scripts2.dll is westwood scripts if i recall and scripts.dll is johnwil's custom scripts

what you should do is make a new scripts.dll call it anything for example scripts3.dll and put the anti-cheat shit in there and then use the scripts.dll as we do now to edit them for servers and such since its a open source and make the anti cheat scripts a none open source and must have the file to run renegade

point im trying to make is scripts.dll are open source and can edit them and such if you put the anti cheat stuff in there people will just download the source and try to bypass it its better to make it a whole new file which you have to have to play renegade that has no open source

if im wrong or your already doing this im sorry just something i thought of so no source can be downloaded to bypass and can be automatically downloaded into you ren