Subject: Reguard plugin Posted by mac on Thu, 24 Mar 2005 10:44:28 GMT View Forum Message <> Reply to Message

Because its a little more complex than you think. RenGuard is decentral network, and the client application is nowhere ready to get an addition like that. most of the netcode needs to be rewritten, and it's not exactly thread safe.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums