Subject: What's being done to stop cheats
Posted by FearHQ on Sun, 24 Aug 2003 01:20:02 GMT
View Forum Message <> Reply to Message

Crimson: these cheats were developped in a half-assed manner that I would never even deem as a possibility (just like the beacon bug). The guy that came up with these isn't too bright either. These mod-based hacks are very easy to counter with client-side mini-program, but there are other possible weaknessess in the game that should be patched at the server level. These are considerably harder to do, especially considering that the source is unavaliable and it would take 2 months to reverse the FDS exe... I've a couple of ideas to make the anti-hack program harder to hack. After the 25th, I'll be available to lend a hand, as this is hindering gameplay, as opposed to 'wol hack' :/