
Subject: Re: Free game worth downloading!
Posted by [Kanezor](#) on Sun, 05 Feb 2006 07:57:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dr. Lithius wrote on Sun, 05 February 2006 00:52 Why would this completely free full version of a TrackMania game have StarForce Piracy Protection on it if it's free?
Just because it's free doesn't mean that it doesn't use things in it which are worth protecting. Without protection, it would expose it to crackers very easily disassembling it and locating ways to cheat in-game. A very prominent example of this that you should understand would be RenGuard: it's free and it's protected.

JRPereira wrote on Sun, 05 February 2006 02:37 Dr. Lithius wrote on Sun, 05 February 2006 01:52 Why would this completely free full version of a TrackMania game have StarForce Piracy Protection on it if it's free? My guess is that it's quicker to include it rather than to remove the requirement for the demo.

Not necessarily. I've never used StarForce's protection so I don't know exactly how it's implemented in the protected-program's source code. But, if the authors of StarForce are halfway intelligent, then they'd likely allow the protection be able to be easily disabled for certain builds (eg, the demo) via a simple #define in the compiler.

That doesn't mean that the authors of TrackMania would to compile the demo without StarForce protection -- I would be willing to bet that the internals of the full version of TrackMania are either exactly the same as or very similar to the demo (just like most other programs with different levels of authorization). So if it's unprotected, then all you'd have to do is look at the demo in a disassembler to get (at the very least) a general idea of how it works. If such is the case, then the authors of TrackMania would have compromised the security of the full version by not protecting the demo version.
