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Subject: Re: RenGuard version 1.032 released!  
Posted by [Goztow](#) on Thu, 26 Apr 2007 07:15:22 GMT  
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Guys, if EA has problems due to serverload after releasing a game like C&C3, then how do you expect BHS not to have similar problems? There has been a beta test but you cannot compare a load of 1.000 with a load of 50 testers unfortunately.

If you use Windows Vista, then you will have to run RG in admin mode. That's a matter of actually knowing how to work with your OS.

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