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Subject: any clue on these topics?

Posted by [dufis791](#) on Wed, 10 Sep 2003 22:22:01 GMT

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lol

though renguard will be mostly good.....some probs will come up, how quick will yall b to fix those? and how bout the cheaters finding a diff way to do the same cheat? like renaming a file, or rewriting the code.....

I hope yall can be quick with that.....

Oh, 1 more thing.....what bout packages? will it block things in it that could be concidered a cheat if it were not in a package? b/c ive heard ppl say the "dismantle Beam" (for the repair gun) is a cheat, but it is in the TIBEVO packages, and for that reason it dont give ne1 an unfair advantage. So, back to my ?..... will it block MODS in pkg s?

and please hurry w/ RenGuard!!!

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