Subject: Code injection and memory-editing hacking/cheating
Posted by Veyrdite on Thu, 04 Sep 2008 10:59:50 GMT
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Will this be blocked? It's quite easy to whip out the generic cheat application *beep* and start scanning for ammo and health variables. Some even include the ability to execute speed-hacks on processes, which if are activated on the client anti-cheat software and the game simultaneously would allow a higher chance of success.

Subject: Re: Code injection and memory-editing hacking/cheating
Posted by saberhawk on Thu, 04 Sep 2008 11:05:02 GMT
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Dthdealer wrote on Thu, 04 September 2008 20:59Will this be blocked? It's quite easy to whip out the generic cheat application *beep* and start scanning for ammo and health variables. Some even include the ability to execute speed-hacks on processes, which if are activated on the client anti-cheat software and the game simultaneously would allow a higher chance of success.

Have you tried scanning for and changing ammo and health variables in stock Renegade?

Subject: Re: Code injection and memory-editing hacking/cheating
Posted by Veyrdite on Thu, 04 Sep 2008 11:12:05 GMT
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Saberhawk wrote on Thu, 04 September 2008 21:05Dthdealer wrote on Thu, 04 September 2008 20:59Will this be blocked? It's quite easy to whip out the generic cheat application *beep* and start scanning for ammo and health variables. Some even include the ability to execute speed-hacks on processes, which if are activated on the client anti-cheat software and the game simultaneously would allow a higher chance of success.Have you tried scanning for and changing ammo and health variables in stock Renegade? I'm guessing you are hinting that it requires long-scanning periods. It is not a small 2d side-scroller, Renegade is a fully fledged ram-hogging behemoth.

Subject: Re: Code injection and memory-editing hacking/cheating
Posted by saberhawk on Thu, 04 Sep 2008 11:14:05 GMT
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Dthdealer wrote on Thu, 04 September 2008 06:12Saberhawk wrote on Thu, 04 September 2008 21:05Dthdealer wrote on Thu, 04 September 2008 20:59Will this be blocked? It's quite easy to whip out the generic cheat application *beep* and start scanning for ammo and health variables. Some even include the ability to execute speed-hacks on processes, which if are activated on the client anti-cheat software and the game simultaneously would allow a higher chance of success.Have you tried scanning for and changing ammo and health variables in stock

Renegade? I'm guessing you are hinting that it requires long-scanning periods. It is not a small 2d side-scroller, Renegade is a fully fledged ram-hogging behemoth.

More like "It won't work no matter how long you scan"

Subject: Re: Code injection and memory-editing hacking/cheating
Posted by ErroR on Fri, 05 Sep 2008 13:05:22 GMT
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Dthdealer wrote on Thu, 04 September 2008 13:59Will this be blocked? It's quite easy to whip out the generic cheat application *beep* and start scanning for ammo and health variables. Some even include the ability to execute speed-hacks on processes, which if are activated on the client anti-cheat software and the game simultaneously would allow a higher chance of success.
i wanted to mention it somewhere but forgot i belive u speak about *beep e****e* and it does work on sp games (even warcraft online but someties others or u get disconected)

Subject: Re: Code injection and memory-editing hacking/cheating
Posted by hatstand on Fri, 05 Sep 2008 14:49:48 GMT
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Renegade has memory encryption, so that 'program' is a no-go. Tried it in SP once, no cheese.

Subject: Re: Code injection and memory-editing hacking/cheating
Posted by StealthEye on Fri, 05 Sep 2008 22:22:12 GMT
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And even if you changed the encrypted values (and no code apart from that), for most things you won't be able to do much more than to fool yourself.