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Subject: I've Been Thinking...

Posted by [Burn](#) on Tue, 30 Nov 2004 19:59:27 GMT

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RenGuard solves, I'd say, 95%+ the amount of cheaters/hackers out there. But, everything is possible, and every game is hackable. All it takes is someone bored one day, they have some reverse programming skills, and they just let loose. And, if they were to find anything they'd just spread the word to everyone who wants it.

Sadly, that's the truth, and no one can really argue with me about that, no matter how well-programmed or encrypted the game is. Eventually, someone will spend the time to crack it, mainly because they have no lives.

I've noticed lately that when companies release a PC game, they're not just releasing a game, but a utility. In that, companies most likely will leave the games coding open so users can create custom maps, mods, etc. They do this so their online community will flourish, and usually an expansion pack to that game is intended. For example, Half-Life, and the user-created mod, Half-Life Counterstrike. That's a technique that's been used by game designers for quite some time now. However, they do realize (sometimes) that in doing this that they might increase the chance of cheating if their game is usable for online play.

So, while I was thinking about this concept, I came to the conclusion that in modding, users can sometimes draw knowledge from that and use it to cheat. Now, as said before, I'm not pointing any fingers at any modders for Renegade out there, nor am I specifically talking about Renegade.

As evidence, the game I mentioned before called Battlezone released a game and a map-maker. Though, there was this one person that wanted to dig deeper into it, and eventually he got enough support to be able to extract the compressed (unencrypted) files for the game. From there, the most incredible mods for that game could be created, but at the same time, the worst hackers arose. Some of the best modders for that game were also the best hackers (I know hackers can't be good, but you know what I mean ).

Anyone else follow me now?

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