Subject: What's being done to stop cheats
Posted by HuskyTech on Thu, 04 Sep 2003 01:16:16 GMT
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What kind of protection do you plan for say.. a d3d hook... or will the protection only cover things such as modified game files? (file scanning? hehe)..

*cough* "debug reng, hook crc, point to a clean mem address"*cough*