

User's Guide

Rev. 6



Lone's EFT Dar

By LoneSurvivor

Table of Contents

Getting Started.....	3,4
Memory Writing – Is It Safe?	5
Main Radar Window.....	6
Settings.....	7-10
Loot.....	10
2 Player Watchlist.....	11
Hotkey Manager.....	12
Other Features.....	13
Player Marker Colors.....	14
Fuser ESP.....	15-16

Important Notes

Technical Support



If you ever require help/support, please utilize the **#Support** channel in Discord. There are multiple members watching this channel and can provide quicker assistance.

DO NOT DM @LoneSurvivor.

Payment Support



Purchases can be made via the **#Store** channel in Discord. This is an automated Web Checkout.

If you require support for a **transaction**, or anything **billing related**, please open a **#Support-Ticket**.

DarBot



@DarBot is our Discord Bot that also acts as a helper. You can use DarBot to look up your subscription key. Use the **/help** command for available commands.

Getting Started

At this point you should have already completed DMA/Radar Setup, and you are able to launch the Radar successfully. The information that follows is detailed information on how to use the Radar and many of its features. This guide may be missing cutting edge/new features, and will only be updated periodically.

Custom Firmware

Hopefully if you've reached this point you already have **Custom Firmware** for your DMA Card. If you do NOT have Custom Firmware – STOP NOW! Do not use this product without Custom Firmware.

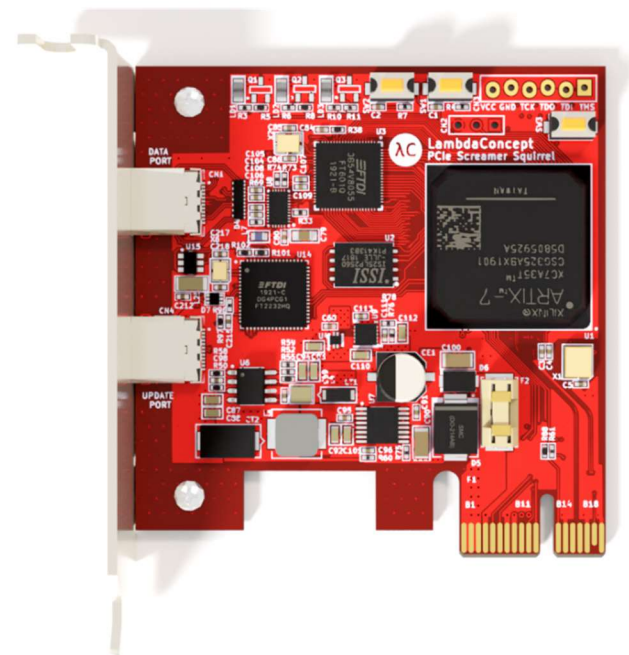
How do I know if I have Custom Firmware?

If you purchased one of the **recommended** pre-flashed DMA Cards, you **already** have Custom Firmware. **These include:**

- CaptainDMA
- ImmortalDMA
- LeetDMA

Many other cards come with Custom Firmware as well. If you have used your DMA Card with other DMA Cheats, you are most likely already good to go.

Likewise, if you've purchased Custom Firmware from a 3rd party firmware seller, and flashed your DMA Card you are good to go.



Getting Started (cont.)

The first thing you will want to do upon starting up the radar is familiarize yourself with the controls. I recommend going into an Offline Raid / SCAV Raid and play around with everything. The Radar will automatically load when you join a raid.

You can use the F1/F2 or Mousewheel Scroll Hotkeys to Zoom In/Out the Radar. F5 will Toggle the Map. We do not have Auto-Map Detection since we allow users to customize maps.

I recommend immediately going into the **Hotkey Manager** in the Settings Tab. This will allow you to set **your own custom Hotkeys** that can be toggled from **In-Game**. This allows you to do things in the Radar (Zoom In/Out, Change Maps,etc.) without having to Alt-Tab, or switch between Keyboards/Mouses.

You can start/stop the Radar mid-raid, and it will automatically refresh between each Raid. If it ever gets “hung” after a raid is over, press the **Restart Radar** button in Settings, but this is extremely rare.

When a player dies, there will be a Black Cross ‘X’ symbol at their death location. You can mouseover their corpse for loot info.

