

Universal AntiCheat 2



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User Manual

!!!! WARNING !!!!

The snapshots of this document are based on UAC2 v1.99 – v2.03.
The windows of the current version may be different when you read this document.

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1. About UAC2 AntiCheat.

1.1. What is Universal AntiCheat 2?

UAC2 – Universal AntiCheat 2 is anticheat software designed to create screens and scan info's in "unspecific" time frames and upload of the screens to website.

UAC2 is FREEWARE for non commercial use without any warranty. Author is not responsible for safety of your computer. Screens and scan info can be viewed by anyone who uses UAC2 and want to see them. Screen contains text messages that will help to identify the screen and user (time, version, user id etc.). Scan info contains information about your current computer setup (CPU, VGA, RAM etc).

1.2. How does UAC2 work?

UACv2 has a smart system of function; it is only as good as you make it. With the included UAC2Wizard you can create definition files that contain search patterns, game and cheat information. This system is expandable using PRO commands, their functions are always described in this manual which will be included in every installation of UAC2 and updated when new PRO command will be available. Detection methods are updated from our side (our development team). Even by request, so please feel free to contact us.

First of all UAC scans all active applications (and inactive when specified in PRO functions) and looks for every running dynamic link library (DLL) files. These files are analyzed and compared with the definition file, when cheat is detected; this information is shown on the screen and in the scan info's. Also this information is sent to UAC2 main web page where is stored and shown to other users.

Screens taken by UAC2 can be viewed only in UAC2 – Screens section. Files are compressed and encrypted so fake screens are out of the question. UAC2 also contains fake screen detector and does not allow uploading any fake screens so the screen can't be replaced or deleted.

UAC2 has ability to detect cheats even inside old screens where no cheat was detected before (old definition file), so every time screen is "shown" in the Screens section, the definitions from actual DEF file check for presence of any cheat. If cheat is detected, a message will appear and will flag the screen +1 as cheater screen.

1.3. Use UAC2 with Windows Vista / Windows 7 / other OS.

If you experience some trouble with your OS please try to use UAC2 launcher, located in the installation directory, the executable name: start_uac.exe

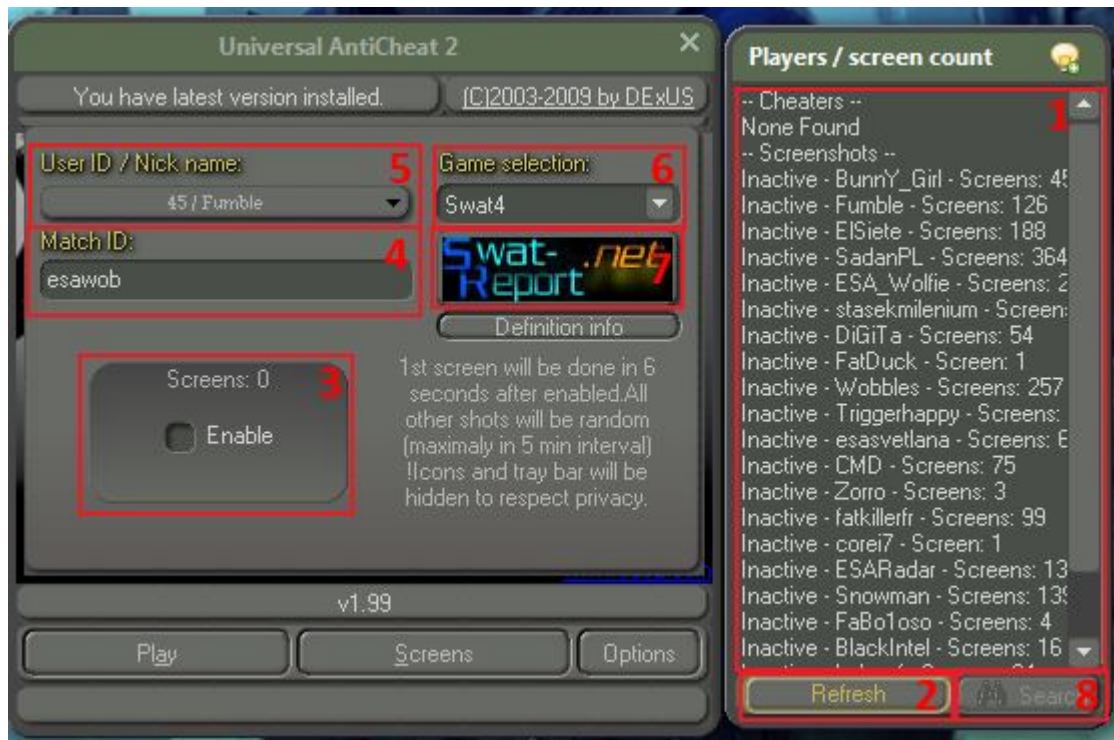
1.4. Graphical User Interface of UAC2.

