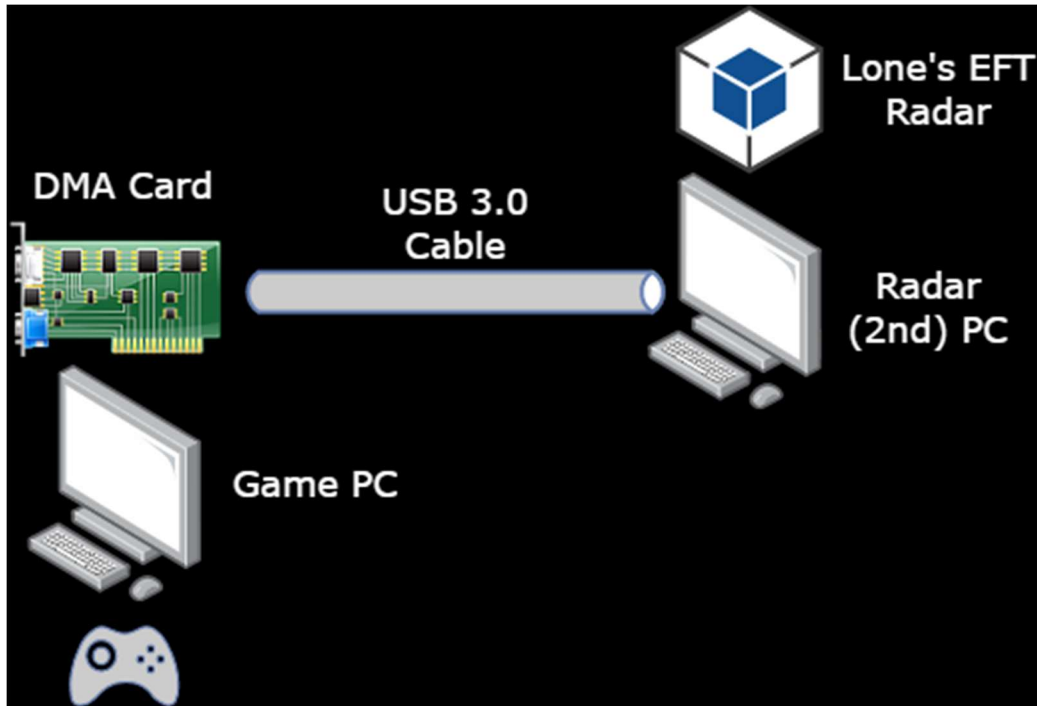


# DMA Setup Guide/Testing



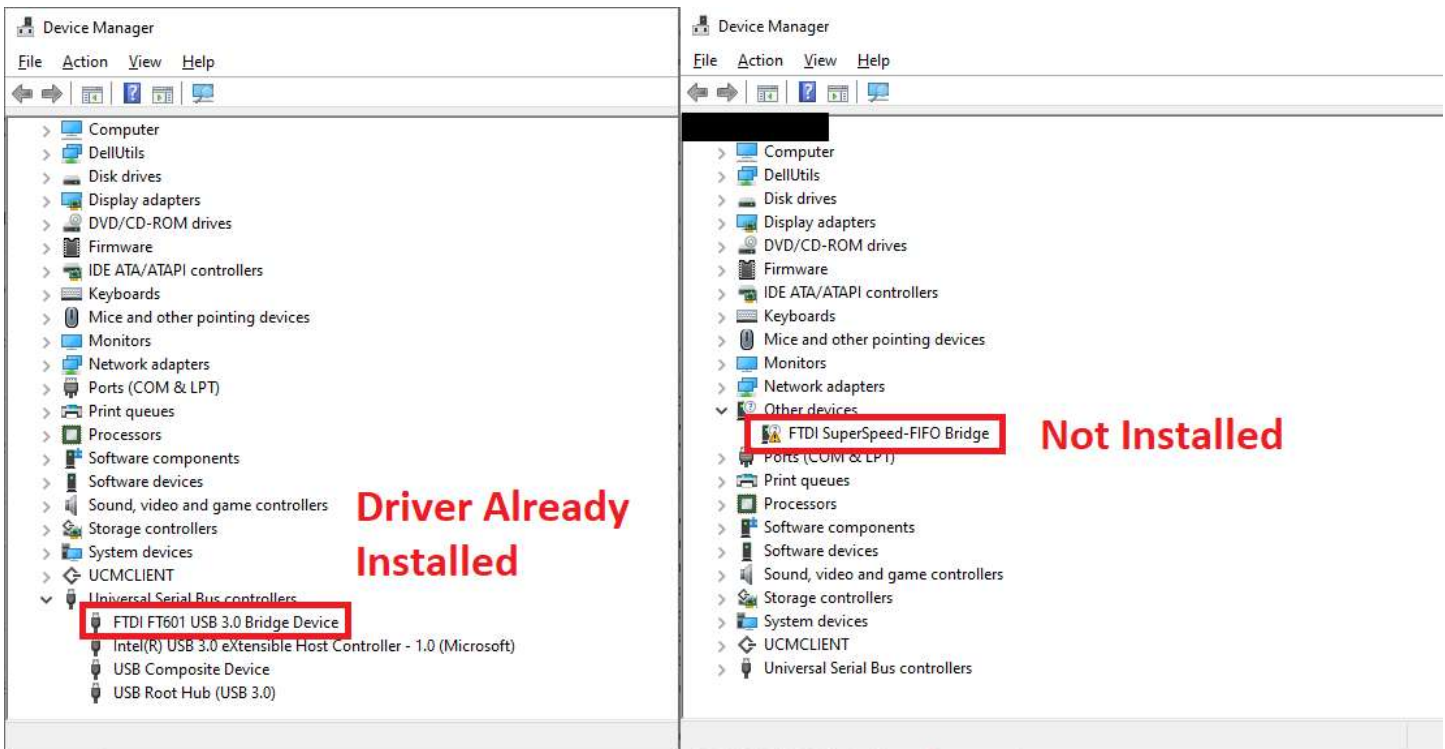
## Hardware Setup (Game PC)

1. **Please ensure that your DMA Card has Custom Firmware.** If you have the DMA Card installed in your Game Computer, and launch an Anti-Cheat Protected game *without* Custom Firmware, you **WILL** be banned. Any PCILeech based DMA Card will work with this Software.
2. Install your DMA Card into an open PCI-e slot on your **Game PC**. Most DMA Cards are PCI-e x1, and can fit into x1, x4, x8, x16 slots.
3. Connect your DMA Card via the **Data Port** to your **Radar PC** (2<sup>nd</sup> PC), using the provided USB Cable (and any USB adapters necessary for different USB Types).
4. Disable/Adjust the following Settings on **Game PC** System BIOS:
  - a. We primarily need to disable **Virtualization** on your system, since this *can* interfere with DMA Memory Reading. Disable any Virtualization settings in your System BIOS.
    - i. On Intel CPU Motherboards this will usually be listed as:
      1. Virtualization / IOMMU
      2. VT-d
    - ii. On AMD CPU Motherboards this will usually be listed as:
      1. Virtualization / IOMMU
      2. SVM
  - b. Disable NX-Bit (Only if available. If you can't find it skip this step)
  - c. If needed set PCI Slot of DMA Card from Auto to Gen1 (Advanced > PCI Settings)
5. Make sure *Memory Integrity / Core Isolation* is **Off** on your **Game PC**. This may be unavailable/already disabled on some systems, so if you cannot get this page to load, you are likely already good to go. See [Device protection in Windows Security - Microsoft Support](#)

## FTDI Driver Setup (Radar PC)

1. These steps will install the FTDI Driver on your **Radar PC**. See the screenshot below to see if you have the driver already installed. If already installed you can skip to **Testing**.

- a. You can launch Device Manager from the Search Box in the Start Menu.

