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Subject: Questions

Posted by [Crimson](#) on Mon, 07 Feb 2005 06:50:14 GMT

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It's possible that there are a few "bypassers" running around, but wait for RenGuard version 1.04, it will kick ass.

The only time RenGuard is actually using any bandwidth or CPU is when the map first loads, and when you drop files into your Renegade directory. During normal gameplay, if you're not cheating, there's virtually no way it can cause lag.

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