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Subject: Re: Renguard client 1.0323 does has serious problems

Posted by [JohnDoe](#) on Mon, 04 Jun 2007 18:47:20 GMT

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Goztow wrote on Mon, 04 June 2007 02:00The current Renguard version does not have a publically available bypass.

Renguard now automatically reconnects when it dc's. However, brenbot didn't recognise this until yesterday when the newest 1.51 beta got released. It now doesn't kick you for a disconnect anymore but checks if you reconnect within x seconds.

I hope there will be a 1.50 update coming out with this modification. This should solve the DC-problem.

The "unauthorised renegade instance" can usually be solved by waiting 20-30 seconds before clicking 'renegade'. The LAN-exploit message showing up more often now: don't know.

Thanks for the info...guess the clanwar server owners will need to wait for a new Brenbot.

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