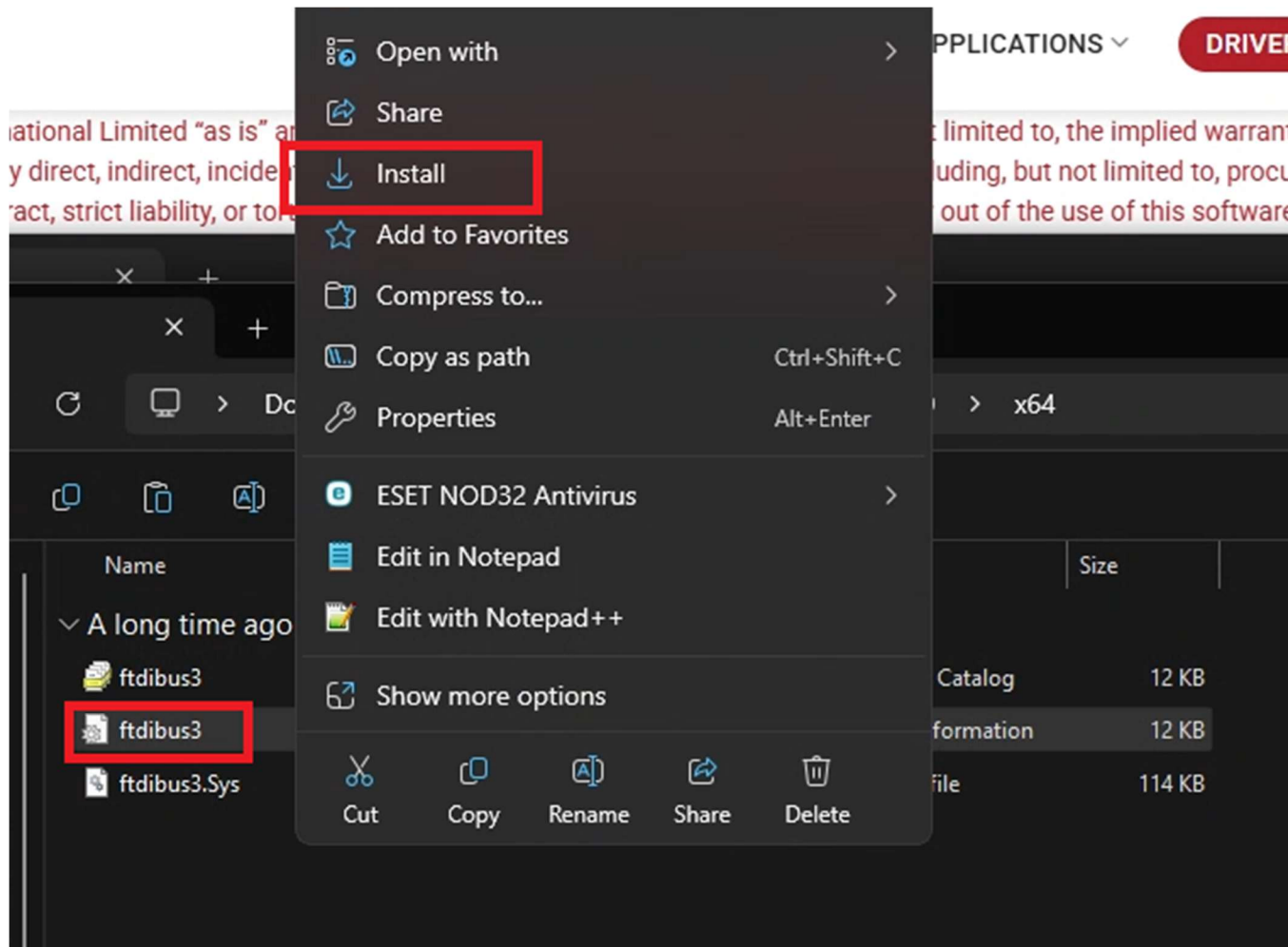


2. Download the **Windows x64 FTDI Driver** from <https://ftdichip.com/drivers/d3xx-drivers/> , and unzip it. See screenshot below:

