## Subject: RenGuard is bullshit
Posted by ingram091 on Sat, 01 May 2004 06:24:12 GMT
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Yea I have to agree with Crimson on this one.  As server owners and operators we COULD password protect the whole darn thing and keep everyone out, but we don't.  Instead a select group decided enough was enough and made this server client program and if you want to play on their server then you get the client.  OK nuff said...

As far as the whole EULA and crude...  that is renegade.  Not the FDS servers.  When you connect to someones FDS using renegade as a client it is not bound by the same clauses in the EULA as the game by itself in Single player mode.  Also Westwood is no longer a viable entity, only EA has rights to profits from franchise and original code.  Not modifications made to the systems by 3rd parties.  For instance RenAlert, or Reborn.  Same goes for RenGuard.

I have 2 directories.  For a multitude of reasons...  I don't want to get into right now, but the good thing is when the update gets frelled, and it happens, Hey its still a beta isn't it? then I have a good directory to still play the game.  also the other directory is where I play single player and LAN games. (Had some issues getting to work for LAN party with renguard on.) {Partly because it was disconnected from internet at the time, I'm sure.}
I suggest always backing up your original game.exe before installing renguard, and if you don't want to installit there are still plenty of places to go to play.

I do wish we could update the Renegade client to have a special symbol or something for renguard servers in the WOL lobby though.  Most do not put that they are running it in thier title anymore.

oh well..

ingy..

Oh and renx " 1000s of users" reguarding RenGuard. I find that one hard to believe.  we only have maybe 2500 players in the US right now.  of that only 50% use renguard regularly and play regularly.  Just look at the users online.  the renguard servers are normally empty or near it.  Thats ok by me..  I like smaller games anyway.  But saying 1000s is not accurate.  Maybe a 1000 or just under 2000 at the most use it.  Nuff...