It's sad that some people would resort to a ring-0 rootkit-like kernel mod just to cheat at Renegade. Yes, it's true that there is no way to stop a ring-0 kernel hook (except with a lower one), but the one thing we will always have going for us is that cheaters always reveal themselves by...cheating.

So while its possible to bypass Renguard (such as it is possible to bypass ANY thing that runs on a computer), one thing that you cannot bypass is the ban that will result from you being discovered as cheating.

Since you have no access to the remote servers, no knowledge of assembly or kernel programming can help you change your IP or serial hash. Yes, some folks can unplug their cable modem for an hour and get a new IP. Some folks can redial into AOL and get new dialup IPs almost indefinitely...so what...banning the entire AOL IP range fixes that. Sure it would keep a few innocent people from connecting to your server, but it's better than letting some cheater ruin your games and defy the rules and rub it in your face with "you can't stop me".

RenGuard will stop most people who try to cheat. The very few people with enough skills to bypass it will be stopped by bans and proactive server owners.

All the hacks and cheats in the world won't get you past a few layers of IP and serial banning. Or if worst comes to worst, server owners can password their servers and only give the passwords out to players that they know and trust. How will you hack past that?

Seriously, why go through so much effort, just play the damn game and enjoy it like everyone else, instead of getting your rocks off from pissing people off (which, by the way is the #1 reason that cheaters cheat - not for an advantage, but because they like to see people get mad, especially at something that the cheater controls and they can do nothing about. Its a power trip.)

Ponder that for awhile.