
Subject: Re: RenGuard....W.....T.....F.....
Posted by [Blazer](#) on Tue, 09 Jan 2007 23:55:31 GMT
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I can tell you are frustrated, and I agree that RG is not 100% perfect. As noted above, VAC and even PunkBuster are "easily" bypassed (at least there are a select few people who bypass it whenever they play via custom or private hacks).

BHS has noted the flaws in the current implementation of RG and we plan on addressing those in RenGuard 1.04, including issues with the installer and stability/functionality for Win2K and 64bit users.

I also recognize the issue of people assuming you are cheating just because you are not running RG. Sadly this is just the nature of online gaming, especially if you are more skilled than the average player, they assume you are cheating if you beat them more than once. I've been in plenty of games where I was accused of cheating, even though I had the lowest score, just because I got off a lucky sniper shot. There is nothing that we can do about this sort of thing...if RG never existed it would still be happening, actually much worse since the cheaters would be rampant and nobody would be able to play a single map without it being ruined.

In short, hopefully RG 1.04 will address most of the issues you are having. As I said I can tell you are frustrated and we don't take your comments personally. You csn still get help with your current RG setup if you wish.