You can press the **‘Map Free’** button on the main radar window to **Un-Follow** the radar from you, and you can click the screen to pan to a certain segment of the map. Press **‘Map Follow’** to re-enable following.

Memory Writing – Is it Safe?

YES.

Your account safety is our Top Priority, and we implement Memory Writing in a very safe manner with many safeguards in place.

Nothing that we write is currently detectable. The **BIGGEST** risk for cheating with DMA on EFT is getting reported by other players. I have been using DMA on my main EOD Account for over 3 years now without being banned.

The *Risky* annotation that I put on Memory Writing comes from two possibilities:

1. You are more likely to get reported by other players.
2. It is possible something could be unsafe in the future.

It is theoretically possible that in the future BSG could implement detections for certain Memory Writing, but I consider it unlikely. Past trends indicate that BSG typically will “patch” write features so they no longer work, rather than outright detect/ban people for using them. Many of these features have been working for years, and there have been no issues.

If you take proper precautions and do not wipe entire lobbies over and over again, and rack up an extremely high number of Player Reports -- the chance of being banned while using Memory Writes is **EXTREMELY LOW.**

To put this in layman’s terms, let me quantify what I consider the differences in risk to be:

- **Read-Only (No Writing): 99.9% Safe**
- **Memory Writing: 99.5% Safe**

I do not consider it to be a substantial risk.

Please read this over and over and understand it. Do not ask in Discord “Is this safe?” because the answer is right here. If you *feel* unsafe, just don’t use it.

- Lone

Main Radar Window

Page Tabs:

Radar – Contains the main radar viewport. Will display the current status (Game Process Not Running / Waiting for Raid Start). Once In-Game the selected map will be displayed.

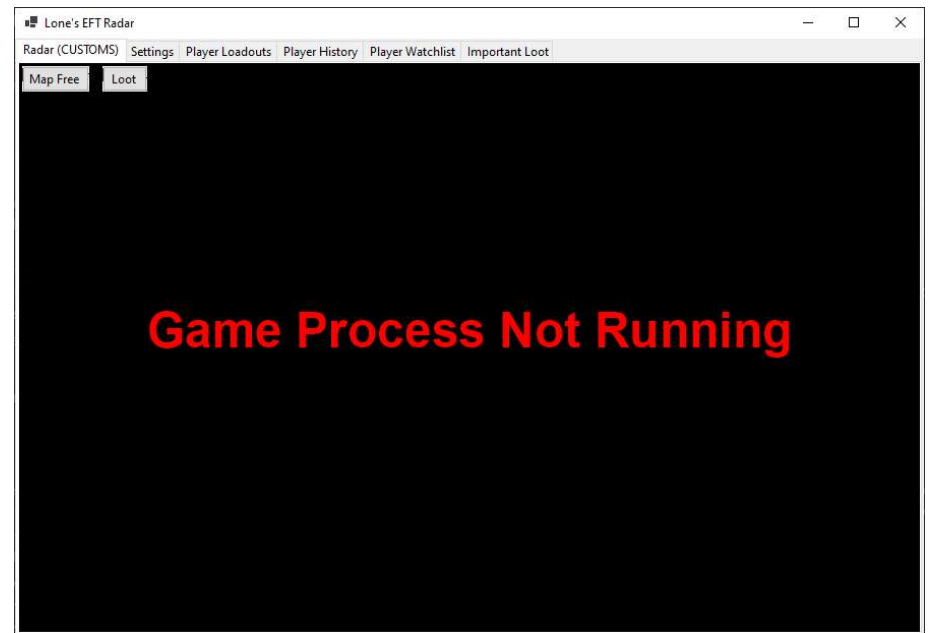
Settings – Contains most of the customizable features that you can adjust. Includes DMA Toolkit Features, and User Interface options.

Player Loadouts – Displays detailed gear loadouts of all Players / Bosses.

Player History – Displays a log of all Players (and their Account IDs) that you encounter during a session. If a player shows **PINK** on the radar, the reason will be listed here.

Player Watchlist – Contains a list that you can add **Account IDs** (as obtained from Player History) to setup custom alerts for a particular player. If you encounter that account again in a future raid, they will show **PINK** and the *reason* you listed will be displayed. Good for flagging streamers/other cheaters. Works account-wide (Scav/PMC) and even if they change their name.

