Subject: Re: *cheat name removed* Test
Posted by 0x90 on Mon, 01 Jan 2007 14:12:00 GMT
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songokuk wrote on Mon, 01 January 2007 14:36fair point.
why cant they update rg so it checks application titles?
one simple update server side (ie a list of banned application titles) and rg would recognise the new title, i suppose he would update it to randomise the title but surely that would slow em down or at least annoy them.

mhh no.. i would rather block the check for application titles just like the check for cheat files and so on. that would make the whole check useless and can approx. be done very quick.
plus you have to think about that the *cheat name removed* loader (so the main gui application) doesnt have to run. so i could just load renguard, inject the hook and immediately close the main gui.

and for the screenshot of renguard thing: yes i think there will be an option to hide the *cheat name removed* output in renguard in the next version. or at least to remove it on demand for a screenshot or something since its a nice to have debug output (to see if its actually working and stuff).

so its indeed really hard to catch someone. the "cheaters" are somehow always one step in front. like blazer said once: everything is "crackable" and its often easier to bypass something or not getting caught than prevent cheating or catching someone.

regards
0x90