Subject: RenGuard functionality & Add-ons
Posted by Neodarrh on Mon, 17 Nov 2003 02:26:49 GMT
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While all this info sounds great about news and downloading map, with the already small bandwidth from the anti cheat checking files every once and awhile, wouldnt DLing maps just cause that much more lag on the system?

With all teh bandwidth that rengaurd is most likely going to need servers are going to be 1/2 or less of what they are now, yes they will help to clean out any newb cheaters, but there will be no more 30+ player servers on with rengaurd, at least I dont see this happening while running smoothly in a normal scenario.

GL to your prog though still waiting to see if its all talk or if you really are coming out with a prog to help stop cheaters.