Important Loot – Contains an interface to flag certain loot as *Important*. Important Loot will show as Light Blue on the Radar Map and is emphasized. This is good for HV Loot / Flea Banned Items.



Settings Tab

Toggle Map – Switches the current map (**Hotkey F5**).

Restart Radar – Restarts the current raid on the Radar. Sometimes good if something is hung/buggy, without having to close the App entirely.

Show Loot – Toggles display of loot in the Radar Window. When enabled the 'Loot' button appears (**Hotkey F3**).

Aimview Widget – Toggles 3D ESP 'Aimview' in the Lower-Left Corner. Can be moved around, and shows items for Loot Through Walls. (**Hotkey F4**).

Hide Names – Hides player names in the interface, and uses minimal text information (Height,Distance only) (**Hotkey F6**).

Show Info Tab – Displays the player list/information pane in the Top-Right corner (**Hotkey F7**).

Connect Groups – Connects players in a team with a semi-transparent green line.

Show Teammate(s) Aim – Enables Aimlines for your Teammate(s), and also displays incoming Hostile Aimlines for them.

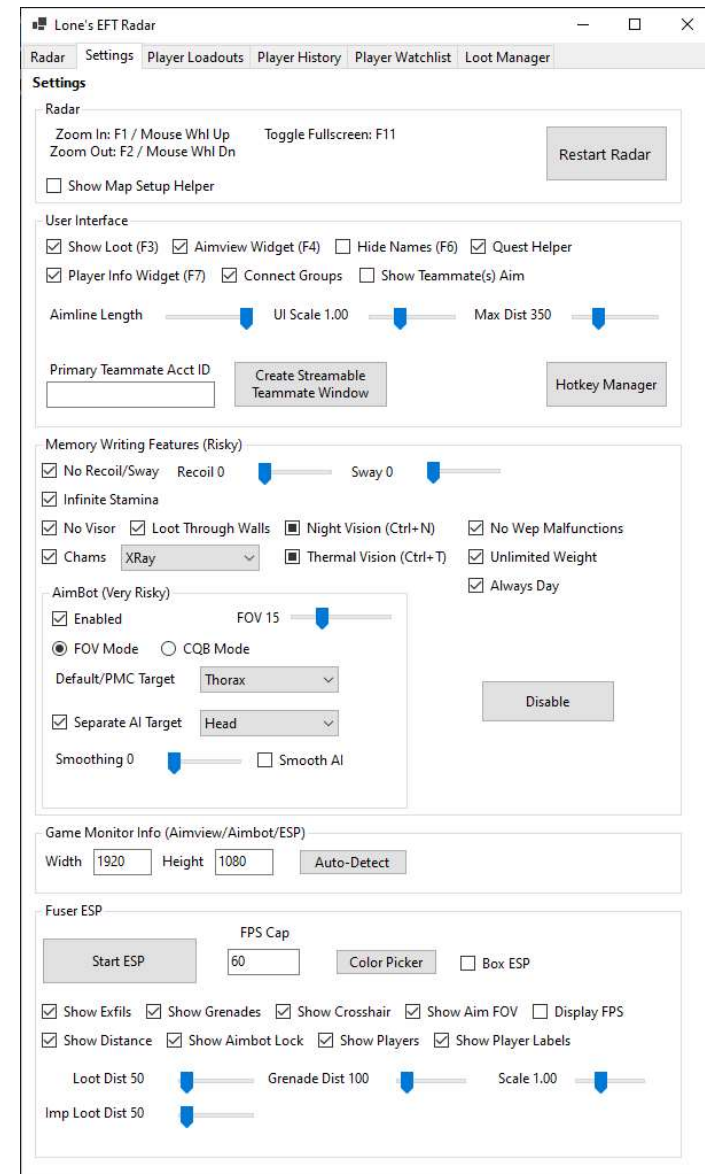
Aimline Length – Sets the length of all Aimlines.

UI Scale – Makes the Main Radar interface bigger/smaller.

Max Dist – Sets the Maximum Distance that players appear in: AimView, AimBot, Hostile Aimlines.

