

# Game Security Guide - Memory

Unknown macro: 'html'

Excuse the ads! We need some help to keep our site up.

Unknown macro: 'html'

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## Game Security Guide - Memory cheat

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## Anti debugging

### ptrace()

- [\(Memory Cheat tool\)](#)
  - Anti debugging
  - [ptrace\(\) 0 , 0 ..](#)
  - ,

```
ptrace(PTRACE_TRACEME,0,0,0)
```

```
int result = ptrace(PTRACE_TRACEME,0,0,0);

if(result != 0){
    exit(0);
}
```

## Memory Cheat tool

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## Memory Cheat tool



## Game Code

### Division

- Ex)
  - : 100(value1 + value2)
  - : value1(32), value2(68)

### DivisionValue

```
static int value1= 0,value2 = 0, value3 = 0,total = 0;

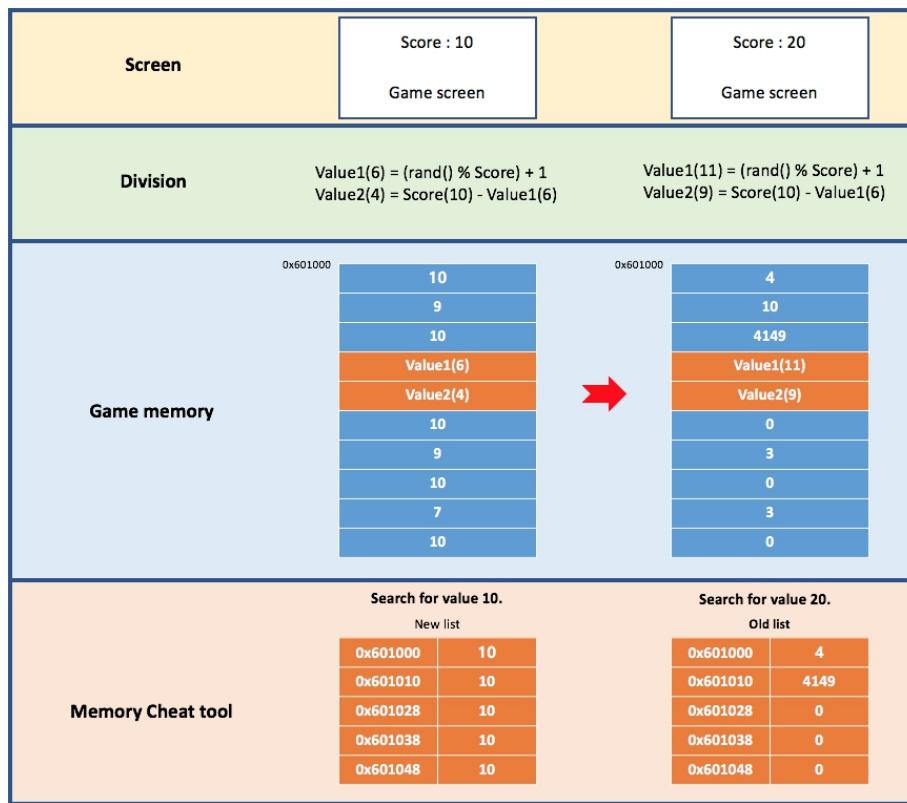
int Util::DivisionValue(int value){
    value3 = value1;
    value1 = getRandomNumber(0 ,value1 + value2 + value);

    value2 = value3 + value2 + value - value1;
    return value1 + value2;
}

int Util::getRandomNumber(int from, int to){
    return (int)from + arc4random() % (to-from+1);
}
```

- Score .

## Example



## XOR

- **XOR**
  - XOR
  - Ex)
    - : 100(value1 + value2)
    - : value1(32), value2(68)

