
Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by [cnc95fan](#) on Wed, 19 Dec 2007 22:18:36 GMT

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If it was more than a patch, I would combine an anti-cheat.exe with Game.exe. Simply (for those who might want to develop this) it detects user input, and compares it to game-play. This will stop cheating.
