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Subject: RenGuard 1.03 Stresstesting

Posted by [Crimson](#) on Thu, 29 Apr 2004 01:54:32 GMT

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Yes, the scanning code has changed greatly... that 60 second delay is gone, so you can't even cheat for 60 seconds now. It also uses about half the RAM (estimated) and we added a sound for when you connect to a RenGuard server.

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