
Subject: A few questions.

Posted by [ingram091](#) on Fri, 09 Apr 2004 10:18:27 GMT

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Any chance of a patch to have renguard work better with Dragonserv? I play regularly on HiTech2k the HazTeam server. We did a little testing today and we really got our DS messed up in process. They left it installed but turned it off for now.

Had problem with it kicking our mods randomly, and Some kind of repeating loop happening on all command sent from the commandbot. !identify !msg !rules public !Mods public.. ect all repeating like 3 or 4 times in loop. Once we turned renguard off it stopped.

Also congrats on getting the ingame monitoring working. we tried to alter the game in progress and it was blocked. This was a happy happy moment for me.

Lastly. I'm a little worried about legal ramifications of making a product that was purchased from EA unusable, by your company. Is there a legal team working with you guys? If you modify a product to make it ban a legitimate owner of the product you can find yourself in trouble from EA if they get complaints about this activity. You are in a sence modifying their WOL network and you get to decide who to let in and who not to. Just something to think about.

As for me I welcome RenGuard, but I would like to see it end up as a server side only thing. Not requiring a client side download.

ok God sorry 1 more thing.

Is it possible to have a query command so the server can see a listing of the modification files on a players machine?

Like !queryclient or something like that. That would list the *.w3d files and such? At least then we can PM them and tell them what to remove to be allowed back in our system.

Thanks again for all your hard work. even now I can see it looks like a reality soon... Light at end of tunnel.. hehehe

Ingram.