Primary Teammate Acct ID – Your Teammate's Account ID (as obtained from Player History). (cont.)

(Some New Features not shown)



Settings (cont.)

Create Streamable Teammate Window – Creates a second window for your Primary Teammate. You can stream this window with Discord Screen Sharing.

Hotkey Manager – Opens the Hotkey Manager to set **In-Game** Hotkeys. These hotkeys can be pressed within the game.

Quest Helper – Tracks quest conditions (items/locations) for quests that you currently have active. See ‘Other Features’

Memory Write Features (DMA Toolkit)

Please read the ‘Memory Writes - Is This Safe?’ section in Getting Started.

Enable/Disable Button – Set to *Disabled* by default. Press *Enable* to enable Memory Writing. This will un-grey all of the features.

No Recoil – Removes **all** recoil from your weapon in-game.

- Recoil/Sway can be adjusted for variable recoil levels. 0 = No Recoil/Sway, 100 = Full Recoil/Sway.
- Setting Recoil/Sway above 0/0 will make the Aimbot **EXTREMELY INACCRUATE**. Use smoothing for the Aimbot instead.

No Visor – Removes the obstructed view from wearing certain face visors (Altyn Faceshield, etc.).

Infinite Stamina – Provides infinite stamina so you never run out of breath. Bypasses Fatigue. Jumping too much can still trigger fatigue.

Thermal Vision – Provides full screen Thermal Vision. It will auto-toggle if you ADS with a Scope to provide a clear scope picture (**Hotkey Ctrl+T**).

Night Vision – Provides full screen Night Vision (Does not work on Factory) (**Hotkey Ctrl+N**).

Chams – Illuminates all players where you can see them through walls/cover, and makes them easy to see.

- Xray – Visible through walls/cover.
- Normal – Only visible when target is in LOS.

No Weapon Malfunctions – Prevents your gun from Jamming/Overheating/Misfiring, or any other malfunction from occurring that prevents you from firing your weapon. Makes firing your weapon 100% reliable. Your gun barrel will not glow red.

Unlimited Weight – Prevents your player from becoming ‘Overweight’. You can continue to move full speed as if you have nothing on. Keep in mind that if you go above your maximum weight, you **will** begin to receive stacks of Fatigue from the Server, even with Infinite Stamina enabled.

Always Day – Sets the time of day in-raid to the 12th hour (Noon) so it will be always daytime.

Loot Through Walls – Allows you to loot items/containers through walls, up to a distance of approximately ~4.0m. Pickups on the border of this distance *may* be rejected by the server (you will need to move closer). You can use **Fuser ESP** or **Aimview** to locate the item and its distance.

Settings (cont.)

AimBot

Enabled Checkbox – When checked it allows the AimBot to be engaged via the **In-Game Hotkey** set in **Hotkey Manager**.

Mode:

1. **FOV Mode** – Targets the enemy player that is the closest to the middle of your screen (regardless of distance).
2. **CQB Mode** – Targets the enemy player within your Aim FOV that is closest in distance.

