



AhnLab Release Note

TechSupport

Date

24th of Apr, 2009

Product	AhnLab HackShield for Online Game 2.0 - Version 5.1.45.1(Build 708)		
Language	◇ Korean ◇ English ◇ Japanese ◇ Chinese		
Release Date	08:00pm, 24 th of Apr, 2009		
Homepage	www.ahnlab.com	Homepage	www.ahnlab.com

1 Introduction

AhnLab releases AhnLab HackShield for Online Game 2.0 - Version 5.1.45.1(Build 708) with new feature and bug fix.

2 New Feature

◆ New feature which HS provide a detection feature when Game applied HS is running at Virtual Machine

HS can detect Game applied HS is running at Virtual Machine

In order to apply it, the game should add new option "AHNHS_CHKOPT_DETECT_VIRTUAL_MACHINE"

And rebuild the game client.

For more detailed information, check a section 2.4_AhnHS_Initialize of AhnLab_HackShield_2.0_프로그래밍_가이드.pdf"

Target Virtual Machine: Virtual PC, VMWare, Virtual Box.

3 Bug fixed

◆ Fixed a bug related LMP2.0(protecting DLL)

The error is occurred when applying 699 or 701 version of HS. This bug is fixed

"The file format is invalid" Please, check the file name.

HSBGen.dll is updated as 1.0.7.1

◆ Enhanced SpeedHack feature

Fixed a bug HS did not detect speedhack and mis-detects at specific case.

◆ Modify HShield.h file

- AHNHS_CHKOPT_ALL is changed
 - AHNHS_CHKOPT_SPEEDHACK \
 - | AHNHS_CHKOPT_READWRITEPROCESSMEMORY \
 - | AHNHS_CHKOPT_KDTRACER \
 - | AHNHS_CHKOPT_OPENPROCESS \
 - | AHNHS_CHKOPT_AUTOMOUSE \
 - | AHNHS_CHKOPT_PROCESSSCAN \
 - | AHNHS_CHKOPT_HSMODULE_CHANGE \
 - | AHNHS_CHKOPT_MESSAGEHOOK \



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| AHNHS_USE_LOG_FILE \
| AHNHS_ALLOW_SVCHOST_OPENPROCESS \
| AHNHS_ALLOW_LSASS_OPENPROCESS \
| AHNHS_ALLOW_CSRSS_OPENPROCESS \
| AHNHS_DONOT_TERMINATE_PROCESS

- Useless callback code is removed from hshield.h file since it's not used.
=> AHNHS_ACTAPC_DETECT_SPEEDHACK_APP, AHNHS_ENGINE_DETECT_GENERAL_HACK

◆ **Bug fixed HS failed to HS Stopservice** at specific conditions.

Bug fixed HackShield failed to HS StopsService abnormally if AHNHS_CHKOPT_PROTECT_D3DX does not used and _AhnHS_Direct3DCreateX used

◆ **Updated engine for the following Hacking Tool**

16.04wr3ath_64bit
16.04wr3ath_32bit
Pro_Code_WarRock_Hack_No_Menu
GameAnarchy
Probot
hlc_v8.6
DrvAnti_MFC.exe
Crosshair.exe
Injector.exe
JRH WR Cleaner 2.exe
OMFGZ MultiDll Injector.exe
Setup.exe
SpammerUNMUTED.exe
Wchag Spammer V1.1.exe
17.04working_hck_Friday__April_17th__2009
xANOX_Pub_Hack
Tobias-Pub-Hack
Pro_Code_Hack
9aiwaigua
GS1.4
duokai2.0.exe
Auto party.exe
Only_superjump_nfd
Only_Prem
only_stamina
WR_HACK
:_OPH__WarRock_D3D_Hook_-_Wr-Hacks.de_-_18.04.09_
crosshair.exe
armtopbank V.5.0
HACKZOR v1.0.exe
HiddenSin VIP Hack v3.exe
ResHacker.exe



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4 Updated Module

EhSvc.dll

Version updated (5.1.45.1)

HSBGEN.DLL

Version updated (1.0.7.1)

5 Release History

There are some notices marked bold

5.1.33.1

* Add new feature which HS checks a status of running and reduce t a detection time

- **At HSBGEn.ini file, set the special key of initstep (plus 16 at the step)**

Refer a programming guide (16: check a running status of HS.)

- **The Game should be re-build with the lastest version of those files(hshield.lib, evsvc.dll, anticpxsvr, hsbgen.dll) in order to use this feature if the game applied lower version of HS.**

- **If the game uses the function of _AhnHS_VerifyResponseEx(), does not need any additional works.**

- **If the game uses the function of _AhnHS_VerifyResponse(), should add another error code, " ANTICPX_CHECK_HACKSHIELD_STATUS" to exit a game.**

* Add a new feature which HS can prevent FreeServer hack, "afs.dat"

* Add a new feature which HS can restore a value when D3d8 Internal function is hooked.