MAIN Menu



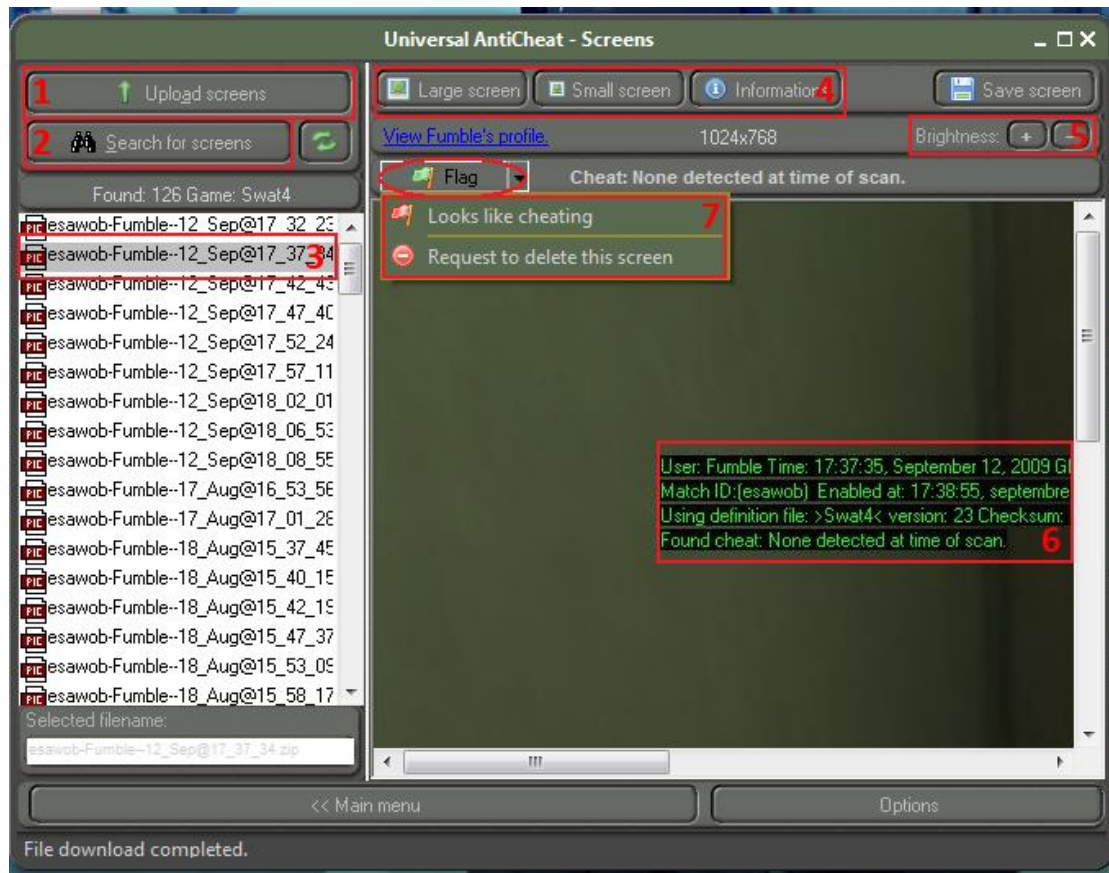
1. Click if you wish to go to Play section where the anticheat gets enabled.
2. Click if you wish to view your opponent screens, search of nick and match ID is available.
3. Options, change of skin, language, etc.
4. The status bar shows actual action.
5. Shows count of all users which have currently enabled UAC
6. Press "Check" if you wish to refresh the count of users or press "show" to show all connected nick names.
7. Status of the current version of anticheat software.

