
Subject: Re: RenGuard version 1.032 released!
Posted by [fl00d3d](#) on Thu, 26 Apr 2007 02:18:54 GMT
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Wyld1USA wrote on Wed, 25 April 2007 21:45mac wrote on Wed, 25 April 2007 17:52Enforcer wrote on Wed, 25 April 2007 17:43stability certainly seems to be a problem
can't play a single map without renguard stopping running and getting kicked from servers

Currently adressing this issue, the load on the servers is incredibly high, which causes instability.
Fixed it for now.

I love you all and the effort you are making, but this doesn't seem ready for release. Nothing is fixed. I'm watching peeps 6 to 8 at a time being kicked for rg not running any more. They don't know it is the rg server and not ours. Then I get yelled at and our community blamed. I have gotten more pms just tonight than I do in a week. Personally I can't stay in a game more than 5 mins without it kicking me for rg stop running. I've given the enemy 4 vehicles already.

In addition, if I go away for a long period ren exits, goes back to the rg screen with a "not compatible with your firewall" error message and I have to restart my pc to get back in.

Not sure what changed other than more users on 1.032 but I never had this problem as a beta tester. Only since the release.

Good luck

EXACTLY the reason I just came here to post just now....

...I'm having the same exact issues on our server. As I stated in a different post, I had to remove the 'Full RenGuard' setting and put it on Half - but even this isn't helping. People are still mad-dropping and thinking its our servers' fault. I'm guessing it has to do with how the client and server are connected cuz people join with rg and are accepted, then drop because they lost connection to the rg network.