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Roblox dex explorer require

Help and feedback Scripting Support Try to plan ahead for some anti-exploit protection for an upcoming game from mine. I've never had to deal with this before, but I always do a customer/serverside check when it comes to remote controls. Can they see the workspace as I see it in the studio? What exactly is the scope of what they are allowed to see, and what would you guys recommend? My particular game is a shooting game (PVE-focused with PVP). They can see everything the player sees. Basically, all they can see are things locked on the server - such as ServerScriptService and ServerStorage. They can see and steal geometry, they can steal your scripts and change the memory to run. They can pull remoteevents with false information on the server (pro tip - never trust anything the customer sends you, always check it if possible). 9 Love Thank you! It's time. Is it essentially the same as the studio hierarchy? No, it's lower level, although it's possible for them to do things that can mimic that. Imagine a puzzle. An exploiter can see each individual puzzle piece, but to get the full view, they will need to put the pieces together. Nor are they limited to a hierarchy. 1 Like Awesome, thank you for let me know. I've already started moving various things in my game to combat this, so I really appreciate the help. 1 To add to this, a client can never read the source code of a server script, even if it is in a replicated area. 2 I like a while, I was brought to attention by someone who told me a problem with one of my remotes. idk which led him to tell me about it as he was clearly admitting to me that he is exploiting, but I thanked him anyway and fixed it. I asked how he discovered and he mentioned having programs that can see what is transmitted between the client to the server. He even mentioned an exploratory interface. I searched for it on Google and discovered such an interface called Dex Explorer. I've since tried to detect mistletoe isn't made by me to destroy them () immediately, but stupid me thinking it would work since they probably parent the mistletoe to zero or something. have been placed by the or an exploiter. 2 I like Can they read customer code? EmeraldSlash: Basically, all they can see are things locked on the server - such as ServerScriptService and ServerStorage. They should be able to see the code on the customer. 1 Like How much code? Is that common? To explain further, the player can read and manipulate everything he sees and all that is on their computers. The code that runs on the client is the code running on their computer, which means they can read it. It's not as easy as opening a script and having it all magically readable, but the important thing is that they are able to go into the memory of the Roblox app and do things from there if they want. 2 Likes To Take what EmeraldSlash explained, they can read all the code running on their computer. (meaning all the customer side code), you shouldn't worry about the server's script code being visible though. Everything that's stored on their computer, they see it. Parenting to nil does not help, it is always in memory. There is no way to prevent this as Roblox does not provide better ways to fight Exploiters, we Devs will always lose the game of cat and mouse. What you can do is make sure that important things happen on the server, it doesn't matter what they can see if they can't touch it, it's useless. You have to give up on the part where they can steal your LocalScripts and other things stored on their PC tho. RuizuKun_Dev: There is no way to prevent this as Roblox does not provide better ways to fight The Exploiters, we Devs will always lose the cat and mouse game. Roblox can't do anything to prevent it, you don't lose the cat and mouse game because of Roblox, you lose it because that's the nature of customer side development. 3 I like Lua Scripts require a Lua executor - These scripts have only been checked to work on the exploits of the WeAreDevs API such as JJSploit - If a script has broken features, they may have been patched - If you found a broken script, please let us know in the forum so that it can be taken down - You can submit your own script. Be detailed and make it clear that this is a submission 4 commentsPage 2 4 comments