
Subject: Re: TT 4.0 FULL source code

Posted by [EvilWhiteDragon](#) on Sat, 24 Sep 2011 22:22:03 GMT

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chat wrote on Sat, 24 September 2011 20:15iRANian wrote on Sat, 24 September 2011 11:10And he gave you the answer.

This wasn't exactly the answer I was looking for...

Even if the code ISN'T open source, all it would take is someone who knows assembly and lots of time.

Lots of time and knowledge of ASM is indeed correct. Since we appreciate it when cheaters go "all it would take is lots of time". Why? Very simple: all the time they spend working on a new hack is time we do not have to worry about cheaters playing. Considering that there is only one cheater that is known to be able to hack ASM is 0x90, he would need to have a lot of time on his hands. Fortunately I happen to know that his priorities lie elsewhere for the time being and as such the chances of someone actually hacking into the TT code is rather slim.

Btw, have you noticed that pretty much any game is being hacked? Let me tell you that's not because the makers didn't build in AC, it's just impossible to verify the client 100%. Best way to make sure it is as hard as possible is by applying *SOME* obfuscation. No that's not security an sich, but it certainly adds another layer that cheaters will need to bypass and spend time on.
