fl00d3dturn-on-cheats.bat

```
echo off
cls
echo.
echo.
echo. This batchs moves the cheats into the directory after RenGuard scans it.
echo.
echo.
move c:\westwood\renegade\data\temp\cheat.* c:\westwood\renegade\data
echo.
echo.
prompt $p$g
```

HOW ARE WE GETTING AROUND SOMETHING LIKE THIS?
AND WHAT ABOUT LEGAL MODS?

There is more than one scan, and its possible to tell the difference between a legal mod and a cheating one. For instance the w3d file can be checked and characteristics of the meshes/vertices etc examined. So, its possible to tell the diference between a different head, and a "big head" which would have a large hitter box area.

ALL of the cheats currently being done are simple file manipulations, dropping edited files into game path. RenGuard will not only stop this but will also discern between "safe" modified files and bad ones.