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Subject: Re: TT - Renegade

Posted by [a000clown](#) on Mon, 23 Jun 2008 19:36:03 GMT

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RenGuard was good in theory, but from my point of view all it did was make a lot of stupid n00b use !forcerg on every player who joined a server, which defeats the purpose of a half-rg server. In its current state it's pretty much useless right now.

From what I'm reading a biatch/rr type anti-cheat system will be used on the server-side end, with a few client-side things on top of that. So even if they do manage to edit scripts.dll to remove the anti-cheat code they still won't be able to get around the server-side protection in place, I don't believe there is currently any public bypass for biatch.

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