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Subject: Re: @gamemodding

Posted by [light](#) on Mon, 25 Jun 2007 11:34:17 GMT

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danpaul88 wrote on Thu, 31 May 2007 23:09I for one would be interested to know where you got the RenGuard protocol from in the first place. If you reverse engineered it from BRenBot you should know that is technically illegal, as BRenBot is not an open source project. There's documentation for the syntax of the statements lying around, if I know where to get it I'm sure others do too.

It's been there for a while though, may be out of date.

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