Subject: Re: Changelist for scripts.dll 4.0
Posted by EvilWhiteDragon on Fri, 06 Nov 2009 17:00:30 GMT
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Sladewill wrote on Fri, 06 November 2009 16:49pointless them making this update if there gona say everything, telling the methods basically wastes time and gives access to hackers so easily, then again I'm sure they will find ways around this. Decompilers and such
Well, it totally depends. If 0x90 or similar person would dive into the TT code they'll probably find one or more ways to cheat.
On the other hand, cheating won't be just as easy as modifying the damage values in objects.db (You'll be BIATCH banned if you try this!). So I think we should be fairly well protected. If there is someone like 0x90 or 0x90 himself working on cheat tools then it is likely that they'll be able to create a cheat at some point.
What gives us an advantage compared to now it that we would be able to easily send out a new update to prevent this cheat, and possibly banning all the cheaters in the progress.