anybrain

Keep players engaged with a fair game

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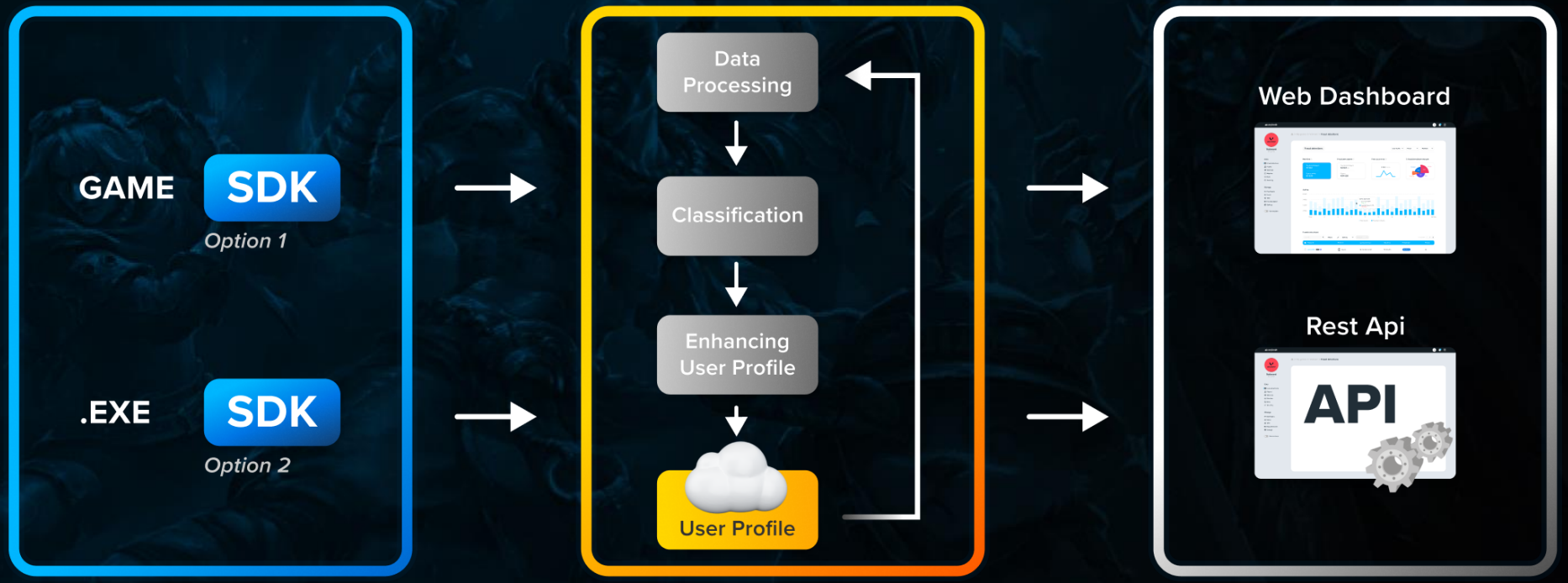
A security platform for gaming & esports



1 RECORD BIOMETRICS

2 PROCESS THE DATA

3 ACT SWIFTLY!

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We make the dev's life easier!

Platform Agnostic SDK

SDK built in C++ for compatibility with all platforms. Only uses local, independent, and basic OS resources for data retrieval.

Rest API

For external (developer-controlled) servers to interact with data, fully secured option.

Optimized Code

SDK optimized for performance with zero impact (and overhead) on the game client.

Doc & Support

SDK and API provided with up to date documentation. 24/7 online support provided by our dev team

Easy integration

source · UNREAL ENGINE · unity · CRYENGINE · YOUR OWN CUSTOM ENGINE

Optimized code

iOS

**Integration time: half a day tops*

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Only 4 lines of code

```
1   AnybrainSDK.configureCredentials (<game_key>, game_secret>);
2
3   AnybrainSDK.configureUserId (<user_id>);
4
5   AnybrainSDK.start(); //before your game starts
6
7   AnybrainSDK.stop(); //when your game ends
```

