Subject: Re: *cheat name removed*1.3
Posted by 0x90 on Tue, 06 Mar 2007 21:18:13 GMT

but how is any serverside cheat detection like BIATCH ever supposed to detect stuff like d3d hooks (wallhack, brighthack), aimbot (perhaps with some random aiming), radarhack/ESP, enhanced player info and so on?! (which are the main features of the renegade part of the cheat were talking about)
the renguard bypass part of it will be broken as soon as the new renguard is obligatory for everyone.

regards