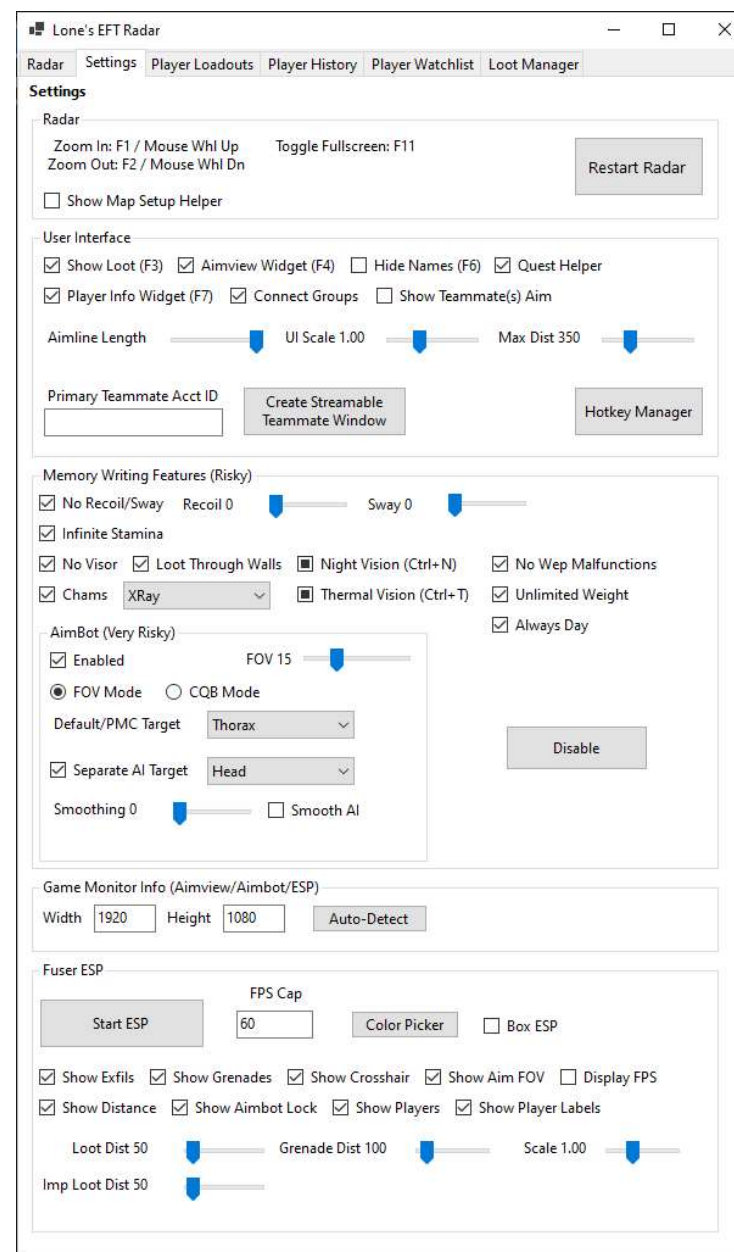
Offline Raid – When checked it allows the AimBot to work in Offline Raids.

FOV – Sets the Aim FOV Radius for the Aimbot. The bigger the number, the wider the FOV. This can be visualized with the Fuser ESP.

AimBot Target – Sets the **Bone Target** for the AimBot to use as it's target (**Hotkey Ctrl+A**).

Separate AI Target – Sets a separate **Bone Target** for AI Controlled Players (Bots).

Smoothing – Causes the Aimbot to slightly deviate from the target bone to make the aim seem more humanized to other players. 0 = No Smoothing, 100 = Maximum Smoothing. Increasing this above 0 will make the Aimbot less accurate.



Settings (cont.)

Game Monitor Info

Width/Height – This provides information to the Radar Application of which resolution your EFT Game is running in. This is needed for Aimview / Aimbot / ESP to function properly.

Auto-Detect – Will attempt to automatically detect your Game PC Resolution (Width/Height) and populate the fields for you automatically. Game must be running.

Loot

There are many loot features. By default our Radar will display all Loose Loot on the map, as well as Lootable Containers / Dropped Backpacks, etc. You can also mouse over players to see their 5 highest valuable items, and/or their Gear Values.

When you Toggle Loot to **On**, the **Loot** button will appear over the Radar Map. You can click this to quickly change loot parameters.

You can set Regular/Important loot thresholds (rouble min price). This will use dynamic pricing from our Loot Server.

You can also use the **Loot Search** feature to quickly search for an item(s). It will search for a text match on item names, and will also look inside containers. You can specify multiple search values by separating with a comma ,

Hide Corpses – Hides all loot corpses on the map.

Show Quest Items – Shows all Quest-Lootable items on the map (Even if quest isn't active yet).

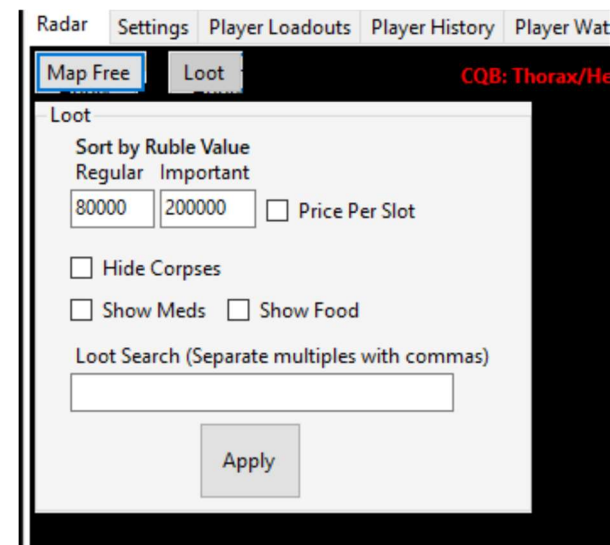
Show Meds – Shows all items classified as Meds on the map

Show Food – Shows all items classified as Food/Drink on the map.