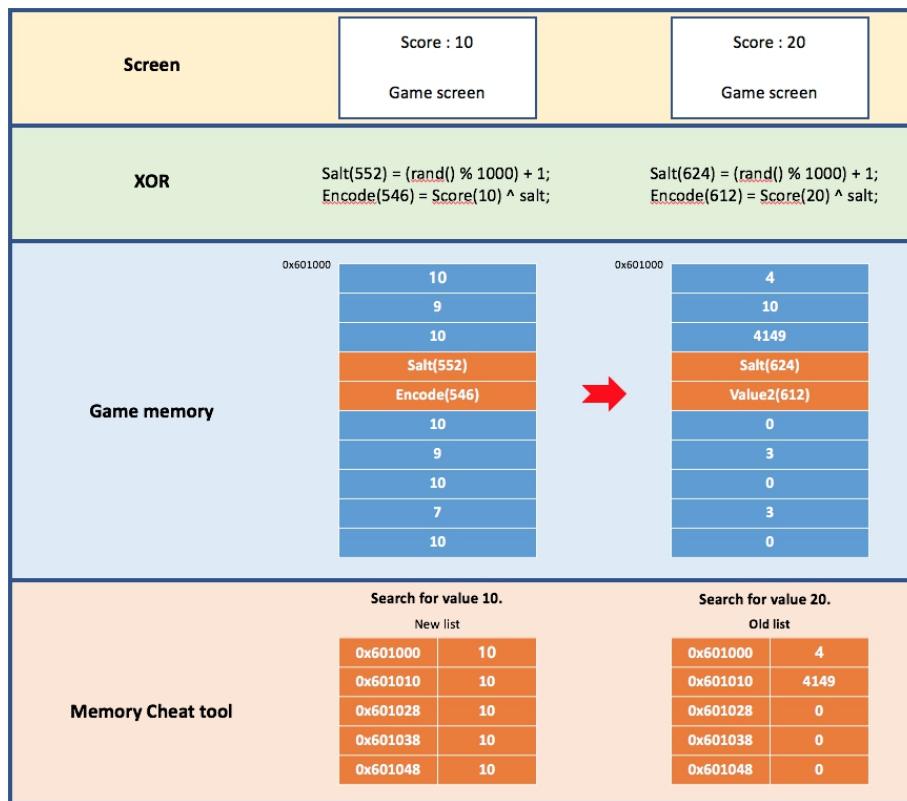
## XOREncrypt

```
int Util::XOREncrypt(int value){
    srand((unsigned int)time(NULL));
    salt = rand()%10;
    encode = value^salt;

    return encode;
}
int Util::XORDecrypt(int encode){
    return encode^salt;
}
```

- **Score XOR**

## Example



## Memory realloc Sample

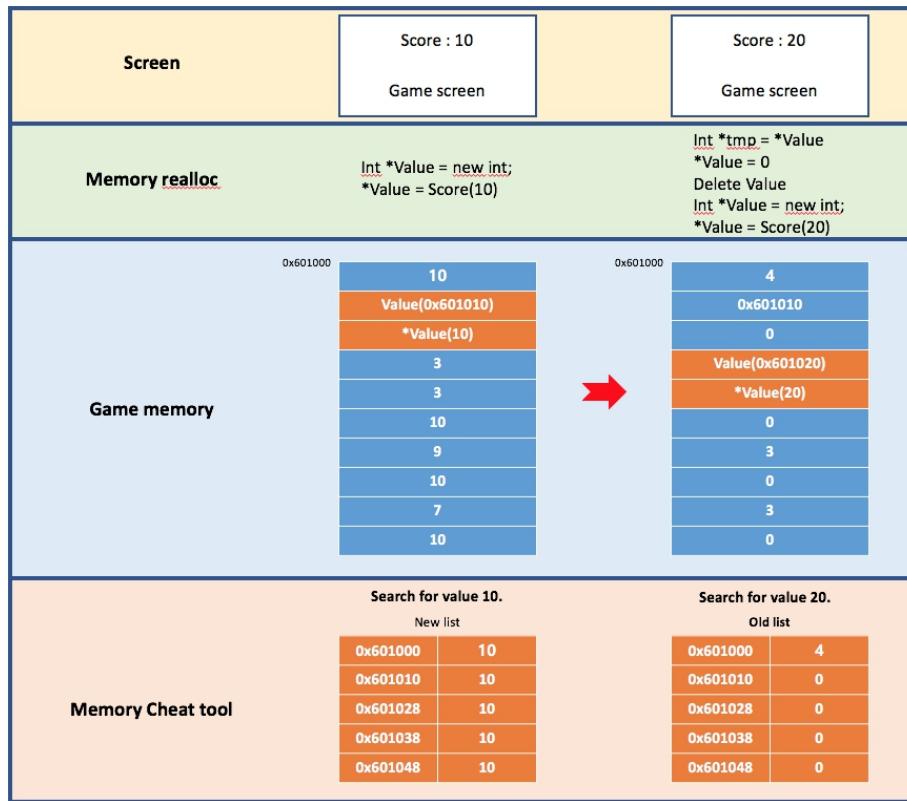
- - 
  - Ex)
    - : 100, 0x601000
    - : 200, 0x601480
    - : 300, 0x601780
    - ...

### Memory realloc Sample

```
Int *score = new int;
...
Delete score;
```

- Score .

## Example



## Related site

- N/a



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