PLAY Menu

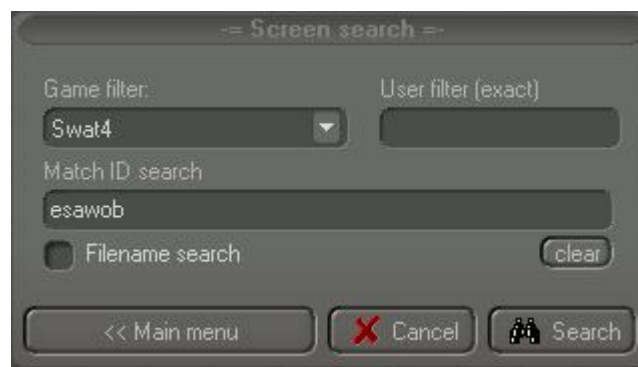


1. Shows the players using the same match id in the same game and their screens.
2. Refresh button for the player / screen count box.
3. To enable the scanning please check "Enable" check box, if specific game is selected you have to start the game and after that UAC2 will automatically start (there will be sound warning that UAC is Active).
4. Match ID (check league pages for this ID number).
5. Your information (id / nick name), also you can log off using this button.
6. Game selection.
7. Definition file creator logo, if you click on this logo you can view creators' web page, and much information regarding the def file.
8. Search for selected user and his screens in this match (or double click).

SCREENS Menu



1. Click if you wish to upload screens from Aftermatch directory, this can be used in case if the file was already deleted from UAC WEB space or if UAC has failed to upload screens. Screens can be uploaded also by other users if they are legitimate. All fake screens will be voided and deleted.
2. This button will bring up the search menu. User search is only exact as the match ID is. If you need to search for non exact filenames please use "File search" check box.



3. Display of the screens from game section SWAT4, if you double click the screen name the screen will be loaded and shown. The filename consists of **"MATCHID-USERNAME--DATE@TIME"**

4. Detailed information about the screen (scan), there are valuable information in the “information” button for the league admins.
5. Brightness regulation buttons (if the screen is to dark).
6. Basic information is stored in the screen itself also with CHEAT information.
7. Flag screen as 100% using cheat, suspect or request to delete the screen (personal reasons)

2. Registration and login.

2.1. How to create a new account.

Account can be created only within UAC2 application. This account is used to identify user that is in game. To create new account, please click on button “Create account”.



Fill in your login details...

Maximal length of the nick name is 21 characters and it is limited to only alphanumeric characters and underscore. Any other nick name is invalid and will not pass through registration script.

User nickname is unique!



Shortly after registration (depends on your e-mail server) you will receive activation e-mail.

Please follow the instructions written within the activation e-mail.

