Subject: What's being done to stop cheats
Posted by fl00d3d on Thu, 11 Sep 2003 10:48:06 GMT
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They always tell you, "you shouldn't use constants, because nothing is truely constant".

You're not supposed to say, "Never, Always, Definitely, etc".

But here is one thing that I WILL say:

There will NEVER be ANYTHING that is COMPLETELY secure. How is that for constants?
When I was a little boy venturing into the wonderful realm of the underground --- that's what I was taught by my mentor. And it's so true.

Someone tell me ONE thing that is completely secure and cannot be hacked or cracked.
ANYTHING.

And if you legitimately give me something, I will either find a way to hack it, crack it myself --- or someone will do it for me.

My point is this ---> Don't get your hopes up about any solution that will be provided to counter cheating. The best thing we can do as a community is to produce these anti-cheat tools and educate everyone about how cheats work and what they are.

Unfortunately what it's going to boil down to is some people will have a 'good' reputation while others do not.

Let's just focus on one thing at a time. Right now we're focusing on producing a quality anti-cheat that has the confidence of players. And a program that is PROVEN not to have bugs, spyware, virii, or backdoors embedded in them.

To the front lines!!!!!!!!!

/r

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