Subject: RenGuard Update! Posted by Crimson on Wed, 24 Jan 2007 21:47:15 GMT View Forum Message <> Reply to Message

I have just sent RenGuard 1.032, Release Candidate 1 out to our private beta testers! v00d00 has worked REALLY hard to get this intermediate version done for us!

It is very likely that the RG2 backend network and RenGuard 1.04 will be ready for private beta testing by the end of this month, but we simply MUST test it thoroughly with a lot of different people before we can make it public. Think of it this way: RenGuard 1.03 (the current version) was tested by about 120-130 people and we still ended up finding problems with Win2k and Win64 afterwards.

I know this has taken way too long to accomplish and I know that we have been letting you down. But, all we can do is keep trying and refusing to give up!

This RenGuard 1.032 version is intended to be a version to hold us over until 1.04 is ready to launch. It is intended stop the current public bypass we all know and love, and a couple other things as well (which I will leave for the cheaters to discover!).

Once we get an "all clear" from the private beta testers, we will make version 1.032 available as a public beta test so that you can download it and make sure it will work on your system before it comes out as an auto-update.

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