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Subject: Suggestion

Posted by [mac](#) on Tue, 20 Apr 2004 18:40:04 GMT

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liberatorHow about, instead of integrating it so heavily into the instance of Renegade, you make it like a firewall that checks all incoming and outgoing data that Renegade sends. You'd get the same level of protection against the big cheats like FR and still maintain some of the customizability of Renegade.

That's the main complaint I've seen about RenGuard. The way it is so tightly integrated into Renegade.

A firewall can't detect what running instance is valid, and what not..

starting the game though the wrapper is the only reliable way...

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