Build in C++ language

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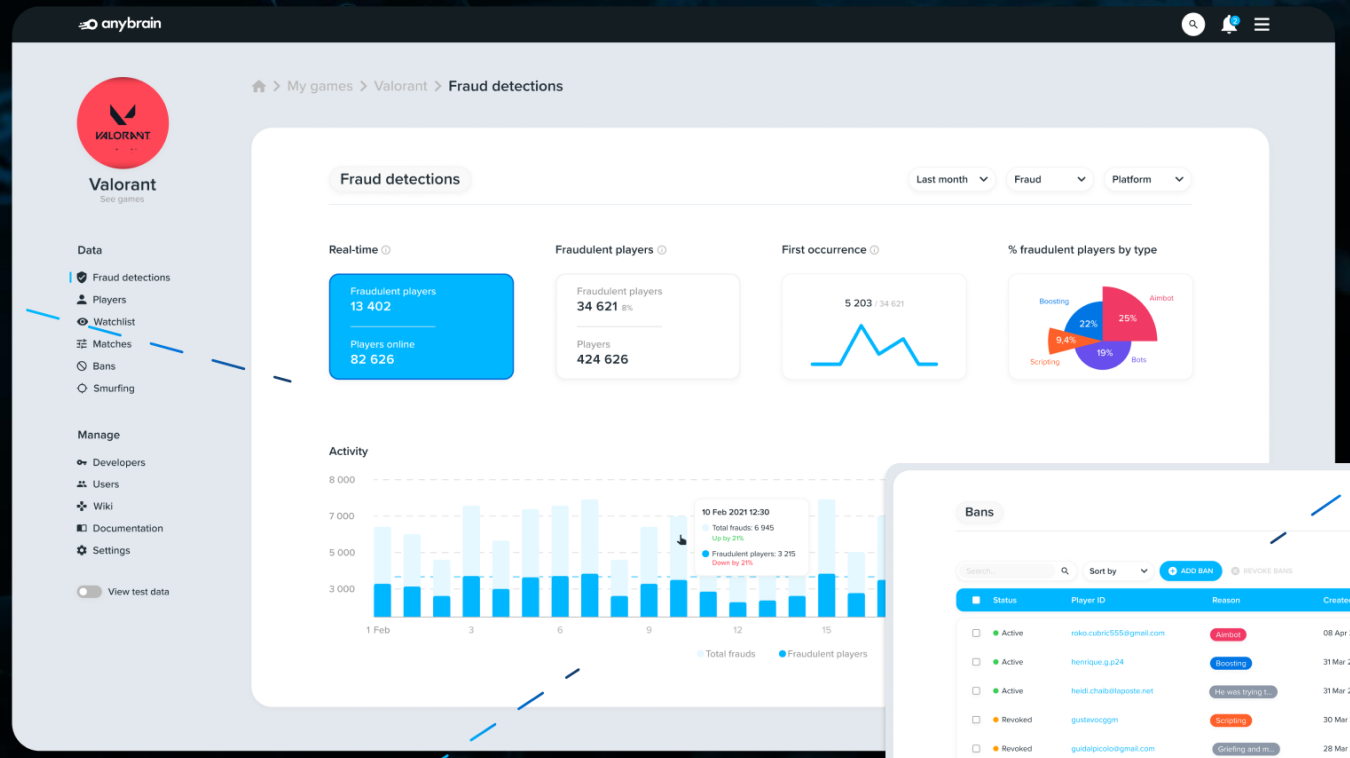
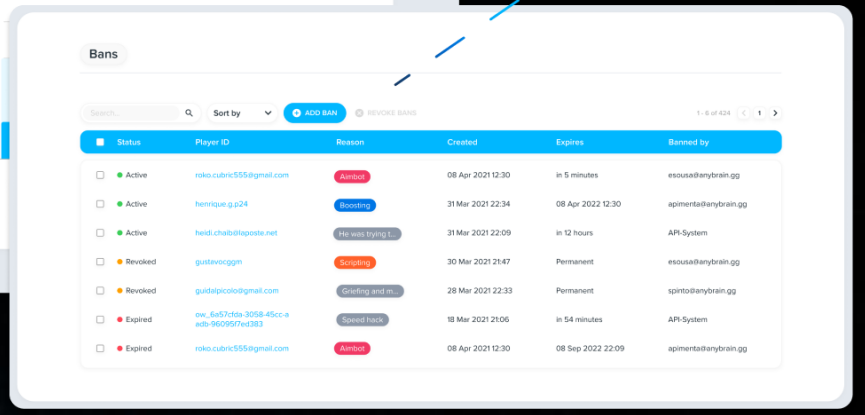
Our dashboard

AUTOMATED REPORTING



BAN MANAGEMENT SYSTEM



BUILT WITH OUR CUSTOMERS

Contact information

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Join now