Processor Architecture							
Operating System	Release Date	X86 (32-Bit)	X64 (64-Bit)	ARM	MIPS	Application Library (DLL)	Comments
Windows*	21 June 2024	<a href="#">1.3.0.4 **</a>	<a href="#">1.3.0.10</a>	<a href="#">1.0.0.1 ***</a>	–	<a href="#">1.3.0.4</a> 32-bit <a href="#">1.3.0.10</a> 64-bit	1.3.0.10 WHQL Certified Available as a <a href="#">setup executable</a> <a href="#">Release Notes</a>
Linux	19 July 2024	<a href="#">1.0.16</a>	<a href="#">1.0.16</a>	<a href="#">ARM v6 (Hard Float)ARM v7 (Hard Float)ARM v8</a>	–		Please report any problems, observations, questions or
	19 July 2024	<a href="#">1.0.16 (.dmg)</a>	<a href="#">1.0.16 (.dmg)</a>	<a href="#">1.0.16 (.dmg)</a>	–		

a.

3. Open the unzipped FTDI Driver Download, and navigate to the **X64** folder. **Right-Click** on *ftdibus3.inf* and click **INSTALL**. See screenshot below:



- a.
4. The FTDI Driver should now be installed on your Radar PC (See Step 1 to verify).
  - a. If the device is not registering, try to reseal the USB Cable and/or reboot your Radar PC.

## Testing (Radar PC)

1. Download and Unzip the **lone-dma-test.zip** package from Discord (if you do not already have it).
  - a. Read the README.txt instructions.
2. Run the test tool on your **2<sup>nd</sup> (Radar) PC**.
3. Run the Full Test.
4. If successful, you should get a message saying that the test **PASSED**.
  - a. Latency Test Results:
    - i. <4000 = Fail
    - ii. 4000+ = Acceptable
    - iii. 5000+ = Good
    - iv. 6000+ = Excellent
  - b. Throughput Test Results:
    - i. <100 = Fail
    - ii. 100+ = Acceptable
    - iii. 150+ = Good
    - iv. 200+ = Excellent

c. Passing Test Example:

```
C:\Users\User\Desktop\comr x + v
[i] 30177
[i] 30366
[OK] Latency Test
[i] Running Throughput Test on 100,000 pages (this may take a moment)...
[OK] Throughput Test

== Latency Test Results (4kB Reads) ==
Total Read Latency: 30,375/sec
Total Reads: 151,184
Failed Reads: 0 (0.00%)
Fastest Read: 17 µs
Slowest Read: 147 µs
Average Read: 33 µs

[i] Test Result: PERFECT

== Throughput Test Results (Scatter Read) ==
Total Read Throughput: 864.12 MB/s
Total Pages: 100,000
Failed Pages: 0 (0.00%)

[i] Test Result: PERFECT

[i] Overall Test Result: PASS
[CORE] SHUTDOWN COMPLETED (00000224002E6040).
[CORE] TIME: 2025-01-22 16:54:39 UTC.
[CORE] RUNTIME: 6s.

Press any key to continue.
```

5. If there are issues, please see the **Common DMA Troubleshooting** section below *before* messaging support.

## DMA Troubleshooting Guide

### 1. ERROR - [FAIL] VMM INIT FAILED.

- The most common cause of this error is that your DMA Card/Connection is 'hung'. This most commonly occurs after your Game PC does a fast reboot, or if your Game PC was previously in sleep mode.
  - Reboot **BOTH** your Game PC and Radar PC.
  - This should resolve this issue 99% of the time.
- DOUBLE CHECK THAT YOU COMPLETED ALL STEPS IN THE SETUP GUIDE ABOVE!! THIS IS ONE OF THE BIGGEST REASONS PEOPLE GET THIS ERROR.**

### 2. ERROR - DEVICE: FPGA: ERROR: Unable to connect to USB/FT601 device [0,v0.0,0000]

- Make sure you installed the FTDI Driver on your **Radar PC** (See the setup guide above for details).
- Make sure you are plugged into the **DATA PORT** on your DMA Card.

