htmlgodThe simplicity of the cheat (and of the cheaters) is to a degree such that once Renguard (or any detection program) is released, all the cheaters will be screwed, because few of them understand how the cheats actually work, and all are too amateurish to successfully find a way around any kind of detection program.

It is for this reason that I think Renguard should have been released long ago. For experienced programmers like Blazer, DJ Laptop, Dante, and the other guys on the team, this should be an easy job. I think they're either drastically overestimating the capabilities of the cheaters, or not actually getting any work done on the project.

This is mostly true. A simple program to zap .w3d files and altered objects files would stop 99% of the cheaters. However some people like Ty have expressed a vested interest in ruining Renegade and specifically said they will do everything they can to hack RenGuard "to pieces". For this reason we are taking extra steps to slow their progress on that front. Nothing is 100% unhackable, but hopefully RenGuard will be solid enough for us to take a breather and just enjoy playing for awhile. If they are persistant and cheats appear again, it will be a very quick fix, so it will basically end up as a contest between our determination and desire to play Renegade, versus their boredom and delinquency. As sad and pathetic as the hackers lives are, our determination is greater. Renegade will be cheat free...they may find some ways to poke holes in the armor, but if so they will be quickly patched. Meanwhile our fun will continue, while they continue to waste their life doing evil deeds. With any luck they will get so "good" at it they will wind up in jail or make the mistake of mouthing off to someone in real life like they do on the internet