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Subject: Re: A challenge.

Posted by [do not want](#) on Fri, 13 Jul 2007 22:47:02 GMT

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hello, i'm new

this entire anti-cheat stuff is very interesting... a lot of reverse engineering has been done on renegade and i'm thinking- why go through all this trouble? if you're going to make something like renguard, you might as well re-make renegade and move as much stuff as you can from the client to the server so you dont have all these retarded hacks

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