Regular Loot – Will be displayed as a white icon/text on the map. The icon will be a circle for current height, and an arrow if above/below.

Important Loot – Will be displayed as a light blue icon/text on the map – to better stand out from Regular Loot. You can manually add items to Important Loot in the **Important Loot Tab**.

Price Per Slot – Will display the price of an item divided by the number of inventory slots it takes up. For example, a 6 slot item worth 60,000, would display as 10,000 using this option.



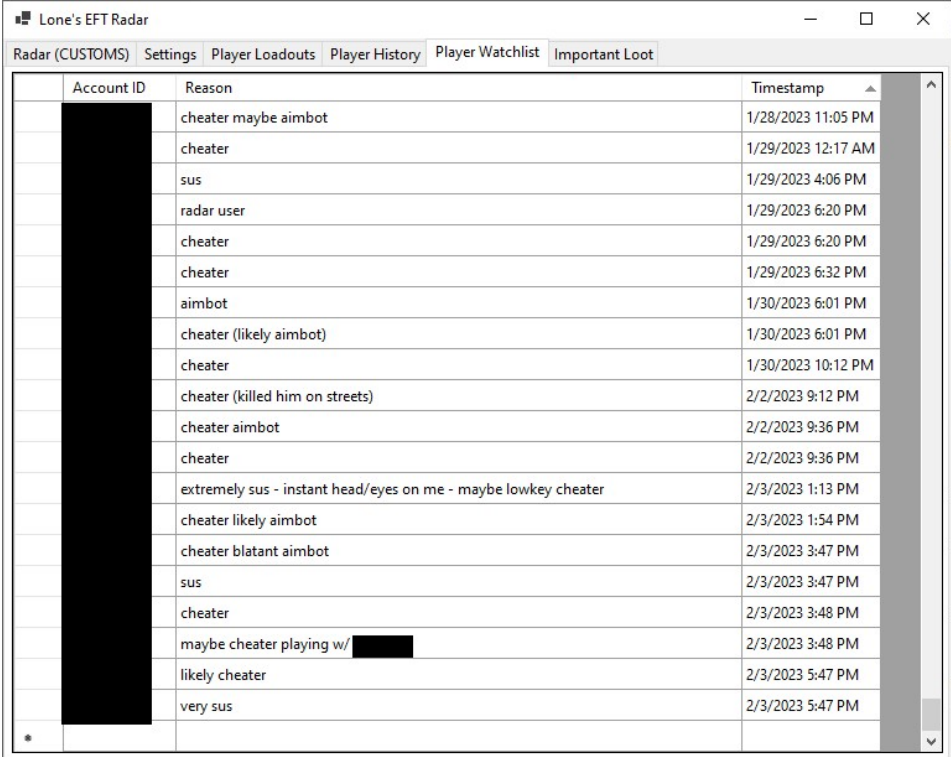
Player Watchlist

By **default** our Radar will be on the lookout for **Sherpas, Developers, and other specially flagged accounts.**

You can also manually add players to the Watchlist in the **Player Watchlist Tab.**

1. Use a player's Account ID (as obtained from **Player History**) to add a new entry into the list (Scroll to the bottom and enter in the empty space).
2. You can specify a custom "Reason" for adding the player.

If you encounter a watchlist player, they will be displayed on the Radar as a **PINK Icon/Text**. You can then go to the **Player History** and it will display the **Alert/Reason** for that particular player.



