Goztow wrote on Wed, 08 September 2010 01:15Scripts never had the intention of being anti cheat. The fact the first (old) *cheat name removed*didn't work with scripts 344 was a mere side effect of the use of DX9.

Only BIATCH was created to counter cheating and worked great, except that it "caused" much less obvious cheats to become public.

0x90 never wanted to do anti cheat.
Then explain RR
You also only asked when Renegade was updated...not when an anti-cheat engine was created, Goztow..