Activate on Startup. This will tell Anti-Cheat to beginning scanning as soon as the program is started.
3. Ask for game type on startup. This will disable or enable the prompt when SW starts.

## TeamSpeak Integration

This will allow the Anti-Cheat server to manipulate your TeamSpeak during game play. Ask your server administrator if this option is enabled on the server.

## Language

ServerWatch now has multi-language support that you can customize.

## Multiple or non-default installs of the game

ServerWatch Anti-Cheat gets the path to the game install from your system's registry. If you have moved the game since you installed it or you have multiple installations you need to tell the program what path to use to find your game.

This is simple to do and can be done by clicking on the 'Extras' button and then selecting 'Reset registered MOH dir (Registry Entry)'. This will open a browse dialog box. Point it to the installation directory of the game installation you want to use and click 'OK'.



Remember, if you have more than one install of the game and want to switch back and forth you need to point the software to the install of the game you will be playing with.

### Connecting to a Anti-Cheat enabled server

1. Start the ServerWatch Anti-Cheat program.
2. Verify that status in the bottom left corner is listed as 'Running-DISCONNECTED'. If it does not then verify that the 'Start AntiCheat' option is grayed out in the File menu.
3. Allow the blue progress bar to complete and disappear.
4. Respond to and correct any errors or update requests.
5. Verify again the status is indicated as 'running – DISCONNECTED'
6. Minimize the AntiCheat software and start your game
7. Connect to the AntiCheat server of your choice.

Note: After connected and the server begins to scan, you will experience some lag. After 30-90 seconds the lag will go away and not return.

If you experience excessive lag during game play contact your server administrator. They may be able to adjust performance settings to help your issue.

## **Troubleshooting**

### *I cannot connect.*

1. Verify the server you are connecting to is running the ServerWatch Server AntiCheat version.
2. Make sure you started AntiCheat and let the progress bar scan PRIOR to starting your game
3. Verify that you have the most current version of AntiCheat by going to the 'Extras' menu and selecting 'Check for Updates'
4. Verify that the AntiCheat is running by checking the status in the bottom left corner.
5. Some user side firewalls can block the AntiCheat client from sending information to the server. Make sure TCP traffic is enabled for the port the AntiCheat server is listening on. (Check with the server admin for details. Default port is 24203).
6. Contact the server administrator for adjustments for your installation.
7. For some reason the client's computer is not writing the log file. Verify the client has sufficient permissions to write the log file.

### *I can connect but I am kicked from the server*

1. Verify that you have the most current version of AntiCheat by going to the 'Extras' menu and selecting 'Check for Updates'
2. Verify that the AntiCheat is running by checking the status in the bottom left corner.
3. Verify that you do not have any 'Not Allowed' files on your system.
4. Do not add files to your game directory after AntiCheat is running
5. Verify you do not have ANY cheats on your system
6. Contact your server administrator.

### *AntiCheat tells me that my Operating System is not supported*

1. AntiCheat was developed for Windows 2000 OS and above. It is known to run on Windows 98, 98SE, and ME but it is not supported. More than likely you will not have any issues running AntiCheat on these systems except for the auto update options. Please refer to the update section of this document for details.

### **-References**

1. ServerWatch Anticheat Installation Tutorial; Green Falcon and Bullzeye
2. ServerWatch README and websites; Enforcer