Lone's EFT Radar			
Radar (CUSTOMS) Settings Player Loadouts Player History Player Watchlist Important Loot			
	Account ID	Reason	Timestamp
		cheater maybe aimbot	1/28/2023 11:05 PM
		cheater	1/29/2023 12:17 AM
		sus	1/29/2023 4:06 PM
		radar user	1/29/2023 6:20 PM
		cheater	1/29/2023 6:20 PM
		cheater	1/29/2023 6:32 PM
		aimbot	1/30/2023 6:01 PM
		cheater (likely aimbot)	1/30/2023 6:01 PM
		cheater	1/30/2023 10:12 PM
		cheater (killed him on streets)	2/2/2023 9:12 PM
		cheater aimbot	2/2/2023 9:36 PM
		cheater	2/2/2023 9:36 PM
		extremely sus - instant head/eyes on me - maybe lowkey cheater	2/3/2023 1:13 PM
		cheater likely aimbot	2/3/2023 1:54 PM
		cheater blatant aimbot	2/3/2023 3:47 PM
		sus	2/3/2023 3:47 PM
		cheater	2/3/2023 3:48 PM
		maybe cheater playing w/ [REDACTED]	2/3/2023 3:48 PM
		likely cheater	2/3/2023 5:47 PM
		very sus	2/3/2023 5:47 PM
*			

Hotkey Manager

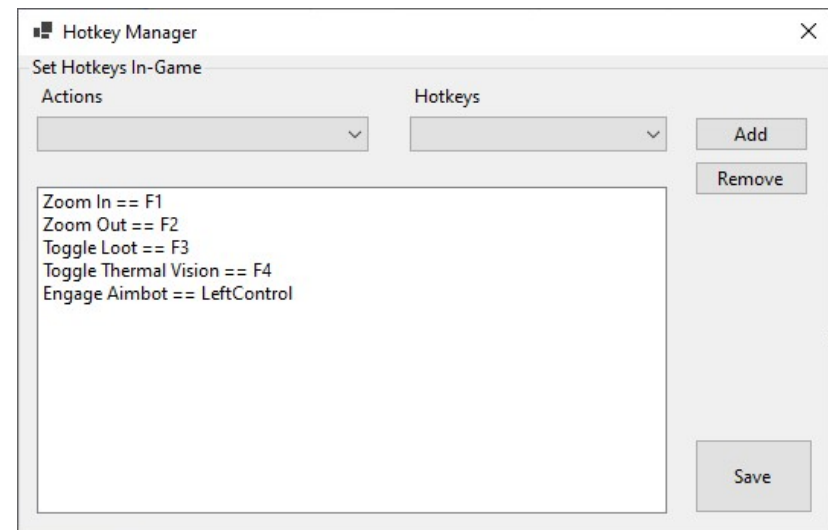
The Hotkey Manager allows you to set **Custom Hotkeys** that can be triggered from the **Game Window**. This removes the need to interact with the Radar Computer / Application directly and allows you to perform actions **on the fly**.

1. Open the **Hotkey Manager** via the **Settings Tab**.
2. Select the 'Action' that you want to create a Hotkey for.
3. Select the 'Hotkey' that you want to bind (**Game PC**).
4. Press 'Add' To add the Hotkey.
5. Press 'Save' when done.

NOTE: The list of Hotkeys is dumped straight out of Unity. Some of the names/mappings may map differently to different Keyboards/Mouses depending on your hardware. You may need to experiment for the best results.

KEEP IN MIND THESE HOTKEYS ARE ON THE **GAME PC ONLY!**

*The Hotkeys that are printed next to features in the rest of the Radar are for the **Radar PC**.*



Other Features

Grenades – By default thrown ‘Hot’ grenades will show on the map as small Orange circles. They will disappear when they explode. Sometimes there can be a slight delay before they show up, and if the game process is “laggy” they get missed once in a while.

Quest Helper – Will display Quest Items that you need to pickup on the map as a Green/Olive color. Also shows “Quest Zones” you need to visit, or place markers at as a Pink color. Enable this from the Settings Menu.

Twitch/TTV Lookup – Players with “twitch, tv, ttv” in their name, the Radar will attempt to see if their stream is live and specially mark them. You can double click the player to open their stream.

Exfils – The radar will display all Open/Pending/Closed Exfils. Different exfils will be displayed depending if you are playing as a PMC or Scav. You can **mouseover** the Exfils to see their name (sometimes different than the in-game name, but usually similar).

