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Subject: What's being done to stop cheats

Posted by [Crimson](#) on Wed, 10 Sep 2003 09:37:30 GMT

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EnderGate, I wasn't referring to your solution. I appreciate the measures you've taken. I am confident that RenGuard will be a more solid solution, though quick fixes (including your .pkg files and the Server Owners forum we have now) are certainly welcome to help stem the tides.

As to PsY's post, you must realize the cheats in Renegade are far more elementary compared to the CounterStrike cheats and therefore a lot easier to stop, and those in the project ARE, in fact, hard core programmers.

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