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Subject: Re: Renguard Induced Crash

Posted by [mac](#) on Fri, 25 May 2007 12:02:24 GMT

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It's the memory scanning triggering, and detecting a memory-based cheat, and disconnecting your game client, as it is supposed to.

Got any special drivers, anything that might modify your renegade's memory space? Something that hooks it.

Only thing I can think of.

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