

Forum:[Hack Forums](#)

Thread: [\[Looking\] Competent developer with knowledge of Kernel EAC](#)

Randy Taylor - October 4, 2026, 1:18 am

Hello, It's been a while since I've used this forum. I apologize if this is in the wrong section, please move it or inform me if it is.

As the title states, I'm in search of a developer for a kernel EAC project. It's hard to find someone who has actual knowledge and skill versus someone who loves to copy/paste with the help of AI.

The project: Rust internal cheat.

It will be sold, all sales go to the developer. I do not need the money and would like to ensure the developer stays consistent with updates.

However, it will not be mass sold. It will be a private product only offered to a specific number of users.

You will be paid a specific amount up front, then after you will be paid from all sales. I have high standards. If you're a beginner at coding, don't waste either of our time. I currently have an external up and running, and would like to introduce an internal to my arsenal.

If you believe you would like to participate, dm me on discord for more details.

Discord ID: 130139984198893568

Shapeless - October 4, 2026, 1:20 am

Hello, problem with rust is, I could make you the cheat but what happens when game is updated, its a never ending story.

Randy Taylor - October 4, 2026, 9:11 am

(Oct 4, 2026 01:20 AM)Shapeless Wrote: [\[CITE\]](#) Hello, problem with rust is, I could make you the cheat but what happens when game is updated, its a never ending story.

I agree, which is why all profits go towards the developer instead of myself. Rust updates frequently, and users will want the product updated within a timely manner. Not everyone is willing to maintain a product after it's made, and I myself do not have the time to do so either. Therefore the easiest solution for me was to allow the developer to make 100% profit as a way to keep everyone happy.