Also, on the note of "City2", no maps should be added in this update. The fact there will be an auto-download option added for players to download the maps of the server they will join means not everyone will want to play city2, but the servers can run it, and those people who want it can download it from the server.

Which brings me to my next points,

A)So this new anticheat will be built into renegade's netcode? Run through the scripts? Or be a 3rd party thing that runs on another procces like PB?

B)For this download thing, that means the files will have to be hosted on the same dedi as the server? Also, wouldn't you have to release an updated version of the FDS to run like that of counter strike? My main concern is that http downloads of maps would be a huge bandwidth hog of the server..