Subject: Quick Question
Posted by boma57 on Thu, 18 Sep 2003 21:33:53 GMT

Crimson...there's a way to run a program just with the server to check for cheaters, but it will apparently take significantly longer to code because the details haven't been worked out yet. RenGuard is a solution that can be produced in a much more timely manner.

A stitch in time saves nine.

For as long as games have been playable online, online players have had to deal with hackers.

I'd rather put up with cheaters in Renegade for a few months longer in anticipation for a whole and complete prevention tool rather than get a "quickfix" in a few weeks.