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Subject: Re: A challenge.

Posted by [Zion](#) on Wed, 06 Jun 2007 11:50:37 GMT

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IMO logically, just hard code the values of objects.ddb into the app that scans the one in the current data folder or always.dat. That's not bypassable unless you go to extreme lengths to recode the application.

I think all anti-cheat stuff should be serverside, even though it is difficult, BIATCH does this already, and does it well. And since it's serverside it's unbypassable since the cheaters don't have access to the files. However, BIATCH is only limited to certain cheats and bypasses due to the way the FDS receives its data from the players. Blame EA for that since they closed down WW before they could finish it.

If you want to do something really good, recode the FDS to receive all of the stuff from the players, then anti-cheat things to read all of that stuff.

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