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Subject: RenGuard Status Update 3/27/2004  
Posted by [Crimson](#) on Thu, 01 Apr 2004 00:05:49 GMT  
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Here are couple use cases to help you out.

User launches RenGuard (which you will launch instead of Renegade once you install). RenGuard connects to a master server and scans your files for cheats and unknown potential cheat files. If it finds any, you are booted off the RenGuard network with a message of which files you are being kicked for. Renegade will not launch, therefore you won't join a server.

User skips RenGuard (or doesn't have it) and launches Renegade. He joins a server requiring RenGuard. The SSC running on the server asks the masters if that user is logged in. The user is not found on the Renguard network and the SSC kicks them. (We're still finalizing the user's experience in this case)

User launches RenGuard. User passes the scan and is signed onto RenGuard. He then copies all his cheats into his data folder and launches Renegade. Within 60 seconds, RenGuard will re-scan, find the cheats, and the Renegade client will be ended, effectively removing him from any game he may have made it into in time.

One of the best parts of RenGuard is that once you are found cheating, you have to close RenGuard and re-open it. This will make it a huge inconvenience for people trying to annoy others.

We plan to release screen shots within the next 24 hours (hopefully with 6 hours). Stay tuned! It's almost here!

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