Subject: Re: A challenge.
Posted by 3663Nixon on Fri, 13 Jul 2007 12:04:33 GMT
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The Merovingian wrote on Wed, 06 June 2007 12:50
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.

Serverside apps are bypassable. If the "solution" is simply to deploy things on a server and think that's secure you are seriously misguided.

If you create something that runs on Windows, remember there are Linux hosts too. Im assuming this app has to run on Linux and Windows if server side?