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Subject: Re: Lol owned, honestly whos next...  
Posted by [Blazer](#) on Tue, 16 Jan 2007 20:52:45 GMT  
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gamemodding wrote on Tue, 16 January 2007 15:14warranto wrote on Tue, 16 January 2007 16:41How will they know how it modifies the players unless they have access to it?

like i already said:

- 1) make a hash of the original renegade files
- 2) send the hashes to a central server along with the player info etc.
- 3) the server compares to whatever hashes they have
- 4) the server sends whether the player has modified files or not.

Thats exactly what RenGuard does, as it was designed. This currently does not stop from modifying things in memory though (RenGuard 1.04 addresses this).

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