5.1.34.1

* Fixed a false positive on LMP(it is caused conflict with one program from one internet café)

- **Must use new updated CSInspector.exe**

* Fixed a bug left TEMP folder when HS creates the folder in initial steps. TEMP folder is deleted after a fix.

5.1.35.1

* Features for setting an exceptional inspection area of Extended server-side detection

- **Must use new updated hsbgen.exe.**

* Enhanced detecting logic of Auto Mouse in order to prevent new hacking type of AutoMacro.

5.1.36.1

* Fix a bug when use this option," AHNHS_DISPLAY_HACKSHIELD_LOGO"

5.1.38.1

* Added this function in order to detect hack which try to attack through the heap section of game client

* Extended Server side Detection of HackShield can make a disconnection from game server when a game client make an error by abnormal action(e.x. attempt of hacking)

- **Refer the programming guide 4.3. AhnHS_verifyResponse(), AhnHS_verfyResponseEx().**

* Fix a bug of false positive detection by LMP



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- Must use new updated CSInspector.exe

- * Provide a compatibility that making a hsb file using a command line

- Must use new updated HSBGen.exe

- * HS can detect another game running which implemented HackShield.

- Must use the option "AHNHS_CHKOPT_STANDALONE"

- Add the error "HS_ERROR_ALREADY_GAME_STARTED(206)"

- * Provide a special detection function for FPS game (D3DX)

If you use this function, please, add this option of AhnHS_initialize()

_AHNHS_CHKOPT_PROTECT_D3D

5.1.39.1

- * Enhanced LMP 2.0

- In order to use this feature, Game client should be applied with new updated HSBGen.dll, HSBGen.exe.

- See "AhnLab_HackShield_2.0_프로그래밍_가이드.pdf"의 "10.2.1.2 적용방법"

- * Themida packer Test

- 1.9.5.0 -> 2.0.5.0 version is compatible

5.1.40.1

- * **Added new detection logic through Memory Heuristic Engine**

HS can detect the hack which tries to change memory image sector

HS can detect the hack which tries to change heap sector.

- * **BUG Link ERROR when using AhnHSUpdateEx function.**

If the game client implemented considering UNICODE uses "AhnHSUpdateEx" function,

The game client should be re-build with new updated HSUpChk.lib

- * Fixed BUG BSOD was occasionally occurred at 9x OS

5.1.41.1

- * **Add a new feature which HackShield make a Game Process exit forcibly.**

- In order to apply this feature, Game Client add the option "AHNHS_CHKOPT_SELF_DESTRUCTION" of AhnHS_Initialize() and should be re-build.

- This feature added to enable to block hacking type which bypass GameClient's Callback regarding HackShield detection. This feature makes game client exit in 1 minute if Game Client is failed to exit itself.

- * **No Upload *.hsb file into Game Sever when game client only updated**

- Add new feature not to upload *.hsb file if the configuration is set up not to upload it.

The configuration is meant "[CKHSB] UseHSB=1" at hsbgen.ini file.

- in order to apply this feature, Game Client should be re-build with new updated AntiCpXSvr.h and AntiCpXSvr.dll then Game Server should be re-booted.

5.1.42.1

- * Add a new feature to generate a log when HsbGen.exe excutes

- * **Showing HackShield Icon at System Tray**

* In order to apply this feature,

GameClient should be applied the option "AHNHS_DISPLAY_HACKSHIELD_TRAYICON"

* The two icons would be shown when two gameclients implemented HS run at the same time.

5.1.43.1

- * Added new feature related USERUTIL function of HS

- New API added to check whether account is logged as Administrator or not

:_AhnHsUserUtil_CheckHSShadowAccount

- New API added to check whether HS shadow account is existed or not.

:_AhnHsUserUtil_IsEnableHSAdminRights

- For more detailed information, check a section 6.2 "AhnLab_HackShield_2.0_프로그래밍_가이드.pdf"



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* Support Windows 7 OS (BETA)

5.1.44.1

* **New feature which HS provides LMP to enable enhanced protection including DLL.LMP (Local Memory Protection)**

For more detailed information, check a section 7.LMP feature of AhnLab_HackShield_2.0_프로그래밍_가이드.pdf" and 9.4 How to use HSBGen.exe

* **New Feature which HS increases security level for Anti-Debugging**

* **New Feature, HSBHelper**

- A tool called "hsbhelper" provided to check if a hsb file is matched with the game client that is used for generating the hsb file

- For more detailed information, check a section 9.11 How to use HSBHelper.exe