

Forum:[Hack Forums](#)

Thread: [Add a game cheat development subforum](#)

Xeradius - March 4, 2018, 8:46 am

Cheats are already being openly distributed via the market on HackForums, there is no sub-forum that really delves into the topic of game "cheats" and "hacks", the addition of one could be beneficial to those who want to learn about the development of cheats and the bypass of certain checks that game developers implement in their games (such as a memory integrity checker and even big-time anti-cheat software such as vac or battleye)

Crystallize. - March 4, 2018, 8:56 am

It could be useful to have a section where only game cheats would be sold/advertised.

05317832892 - March 4, 2018, 8:57 am

(Mar 4, 2018 09:46 AM)Erdit Wrote: [\[CITE\]](#) Cheats are already being openly distributed via the market on HackForums, there is no sub-forum that really delves into the topic of game "cheats" and "hacks", the addition of one could be beneficial to those who want to learn about the development of cheats and the bypass of certain checks that game developers implement in their games (such as a memory integrity checker and even big-time anti-cheat software such as vac or battleye)
Yes YES YES YES!

This would be a great sub and i'm sure it would see a lot of activity. Definitely a sub I would contribute a lot to.

Xeradius - March 4, 2018, 9:03 am

(Mar 4, 2018 09:57 AM)ROOTED Wrote: [\[CITE\]](#) Yes YES YES YES!

This would be a great sub and i'm sure it would see a lot of activity. Definitely a sub I would contribute a lot to.

As would I! ?

Irresistible - March 4, 2018, 9:05 am

Although I dont purchase nor learn about coding of cheats, they do pop-up everywhere on this forum.

I agree.

Deathy - March 4, 2018, 9:14 am

(Mar 4, 2018 09:56 AM)Crystallize. Wrote: [\[CITE\]](#) It could be useful to have a section where only game cheats would be sold/advertised.

Not even just the sale of them, discussion as a whole.

The PUBG section is plagued with people asking for cheats.

Xeradius - March 4, 2018, 9:46 am

(Mar 4, 2018 10:40 AM)xadamxk Wrote: [\[CITE\]](#) The entire game/coding subforums are dead and you think a forum for game cheats would be active? ?

There are a lot of people who join simply to learn how to "hack" games and do other stuff related to "hacking" and game "hacking".

For example, take all of the threads that are on the topic of cheat development and are just thrown around misc areas on hf (even the lounge!)

The coding subforums aren't completely dead, threads pop up and people answer them pretty much daily, and as for gaming, I'm not really sure.

A whole "general" section just based on game cheat development would benefit hf as people who are interested in it can contribute, the confusion of where to place threads that are on the topic of cheat manufacture can easily be solved and more! ?

Where would you place the creation of game cheats in the current hf subforums?

Aveling - March 4, 2018, 9:53 am

(Mar 4, 2018 10:40 AM)xadamxk Wrote: [\[CITE\]](#) The entire game/coding subforums are dead and you think a forum for game cheats would be active? ?

There are a few differences between game development and game cheat development.

Game development is more basic coding a game while cheat development is more analyzing the game, making things normally not possible in a game possible, altering the runtime code of a game, injecting code to a game and so on.

I hope that I described that well enough to be understood by everyone.

A Game Cheat Development (sub)forum does have potential for holding contests where users have to show their skills and do what the contest asks them to do such as targetting a specific game and first person to gain infinite lives wins the contest.

The contests could ruin a certain game, but that's good because those game developers will then try to patch what has been found and exploited in their game. Win win situation?

The development of cheats is very interesting although I am generally not really interested in creating them, I rather fight against those who use them..

Elitas - March 4, 2018, 10:09 am

If anything this would probably take activity from the gaming and coding sections on HF.

Coding section is built up based on languages. This strikes me as an 'anything goes' type of subforum.

daddybitch - March 4, 2018, 10:25 am

+1 this idea. Great idea.

Vittorio - March 4, 2018, 10:33 am

No, not needed. The demand for said sub forum is not high enough. Resulting into another dead inactive SF.

imadeyouread - March 4, 2018, 11:07 am

This is a great idea. +1 I want to see it happen.

Xeradius - March 4, 2018, 11:13 am

(Mar 4, 2018 11:33 AM)Vittorio Wrote: [\[CITE\]](#) No, not needed. The demand for said sub forum is not high enough. Resulting into another dead inactive SF.

I can probably guarantee the attention of this sub-forum would really be visible, but we'll just have to see if it's implemented.

(Mar 4, 2018 11:09 AM)Elitas Wrote: [\[CITE\]](#) If anything this would probably take activity from the gaming and coding sections on HF.

Coding section is built up based on languages. This strikes me as an 'anything goes' type of subforum.

It could take the activity from those subsections, and that wouldn't really be considered a benefit. "anything goes" can apply as long as that "anything" is in relation to the development/learning of something cheat related.

