Some facts:
The build of scripts.dll APB has is deliberatly locked to the APB mod to prevent its use with Renegade and with other mods (mostly because its not ready for Renegade use yet although I want to release for renegade just as much as you guys want it released)

The file-hash anti-cheat system we have implemented (the one which server owners can turn on and off) is based on comparing the hash (no I wont say what sort of hash algorithm we are using) of the file on the client with the hash of the file on the server.

To allow for the different language versions of renegade (and the fact that individual server owners may want to approve e.g. non-cheat 3rd party model replacements) we support an ini file called anticheat.ini which goes on the server and matches file-names to hashes. So if the client sends a hash matching one in anticheat.ini, its considered valid. There is also a tool called achash.exe that generates the hashes for anticheat.ini.

The tool I am working on at the moment though is something that will be run by the scripts 4.0 installer when you install 4.0. What it does is to use the official anticheat.ini (the one that contains all the hashes for all the different language versions of renegade) and checks important Renegade games files against those hashes. If the hashes don't match, the file is moved to a backup folder and the relavent file for your version of Renegade (English, French, German, whatever) will be downloaded from a TT server.

This tool will also identify if you are not running patch 1.037 and if you are not, will download some files and set some registry keys to correctly set up 1.037

Do note that there are other anti-cheat changes in scripts 4.0 (including a number of features ported across from BIATCH) and that all of the anti-cheat features previously handled by RenGuard are now covered by the new 4.0 anti-cheat.