

PERFORMANCE-AWARE ANTI-PIRACY INTEGRATION

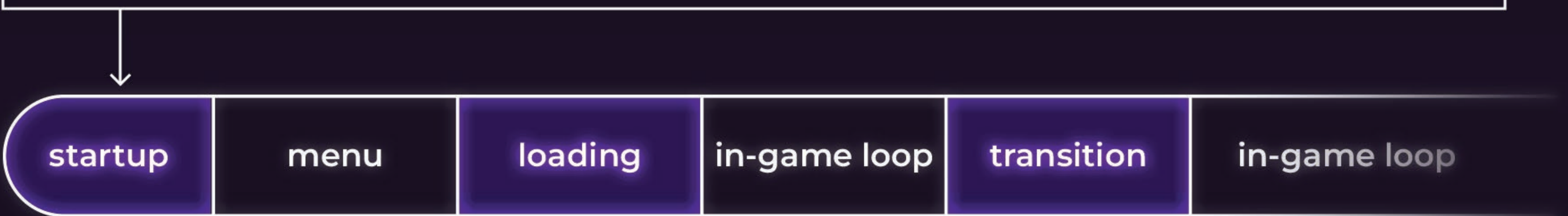
Why placement and execution matter more than presence alone

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Protection typically covers only around **300-400 functions in a binary** that may contain hundreds of thousands or more across EXE/DLLs, making placement and execution more important than presence alone.

Not every execution window carries the same risk

Startup, loading and transitions are lower-risk, while gameplay-critical loops are more sensitive. In most games, **around 75-80% of protection-related execution is placed during startup**

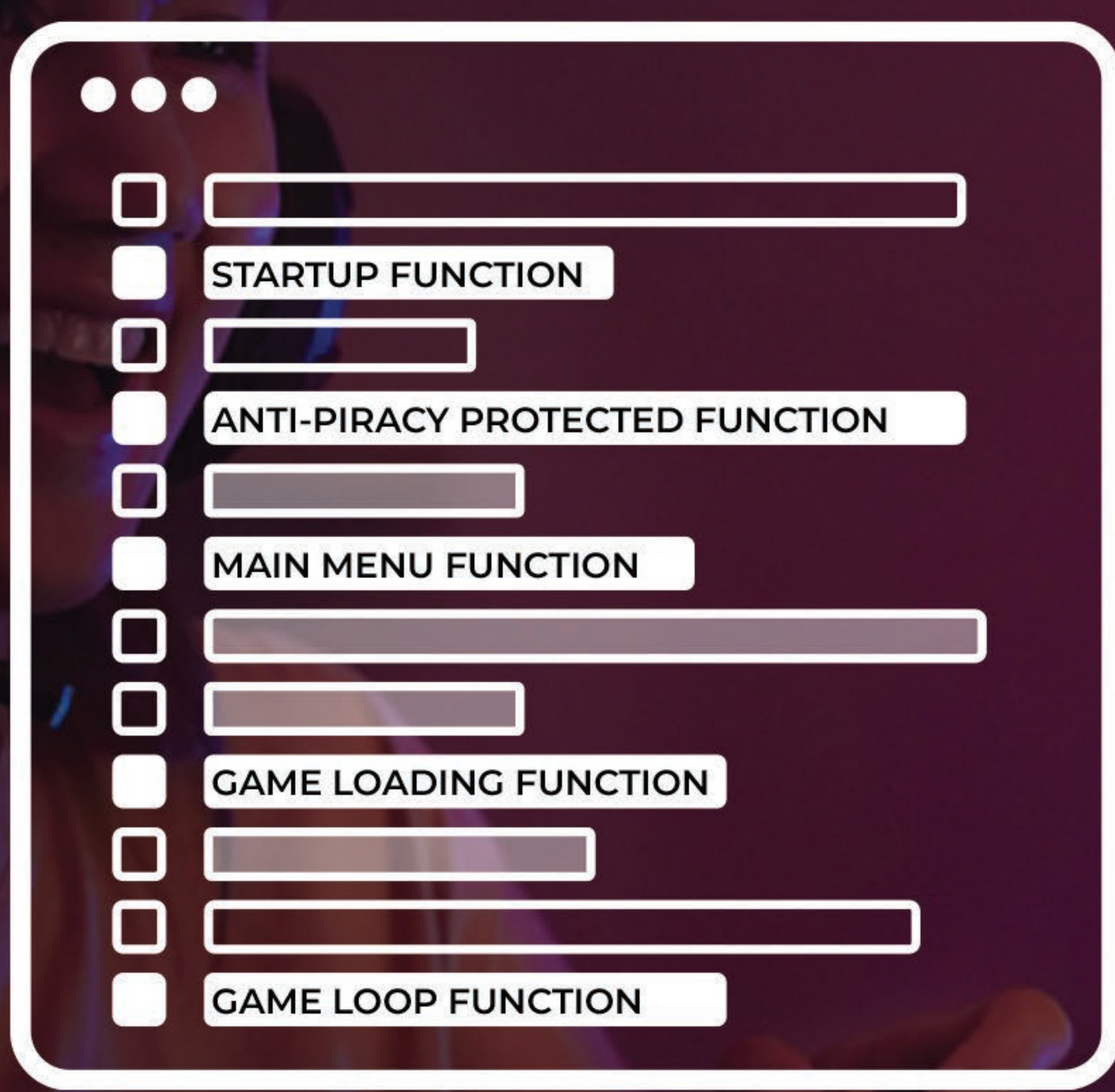


Three principles for performance-aware integration

Principle 1: Decide placement based on runtime behavior

Principle 2: Design for lower-risk execution contexts

Principle 3: Re-check after major updates and build changes



With careful placement, thread-aware decisions and re-validation over time, protection and gameplay performance can work together.

[Find out more about Denuvo by Irdeto](#)