Also, considering the "coding" section is primarily focused on discussions on overall development of applications (that are mostly not even related to cheat software) I doubt it would be able to kill them/make them inactive as much, sure the programmers who spend time there and are capable of cheat development may migrate to the cheat subforum as it gives more interest to them, if they are both to die then what is the issue? It would provide a cleaner HF without excess sub-forums that are not used.

Omniscient - March 4, 2018, 11:21 am

For those that like the idea. I can be pretty sure you're the ones who would be asking for help and not actually helping. Creating threads like "how do I develop a cheat for X game" has to be answered by someone. Do we have tutorials, solid members assisting others in cheat development? Probably not is my guess. Cheat developers probably run sales threads.

Believing this is a good idea because you want to learn more about cheat development isn't enough of a reason to create a section that will likely have no help for you.

Xeradius - March 4, 2018, 11:25 am

(Mar 4, 2018 12:21 PM)Omniscient Wrote: [CITE](#) For those that like the idea. I can be pretty sure you're the ones who would be asking for help and not actually helping. Creating threads like "how do I develop a cheat for X game" has to be answered by someone. Do we have tutorials, solid members assisting others in cheat development? Probably not is my guess. Cheat developers probably run sales threads.

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I understand your response.

However, I am a game cheats enthusiast and if I was to spread my knowledge on cheat development/misc stuff related to cheating where could I potentially do this?

EDIT:

Couldn't regulations against the posting of threads such as that be put forward as an attempt to reduce that from happening?

Loui2 - March 4, 2018, 11:55 am

If this does gain traction, then in contrast I think we should also have an "Anti-cheat Forum" where people can discuss knowledge pertaining to developing anti-cheat systems.

Confound - March 4, 2018, 12:09 pm

I actually think this would be a great idea. There are entire forums dedicated to this, so I think there would be enough activity for it to be useful. And with regard to your comment Omni, I do agree with you for the most part. That said, there are developers here that are selling their services, and lurking, that have the knowledge. I do think that a centralized place for people with the skills to go to would be useful. I think why it may be hard to see at the moment, is because people don't really know where to look.

I think there is potential for people from other forums to come here and offer their help/services if there was a specific place to do so. Because clearly those that want to buy game hacks/receive help

on this matter are here already.

Omniscient - March 4, 2018, 12:12 pm

Well, it's something to think about.

Elitas - March 4, 2018, 12:18 pm

Well, currently if you're developing game cheats, you discuss it in the language section which is belongs in (such as the C#/C section(s)).

I don't see too many threads of people developing these cheats. I have seen some discussion about it in group forums, and I'd have some information to share if it was created and there weren't too many tutorials. Still though, there aren't a lot of threads about it on HF at all without the section, so what you're trying to do is create a section for an already unpopular topic in the hopes that it'll gain popularity by being a subforum. It would probably have a good few posts, but it would be sucking posts from other sections too.

Xeradius - March 4, 2018, 12:29 pm

(Mar 4, 2018 01:18 PM)Elitas Wrote: [\[CITE\]](#) Well, currently if you're developing game cheats, you discuss it in the language section which is belongs in (such as the C#/C section(s)).

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There is practically nowhere for cheats to actually be discussed (the game section is about the actual game). Discuss the creation of a cheat on a programming language sub-forum based on the learning and help of programming? That would work if your issue is relating to your code, I'm talking about having a sub-forum that's ONLY intention is to help the creation of cheat software and aid others in their journey of cheat development. I want to have this sub-forum available so I can personally create threads that help the creation of cheats as I myself am an enthusiast of cheat software and it's development.

The cheat market could potentially also move into there (potentially via another subforum inside the subforum), leaving the marketplace open to those who would like to distribute stuff that are not cheats.

FryPan - March 4, 2018, 12:31 pm

Game cheats would bring negative attention to the forum, plus, companies would just lurk in the section and know exactly what you guys are up to in seconds lol.

Elitas - March 4, 2018, 12:34 pm

(Mar 4, 2018 01:29 PM)Erdit Wrote: [\[CITE\]](#) There is practically nowhere for cheats to actually be discussed (the game section is about the actual game). Discuss the creation of a cheat on a programming language sub-forum based on the learning and help of programming? That would work if your issue is relating to your code, I'm talking about having a sub-forum that's ONLY intention is to help the creation of cheat software and aid others in their journey of cheat development. I want to have this sub-forum available so I can personally create threads that help the creation of cheats as I myself am an enthusiast of cheat software and it's development.

The cheat market could potentially also move into there (potentially via another subforum inside the subforum), leaving the marketplace open to those who would like to distribute stuff that are not cheats.

Lets say you build cheats in C. You can discuss the creation and further development of your

C-based game cheats in the C forums.

If you're referring to use of them them skiddy cheat engines, then try the [Hacking Tools and Programs Section](#), plenty of discussion around those topics there already.

Xeradius - March 4, 2018, 12:50 pm

(Mar 4, 2018 01:31 PM)FryPan Wrote: [\[CITE\]](#) Game cheats would bring negative attention to the forum, plus, companies would just lurk in the section and know exactly what you guys are up to in seconds lol.

