
Subject: Is ASM a good idea
Posted by [renegay3](#) on Sat, 08 Nov 2003 06:15:43 GMT
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Although i have no experience with x86 ASM, i am fairly adept at z80 asm and know how easy it is to disassemble it. wouldn't the same go for x86 asm, where some1 could disassemble it and find flaws/bugs?

Subject: Is ASM a good idea
Posted by [Blazer](#) on Sat, 08 Nov 2003 08:14:49 GMT
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Who says the asm wouldn't also be packed...sure an ASM guru could probably disassemble it, but what are the odds of that, compared to if it were written in VB where you can download any one of a dozen utils that reverse engineer it back to its source code.

Hopefully, RG will be solid enough that even if one has the source, it won't help in bypassing it.

Subject: Is ASM a good idea
Posted by [gibberish](#) on Tue, 11 Nov 2003 09:36:59 GMT
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Apologies if these are naive questions.

the expected responses for all the queries the server sends?

2.> Is (and why is) a program written in ASM more secure than one written in C?

Thanks,
Gib

Subject: Is ASM a good idea
Posted by [mac](#) on Tue, 11 Nov 2003 11:15:19 GMT
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We've figured that out too. Just creating a dummy program that sends static stuff will not get you any farther.

Subject: Is ASM a good idea
Posted by [kopaka649](#) on Tue, 11 Nov 2003 17:45:31 GMT
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anyway, if someone manages to get past renguard, boot 'em

Subject: Is ASM a good idea

Posted by [renegay3](#) on Sun, 15 Feb 2004 07:11:40 GMT

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thanks for that

Subject: Is ASM a good idea

Posted by [Alkaline](#) on Sun, 15 Feb 2004 18:32:27 GMT

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Personnaly, I don't think anyone is even intrested in making cheats for renegade any more. As long as renguard stops current cheats it will be good enough.