### 3. Other Common Errors:

- Failed to retrieve Physical Memory Map!*
  - Troubleshoot your USB Connection (See #4).
  - If all else fails, re-install windows on your Game PC.
- [SYMBOL] Offline symbols unavailable - file 'info.db' not found.*
  - This means that PCILeech was unable to download symbols from the Microsoft Symbol Server. This assists PCILeech in reading memory from your Game PC System.

- ii. Make sure you unzipped the folder and all files.
  - iii. Make sure **symsrv.dll** and **dbghelp.dll** are present in the folder.
  - iv. Make sure you have internet connectivity and your firewall(s) are not blocking any connections.
  - v. If all else fails, you can download the latest **info.db** file from the MemProcFS repository (<https://github.com/ufrisk/MemProcFS/releases> win-x64), and include it in the folder. This is an 'offline' symbols dump.
- c. *FPGA: TINY PCIe TLP Algorithm auto-selected!*
- i. This indicates that your DMA Card is operating at lower speeds. This can sometimes be due to a firmware issue, or more commonly a poor usb connection.
  - ii. Make sure your USB Cable is seated securely on both ends. Try different USB Port(s).
- d. *[CORE] Initialization Failed. Unable to locate valid DTB / Unable to auto-identify operating system.*
- i. Make sure you made the BIOS Adjustments on Game PC per the setup steps.
  - ii. Troubleshoot your USB Connection.
  - iii. **Last resort:** Re-install windows on Game PC.

#### 4. DMA Test Tool - Test Result: FAIL / General Failures

- a. If the DMA Test is giving you a failure message, it is most commonly due to your latency/throughput being too low.
  - i. Latency under 4000 Mem/Sec.
  - ii. Throughput under 100 MB/s.
- b. This is most commonly due to a poor USB Connection:
  - i. Make sure your USB Cable is a data-rated (not charging-only!) USB 3.0 Cable, and is securely seated on both ends (DMA Card / Radar PC).
  - ii. On your **Radar PC** go into Power Plans and set your Power Plan to **High Performance**. This can improve CPU / USB speeds.
  - iii. Try different USB Ports / USB Cables.
  - iv. Keep playing with it! Most people resolve slow latency/low throughput by re-seating their DMA Card, reseating the USB Cable, and/or sometimes the DMA Card bracket may get in the way of the USB Cable fitting securely.
  - v. **If your Radar PC is significantly below recommended specs, this can diminish DMA Latency/Throughput.**
- c. This can be less commonly caused by the Firmware on your DMA Card.
  - i. Some Vanguard / Faceit 'bypass' firmwares will reduce the latency/throughput of your card.
- d. In some cases DMA Software may still run fine with higher latency/lower throughputs (particularly if you are close to the cutoffs).

- i. We recommend running a Stress Test, and looking for any 'drop outs'. If the connection is stable you may be fine even if you have slow latency.
- 5. **DMA Software – Not loading up, entities disappearing or not showing, other anomalous behavior:**
  - a. This is most commonly caused by **Paged Out Memory**.
    - i. When your system / target process are under High Memory Pressure, assets in memory may get shifted to your Page File.
    - ii. The Page File is a file located on your hard drive that contains low priority / less commonly accessed items.
    - iii. Since the Page File is located on your hard drive, your DMA Card cannot read from it.
    - iv. This can cause undefined behavior in many DMA Software(s), and lead to a lot of frustration.
  - b. This is most commonly resolved by installing additional System Memory (RAM) in your **Game PC**.
  - c. You can also disable the System Page File in Windows on your **Game PC (Not Recommended: Your system can BSOD if Memory Commits exceed available memory)**.

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If you have any issues after following this guide, please contact the Support Team for your DMA Card Hardware/Firmware.

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