How would it bring negative attention?

You must also know that security engineers for games practically never tend to read our stuff, take mpgh as an example, there are source codes on there from YEARS ago for popularized games (such as csgo) that still function if updated. Of course they can attempt to read what we say and patch our work, however, I doubt they would take the work of a bunch of teens when they barely bother to fix vulns that we personally report to them via their customer service (atleast via personal experience of game development and reporting)

NA Riven - March 4, 2018, 1:32 pm

Yea smart idea, this will also remove the retarded in the BR section that keep asking for a cheat, and when you tell them how much it costs they are like no that's way to much.

Crystallize. - March 5, 2018, 7:08 am

(Mar 4, 2018 01:50 PM)Erdit Wrote: [\[CITE\]](#) How would it bring negative attention?

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LOL.

You have no clue at all. How do you think cheat detections happens? There's always one insider that purchases the cheat then reverses it and put the bug found in their AC. VAC has been doing this for quite a while. They have like 3 employees who keeps purchasing, lurking around forums and they try to reverse and find cheat signatures. You want proof? Feel free to read CS Section. Or also feel free to read up on google.

Xeradius - March 5, 2018, 9:44 am

(Mar 5, 2018 08:08 AM)Crystallize. Wrote: [\[CITE\]](#) LOL.

You have no clue at all. How do you think cheat detections happens? There's always one insider that purchases the cheat then reverses it and put the bug found in their AC. VAC has been doing this for quite a while. They have like 3 employees who keeps purchasing, lurking around forums and they try to reverse and find cheat signatures. You want proof? Feel free to read CS Section. Or also feel free to read up on google.

Cheat detection's happen via software that attempts to make it harder to create cheats. "VAC has been doing this for a while" VAC works by detecting your cheat via code patterns and signature scanning, if you write your own code VAC is essentially "bypassed". In simple terms, do not be a script kiddie and VAC isn't going to be problematic for you.

>they have like 3 employees who keeps purchasing, lurking around forums

If this is the case then why are popular products still functional? Because they would honestly not care enough to invest their money and pay a distributor of cheats just so one thing is now non-functional on the game? Certain cheats have been out for years and sure they attempt to crack down on cheats by making it harder by they do not go to the extent to devote their employee's time

into finding these re-cycled cheats when they could devote that time into making the game much more fun. How would you even know this is the case anyways? Are you working for Valve? You impostor!

Saltpeeter - March 5, 2018, 9:51 am

I think this would be a good way to bring traffic to the site. As others have said, there are sites out there focused solely on this topic. Even if it isn't insanely active immediately, it could definitely bring in a fair few users over time.

Grim - March 5, 2018, 9:54 am

Pretty good idea i think would be a nice way for some of the cheat programmers to collaborate there ideas on bypassing certain things.

Calibur - March 5, 2018, 9:58 am

This is a terrible idea. No one would release their private source and private bypass/methods so it would just be spammed by plenty of copy + pasted posts from other forums (mpgh/unknowncheats).

Xeradius - March 5, 2018, 10:11 am

(Mar 5, 2018 10:58 AM)Calibur Wrote: [\[CITE\]](#) This is a terrible idea. No one would release their private source and private bypass/methods so it would just be spammed by plenty of copy + pasted posts from other forums (mpgh/unknowncheats) and people saying.

Maybe we'll just have to see. Rules and regulations can be put into place to prevent those type of threads being posted, categorizing them as shit-posts and general spam

The GRim - March 5, 2018, 10:12 am

There should be a Dota subforum before that.

Xeradius - March 6, 2018, 12:52 pm

(Mar 5, 2018 11:12 AM)The GRim Wrote: [\[CITE\]](#) There should be a Dota subforum before that. Putting in sub-forums just based on a SEPARATE game is the key to flooding HF with inactive shit. <https://hackforums.net/forumdisplay.php?fid=14>

This falls under the category for a "Dota Subforum"

There isn't anything portraying to the development of cheating or the subject of it at all.

Deflate - March 6, 2018, 1:33 pm

I support your idea and i hoe it will be realized.

We are many gamers and this can help anyone.

wraxu - March 8, 2018, 6:00 am

Can't wait for all the skids to ask everyone how to paste their own cheat.

NA Riven - March 8, 2018, 6:16 pm

I hope there will be paid cheats only and not "how do i get offsets" "how do i update a old hack" "help me c+p this" "free ud cheat since 2015 free download free!!!"

Daiwa - March 8, 2018, 6:40 pm

(Mar 8, 2018 07:16 PM)NA Riven Wrote: [\[CITE\]](#) I hope there will be paid cheats only and not "how do i get offsets" "how do i update a old hack" "help me c+p this" "free ud cheat since 2015 free download free!!!"

There's already all that shit.

Dotexe - March 8, 2018, 6:51 pm

Why not, that's honestly really good idea. I recently started to play around with WoW memory editing with c++ and i'd love to see such threads in regarding cheat dev sub forum