
Subject: Re: A challenge.

Posted by [jnz](#) on Fri, 13 Jul 2007 12:09:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

3663Nixon wrote on Fri, 13 July 2007 13:04The 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?

Bypass BIATCH's damage protection and i will personally hand you a medal.
