Subject: Re: TT 4.0 FULL source code
Posted by chat on Sat, 24 Sep 2011 21:28:06 GMT

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Starbuzz wrote on Sat, 24 September 2011 14:20chat wrote on Sat, 24 September 2011 14:04My point for asking why it was closed source is because having it closed source for the anti-cheat makes me think that the anti-cheat is just an obscure mess.

Really, a successful anti-cheat could be open-source but cheaters STILL couldn't figure a way to enable cheats. Even now when it's closed source, if the anti-cheat isn't good, cheaters will still be able to circumvent it.

Does the 4.0 anti-cheat work or not? It fucking absolutely does. That's the end of the argument. No software is invulnerable. It will be many many months (hopefully never) before any strains of cheats start to appear in 4.0.

You want the critical dll's released (so you/anyone can edit it and make cheats faster) AND you want such an open-source system to be invulnerable too?

If anything, I'm not even asking for it to make cheats. I just want to edit the server a bit further.

A REAL anti-cheat system wouldn't even need to be on the client, the server would just check if they're cheating or not. Ideally, the only way to enable cheats is to host a custom server. But I'll just end the discussion here, because I probably won't be able to put a point across whatsoever. That and the way CC Renegade was built, to allow the client to have authority over certain things that should only be server-side.