Moderators are great at kicking obvious cheaters like ones witnessed blowing up a vehicle in one shot and the like. The REAL problem in Renegade today is the non-obvious cheaters. The ones that use bones.ini or object.ddb hacks that only give them a SLIGHT advantage. An example...yesterday I was playing in a non-RG server...I was a GDI soldier...full health, and met a Nod soldier in the tunnel...he had just a tiny sliver of red health left...could have spit on him and he would have died...we both started firing simultaneously. I killed him, which was not unexpected, but what WAS unexpected was that he killed me too! We both fell dead and said "lol"...but meanwhile Im thinking "why the hell didnt he die first?". I know that 3 bullets directly to my head would kill me, but one bullet in his foot should have taken him out...

Did I miss the first few shots?
Were his shots doing more damage than they should?
Was he using bones.ini so that his body shots counted as head shots?

If it were an RG server, there is no wondering anytime you die under questionable circumstances. I have seen people post in various forums, IRC, in-game chat etc that they prefer subtle cheats to the "OMG IM BLOWING UP EVERYTHING UNTIL I GET KICKED" tactic.

Think about this:

1. A repair gun that repairs 10% faster than normal.
2. Bullets that do 10% more damage than normal
3. Being able to see stealth from 600 meters
4. Having ALTERNATE fires for specific weapons that are one-shot kill

If you had all of the above....could any mod, or any player on your team notice you were cheating? Can anyone really tell that your tank is repairing that much quicker than the guy you are battling? Probably not but guess who will win the confrontation every time...the cheater.

Even if you are suspected of cheating, since you have your cheat weapons on the alt-fire, you can easily pass any "shoot me in the foot" tests and the like that mods perform on suspected cheaters.

How many times have you been sniped while stealth, or seen when you think you shouldn't have?

Its these subtle cheaters that are the true threat to fair gameplay. At least when someone is blowing up everything like that idiot in the video, he gets kicked and you think the game is fair again. These subtle cheaters never get noticed unless they admit it...so there you are busting your ass trying to help your team win the game, thinking its a fair fight...but all along the outcome is allready determined if there are undetectable cheaters in the game.

They WILL win...thats why they are using the subtle cheats...to win. The guys like in that video dont care about winning...they just want to piss people off...you can tell that guy thinks very highly of himself and he totally gets off on wreaking havoc and making people angry at having the game ruined. The subtle cheaters are a different animal. They don't want anyone to know they are

cheating...they want to be sneaky, they want to win. Maybe they like being MVP, or having people think they are really good. Maybe they like killing people most of the time so they can say "haha I pwned you"...maybe they just like the thrill of knowing they have a secret advantage. Who knows, but I can assure you that people ARE using these subtle cheats, and there is NO way they can be stopped, except for either using RenGuard, or some sort of server-side code which examined the location, rate of fire, and damage level of every projectile fired.

RenGuard stops every cheat that guy in that video is using, but more importantly it blocks the cheats that you are NOT seeing. The ones that your teammate standing right next to you could be using and you not know about.

The #1 reason that non RG servers seem to be populated more than RG servers is that gamers are lazy...its nothing personal to any one of them, its just the nature of people in general, that if they can play something without downloading or installing, they will take the path of least resistance and play somewhere else. If Renegade did not have an auto-updater built in to update it to 1.037, I can guarantee there would be a lot of people still hosting and playing the unpatched version

Sadly theres not much we can do to change human behavior, but BHS will do everything we can to make the installation and use of RG as easy as possible. Our main goals are securing fair gameplay, fixing bugs, and adding majority-approved enhancements.