Open – This exfil is available to use.

Pending – This exfil will be available after certain conditions are met (Power turned on, etc.)

Closed – This exfil is **NOT** available.

There is also a Height Indicator that displays if the Exfil is at your current height (Circle icon), or Above/Below you (Arrow Icon).

Aimlines – By default when enemy players aim at your map position, an aimline will extend out of them to alert you that you have someone aiming at your position.

Focus Player – You can ‘Right-Click’ on a player marker to ‘Focus’ this target. Their player marker and aimview icon will change to the **CORAL** color for emphasis. This is useful for marking other cheaters, or players that you are tracking.

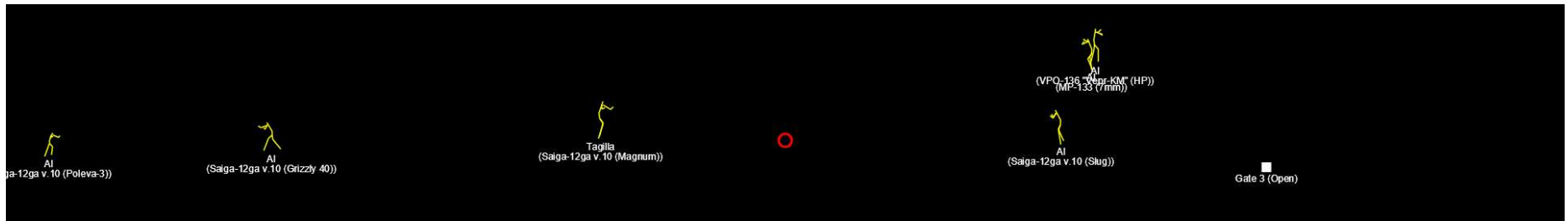
Player Marker Colors

PLEASE NOTE: AI Types are currently not supported due to the latest game update/patch. It is unclear if this functionality will return in the future. All enemy AI now show as 'AI SCAV'. Some units are typed by their 'Names' but this is not a 100% reliable lookup.

Player Markers on the radar are color coded as follows:

LocalPlayer
Teammate
Enemy PMC
AI SCAV
Player Scav
Boss
Guard/Raider
Watchlist/Spcl
Streamer
Focused Player

Fuser ESP



Fuser ESP is a new feature that allows you to use a Hardware Device to overlay an HDMI Signal to your Game PC Monitor. This allows for you to have undetectable ESP (since no software runs on your Game PC), and it is stream-safe as well!

15

Instructions:

1. Setup your HDMI Fuser per the instructions of your HDMI Fuser device.
2. Go to the Settings Tab of your Radar, and hit the 'Start ESP' button.
3. The ESP Window will immediately open. Double-click on the ESP Window to toggle Full-Screen. Move the ESP Window to your Fuser Window, and double-click it again to go into Fullscreen.
4. You should now have ESP overlayed on your Game PC!

Settings:

- **FPS Cap:** If your Radar begins running slowly, or you run into other issues, you may wish to cap your ESP FPS to match your

Fuser Refresh Rate (which should match your Game PC Monitor).
0 (Zero) = disabled.

- **Box ESP:** Shows a box around players instead of bones.
- **Show Exfls:** Enable this to display Exfls in your ESP.
- **Show Grenades:** Enable this to show thrown grenades in your ESP.
- **Show Crosshair:** Enable this to show a crosshair based on the position of the middle of your FOV (your Fireport location).
- **Display FPS:** Enable this to display an FPS Counter in the top-left of your ESP.
- **Show Aim FOV:** Displays the Aimbot FOV Circle in the middle of the screen. The Aimbot will only acquire targets inside this circle.
- **Loot Dist/Grenade Dist:** Sets the maximum distance (meters) to draw Loot/Grenades.
- **Show Distance:** Display the distance of object(s)/player(s) from LocalPlayer (you).
- **Show Aimbot Lock:** Displays a line from your fireport to the target indicating who you are locked onto with Aimbot.
- **Show Player Labels:** Show Player Names/Weapons/Distances on players.

- **Scale:** Sets the Scale (size) of elements in your ESP Window.
- **Color Picker:** Allows you to customize ESP object colors.