

---

Subject: Re: Renegade Launcher

Posted by [slavik262](#) on Mon, 03 Sep 2007 16:22:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Please don't accuse me of cheating. That's really stupid. Ask anyone on any forum if I cheat. My "inspiration" was RenConnect, made by Hex. It can be found at <http://www.n00bless.com/downloads/>. I also took a look at RenIP, found at [game-maps.net](http://game-maps.net)

I wanted to write something in VB and an idea came to me to make a program that did the same thing, but with more advanced features. If you notice, my program doesn't even touch Renegade files. It uses a command that I got from the A Path Beyond forums and RenIP, which is as follows:

```
"[Path here]" +connect [IP]:[Port] +netplayname [player name] [commands]
```

Besides,

1. I'm from the US.
2. If you pay any attention to the image you just showed, Mandai wrote his application in C#. Mine is in Visual Basic.NET.
3. If you want anything else from me to prove I'm not Mandai, go ahead. I'll provide anything. I'm perfectly open. If it has to come to it, even the source code if you want it.

Don't make stupid accusations. Say whatever you want, but I'm not this "Mandai". I have no idea what forum you even got that from.

On a lighter note, version 1.0.1 is out. Just a fix for a bug that crashed the program if the user didn't have his Renegade executable path correct. Now they get a nice error message.

### File Attachments

---

1) [RenLauncher Setup.exe](#), downloaded 95 times

---