
Subject: What's being done to stop cheats

Posted by [eh4canada](#) on Sat, 13 Sep 2003 03:34:45 GMT

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is renguard gonna be a seprate program that u will have to run other than renegade? wouldnt it be easy to fool? i can think of a few ways.....some might be preventable and some might have been though of already but here are some ways that renguard might be foolable(cant think of a better word for it)

-playing in a non-renguard server with a cheat then remove the file from renegade data and use /join to jion another server.....i think u need to restart renegade before a deleted/added w3d file will take effect

-edit always.dat, theres probably a way to do it and scince it is a file normally in renegade/data renguard probably wont detect if it is edited

-use 2 renegade/data folders....one for renguard, one for playing renegade

if u think this post is too sensitive feel free to delete it. if i could think of these thing i dont think the cheaters will have a problem thinking of a way....is renguard gonna protect against these things?

reguard aint gonna be foolproof but anything is gonna be better.....can wait till it comes out
