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Subject: RenGuard by June 1st -- Cheat Free is the Way to Be!

Posted by [mac](#) on Sun, 30 May 2004 00:48:52 GMT

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TonyMontanaIts great,

however, someone told me that renguard will have this feature where if you have custom maps in your rotation, it will automatically download them into each client's folder and unzip them. So they will have the map before they join the game.

Is this true? If it is I will run renguard on my server as there are plenty of new maps I would like to play. My host runs a 32 player fan map server and it has a lot of maps, but there are no regular maps. A mix would be good.

when will this happen ?

Yes, it is scheduled to be included in version 1.1 which is currently in development. Details are still being worked out, but it will work as you described.

Also, we are in preparations to distribute a renegade core patch through RenGuard (more details later) that also include a few popular custom maps.

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