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Subject: Clientside cheatdetector w/o Renguard  
Posted by [Terminator](#) on Mon, 22 Nov 2004 12:58:25 GMT  
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That would be a good idea, and i DO think its possible.. because client side mods that fanmaps have, detect how many vehicles you blow up..it even detects you repairing a vehicle, and recs you for it.. so i'm sure it can detect who and what you shoot/kill

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