
Subject: Re: What do you need to know to make your own anti-cheat?

Posted by [Blazer](#) on Tue, 07 Aug 2007 16:00:27 GMT

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Off the top of my head:

1. Mainly, Intimate knowledge of the game engine and server functions
 2. Understanding of how current cheats work
 3. Ability to recognize flaws in the game engine or protocols that can be potentially exploited by future cheats
 4. Programming skills of some kind, preferably C++ and x86 ASM
 5. Time, lots and lots of time, for development, testing, etc.
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