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Subject: My question...

Posted by [destruktv](#) on Sun, 28 Sep 2003 02:11:07 GMT

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Nice... Well the only way I can think of, to stop the playback attack in this scenario is by using cryptography and a nonce for communication between client and server. That's the communication side of things, almost covered. The other aspect of the problem is protecting the program from reverse engineering. Protecting the program from a decompiler should be easy. However protecting the program from an OS level debugger can prove a challenge.

Don't get me wrong, just trying to be helpful.

Regards,

D.

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