Cracker

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Crackers, dark figures

by William Evrim Sen [1] and Denis Moschitto

The scene has developed into a subculture and an unprecedented association in the computer world. Countless fans are already on the case. Even companies have recognized the great potential in her and took advantage of these innovations to

Development of high quality computer games. Although the origins are the demo scene at the legendary Commodore 64, and they have now spread to almost any other computer system, was the heyday of the demo its peak on the Amiga and Windows-sector. Demos like "Desert Dream" by Kefrens, "Odyssey" from Alcatraz and also some demos of the new generation such as "The Gate" of artwork has been praised not only in the circle of fans. There is really no surprise, it was shown that the demo "State Of The Art" from Spaceballs in part on the music channel MTV. Programmers and graphic artists of the demo scene managed to occasionally step to Hollywood for creating computer graphics for film productions and music videos all competing at the front. While more and more people paved the way for commercial banks and their high abilities were rewarded, reserved their other, the computer still be regarded as a hobby machine. Hundreds of demo program groups are still countless demos and spread it worldwide on all platforms on the Internet. To explain to a layman, what a demo is so special and fascinating, is not more difficult today, because the images speak for themselves.

But few know the real origin of the demo: This a rather dark story with a dubious background,: The story begins in the trial of the illegality that is at the cracker.

Crack as soon as possible by the constant urge to copy an original software and spreaden over the world (spread), the cracker have not only to insiders made a globally known name. Who does not remember groups like Red Sector, Fairlight, Skid Row, Scoopex, QUARTEX, Spread SharePoint, etc. Moral qualms about them: A lot of users have especially before a pirated copy in my hands held and then pushed with innocence Mine into the drive. Whose position is always controversial, but not remotely as much as that of the glittering figure of the cracker. You try doing it to justify the fact that they only crack a joke and not do any real damage. However, on the other hand, the criticism that undermined by the proliferation of pirated software companies,

not be dismissed out of hand.

From the demo cracktro In fact, the cracker scene pirated mainly distributed for one reason: The fun of it. Commercial purposes are not necessarily those times the

been the driving force. In addition, many also wanted to show only that they were able to force the software company announced software to be unbreakable but now in the knee. To disseminate and their group name along with the most striking cracked software, they built an additional bias into the software. The so-called "cracktros", a term from the two words "crack" and can "Intro" composed, they compare best with small demos and intros. They had the sole purpose of serving as advertising space for their own group name. Due to the pirates they were then distributed in a few days around the world - whether by "Handspreading" (from hand to hand) or through the modem. So many cracker groups procured a good reputation in the underground scene, and even among those who identified himself only as an opportunity to copy. This is the cracktro itself to a perfectly legal product, would it not for the unpleasant side effect of the cracktros are linked not just by chance with a pirated copy. A cracktro often consisted of small effects with sparse chip music, including of course the name of the group who cracked the game. This little story witnesses the scene were filtered by many fans from the games, and all they can on the Internet today, completely legally obtain, as a small EXE files.

As later noted some illegal scene programmers that they spent more time developing their intros as the cracking of the actual game, took an inexorable change its course: The coder divided themselves within their groups and began only legal way for the time being smaller introductions to and disseminate program. When they gained a certain popularity among viewers, many illegal cracker groups decided to form a separate legal demo section. Thus one finds even today known artists whose popularity in the demoscene actually resulted from a long-time illegal. A good example of a positive change here would be illegal once the cracker Scoopex group, a group that stunned today with fascinating demonstrations and has over the years completely dissociates from the illegal doings. But groups like Rebels and TRSI have become widely known for her next to their main occupation to crack games, suddenly began to publish groundbreaking demos.

Legends never die If you look at the development of age-groups looking at crackers, one is often amazed by pure innovation. In the Fairlight webpage will be an old cracktro on

the browser and the famous slogan "Legends Never Die" welcomed and promptly pointed to the legal demo and intro-productions. The well-known paradox cracking group, which today is no longer actively trying to evoke memories of their old home and criticized in this way even the game console generation. Other groups seem however to be completely gone from the scene, such as the group Skid Row: Although former members of well-known cracking group Paranoimia (known from the crack to "Panza Kick Boxing") then to Skid Row went over to them with a few cracks strengthen the group died at the end of the year 1993 due to disagreements and their unpopularity in the scene. Many legends scene heard but also be aware of the illegal doings, such as the group unit A, which passed with the well-known crack for the game "Interceptor" (their 43rd game crack) from the scene.

If you look at today's demo groups, the program now only demos, looks closely, one can clearly see that the gap between software and Democodern crackers is more open than ever. Sun nabelten many groups their two sections completely apart from slowly but surely. The group TRSI (Tristar and Red Sector Incorperated), for example, was known as "Red Sector Mega Demo's" in such a way that made her name as a demo group a much bigger round than their cracks. Already at the legendary Commodore 64 under the name Red Sector known TRSI is now considered one of the largest groups of scenes in the world in several ways: On one side former TRSI members mix with a long experience in the cracker scene deep into organized computer crime, to the other hand, it is the official demo TRSI group that constantly provides the audience with demos and intros. The boundaries between legal and illegal here so be separated clearly from each other.

Due to the commercial zeal of some scene groups see many long-established sceners a risk that the original spirit is lost scene. Meanwhile, also tried Melon Dezign, the ever-animated with an exceptionally lively style by surprise, with a website to market their innovations in the growing market. Other demo groups always keep the demo as a hobby and see themselves as idealists in the scene - groups such as Abyss, Virtual Dreams, Haujobb are the best example. Here, Virtual Dreams has been able to split off from their original group into a legal section, without lugging the same name. Sun Virtual Dreams was also a part of the then and still illegally operating group Fairlight, whose slogan will not be forgotten: When Dreams Come True ...

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