
Subject: Blackhand studios / Blackintel partnership
Posted by [Goztow](#) on Wed, 27 Sep 2006 20:14:12 GMT
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Blackhand Studios is proud to announce a partnership agreement with the BlackIntel group! The BlackIntel group is an up-and-coming organization who has learned a lot about the Renegade engine and has released useful fixes, including ones for "Wall Lag", "Turret Lag", and UDP flooding. There is a lot more on the way -- details are available here.

This agreement will create a new division of Blackhand Studios, appropriately called the BlackIntel Division. What this means is that BlackIntel will continue to function as a separate group and will not be directly "controlled" by BHS, though its members will be a part of BHS as well as BlackIntel. Many of their fixes will be released via BHS in Core Patches, but those changes and modifications not meeting the rigid requirements for Core Patches may be released independently by BlackIntel at their discretion.

BlackIntel has also uncovered some places where certain cheats can be detected and stopped server-side. We hope to use this knowledge to increase accuracy in cheat detection and reduce the dependence on RenGuard.

With respect to RenGuard, some BlackIntel members will participate in the final coding steps and extensive testing required of the upgraded and improved RenGuard 1.04 client and the RG2 backend network and help get this software out to the players sooner than it would have been if this partnership weren't made.

So, without further ado, I present the newest members of the Blackhand Studios - BlackIntel Division:

- * StealthEye
 - * EvilWhiteDragon
 - * Flict
 - * Cat998
 - * dead6re
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