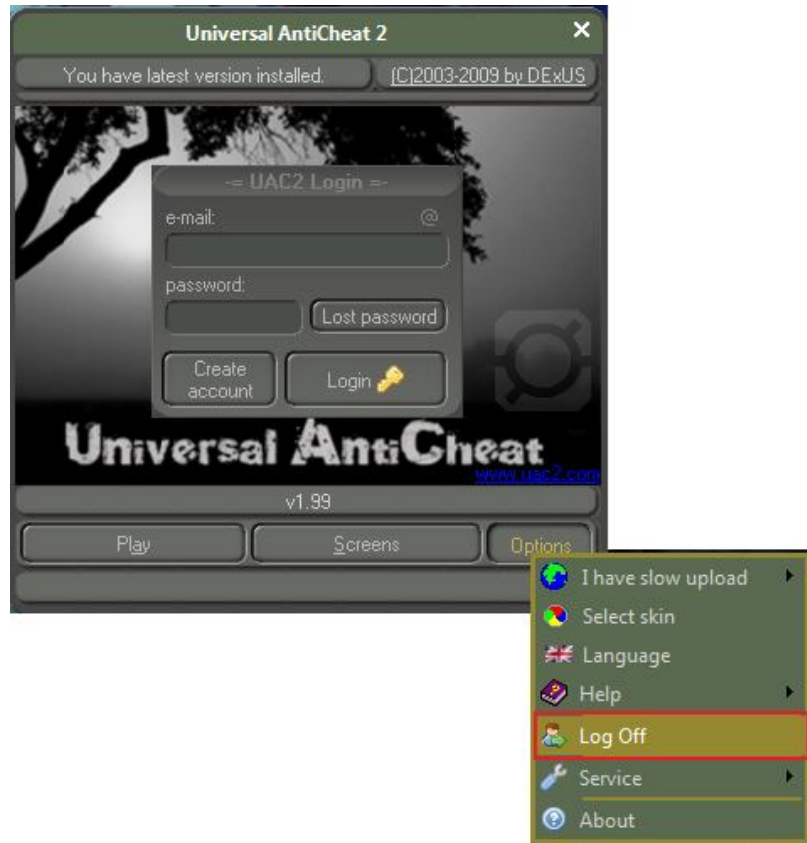
2.2. How to log in.

If you have started UAC2 for the first time on the computer the login panel will be shown. If you do not have any UAC2 account please create one first. To login please enter your registration information in to the login panel.



2.3. How to log off.

To Log off you have more than one choice, but the most regular way is to log off in the main menu.



3. How to adopt UAC2 in league.

3.1. Step 1.

Create definition file for your game.

There is included application: UAC2Wiz.exe which can be used to create the DEFinition file.

What is definition file?

Definition file is file that contains detailed information about known cheats; this file is created by user (league admin, cheat hunter or other trusted person).

There is one condition; you have to have downloaded cheats which you wish to be detected.

With help of UAC2Wiz the cheat files will be analyzed and DEFinition file will be created.

3.2. Step 2.

Put your new DEFinition file at your (league) website or any other place you wish.

If you input "URL's" in to the DEFinition file (using UAC2Wiz) the file can be "self actualized" by all its users.

So if you create new DEF file, you just upload it to predefined location and all users using previous version of your DEF file will be prompted about the update.

3.3. Step 3.

How do i know users are using trusted DEF files and they don't create them by self?

After the DEFinition file is created there is also file with checksum created: checksum-xxxxxxx.def .

Put on your league page information about new DEF file : Version and it's checksum , version and checksum is always shown in the SCREEN or in PC INFO status of the screen so you can check if the DEF file was authentic or not.

It will be best to keep few previous checksums stored on the league page to avoid problems with users that have old DEF file)

3.4. Step 4.

FAIR PLAY ;)

4. DEFinition Files' installation by the user.

4.1. Step 1.

Download the .def file from the league or location of choice (be sure to use trusted sources, do not download .def files from untrusted sources, you may be flagged as a cheat for no reason.

4.2. Step 2

Import the DEF file.

4.3. Step 3

Play your game.

5. How to use the UAC2 Link System.

UAC2 from v1.59 and more accepts URL links. Currently there are links for match available

Use URL like: `SCREEN`

This link will activate UAC2 and start SCREEN section and it will load this screenshot.

Please do not use the one from the example.