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

Posted by [Crimson](#) on Thu, 20 May 2004 07:43:19 GMT

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The fourth iteration (version 1.03) of RenGuard is a huge success. From the ashes of instability arises our best version yet. Our support channel has been a ghost town. (that's a good thing!)

Dozens of servers already run RenGuard -- with several more getting ready to launch (such as RenStation aka fastc0nn). Many servers are just waiting for "other servers" to run it.

With that, we are launching "RenGuard by June 1st -- Cheat Free is the Way to Be!"

The goal with this campaign is to help all servers who want to use RenGuard but can't decide when -- May 31st is your day. The idea for this campaign came from "Slash0x", a gamer on The Pits. He has also designed an emblem that supporters of this campaign can place in their forum signatures or on their websites.

<http://www.renguard.com/images/rgsig.gif>

For those of you with ANY questions or concerns, we invite you to visit our support channel on the n00bstories IRC network:

Server: irc.n00bstories.com

Channel: #renguard\_support

If you don't have a program to log into an IRC server, visit <http://www.n00bstories.com/irc.php> to use our web interface.

Please visit the channel to talk directly with the team and several individuals with knowledge on RenGuard. We can help you get RenGuard working for you as a player or for server owners.

Along with this announcement, I want to shatter a couple myths I've heard mentioned about RenGuard.

- Myth: RenGuard doesn't work with GameSpy
  - Truth: RenGuard works with GameSpy, ASE, WOL, RenIP and works with both Windows and Linux servers.
  
  - Myth: You have to delete all your skins to use RenGuard
  - Truth: Only servers marked "Pure" require you to move your skins. Pure mode is intended for tournaments and "pro" servers, not day-to-day use. Only W3D files are checked against a database of known non-cheat files. If RenGuard marks them as unknown, they will have to be deleted or moved before you can log into the network.
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Subject: RenGuard by June 1st -- Cheat Free is the Way to Be!

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Posted by [DaMax](#) on Thu, 20 May 2004 12:13:06 GMT

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A very nice idea. Let's show our support

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

Posted by [The\\_Chaotic\\_One](#) on Thu, 20 May 2004 12:18:04 GMT

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I put the awesome emblem into my sig

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

Posted by [Slash0x](#) on Thu, 20 May 2004 14:49:55 GMT

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Thank you Crimson.

Place the icon in your signatures on all the forums related to Renegade that you post in. Help spread the word...

>> Cheat free is the way to be!!! <<  
Get RenGuard!!!

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

Posted by [Drkpwn3r](#) on Thu, 20 May 2004 18:24:41 GMT

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The\_Chaotic\_One1 put the awesome emblem into my sig  
Same  
I like it

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

Posted by [snipesimo](#) on Thu, 20 May 2004 19:00:13 GMT

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I would consider putting the pic in my sig, but I don't think I will bother until RG and the SSC are fixed (or Dante's SSC is released).

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

Posted by [Nightma12](#) on Sat, 22 May 2004 16:00:39 GMT

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they are fixed

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Subject: RenGuard by June 1st -- Cheat Free is the Way to Be!  
Posted by [snipesimo](#) on Sat, 22 May 2004 16:16:44 GMT

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not entirely. The client still has some bugs.

Once I get a bug in Dante's SSC fixed, I will try to get a few sniping servers running the cushioned install.

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Subject: RenGuard by June 1st -- Cheat Free is the Way to Be!  
Posted by [xptek\\_disabled](#) on Sat, 22 May 2004 16:38:46 GMT

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Added to my sig and server...

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Subject: RenGuard by June 1st -- Cheat Free is the Way to Be!  
Posted by [Twi\\$Ta](#) on Sun, 23 May 2004 00:00:19 GMT

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i really would...but i cant restart my server when i have brenbot on it..cuz renrem dont work  
0.0.0.00.0.0.0.0.0.0

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Subject: RenGuard by June 1st -- Cheat Free is the Way to Be!  
Posted by [Nightma12](#) on Sun, 23 May 2004 10:25:51 GMT

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renrem does work :rolleyes:

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Subject: RenGuard by June 1st -- Cheat Free is the Way to Be!  
Posted by [cowmisfit](#) on Sun, 23 May 2004 11:07:54 GMT

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good idea.

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

Posted by [cowmisfit](#) on Sun, 23 May 2004 11:10:56 GMT

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Copy and paste this code into your signitures everyone

```
[url=http://www.renguard.com/][img]http://www.renguard.com/images/rgsig.gif[/img][/url]
```

Produces

The image and links to renguard.com when clicked, i know most of you probably know this but its suprising how many people have asked me this before.

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

Posted by [Crimson](#) on Sun, 23 May 2004 11:42:03 GMT

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Twl\$Tai really would...but i cant restart my server when i have brenbot on it..cuz renrem dont work  
0.0.0.00.0.0.0.0.0.0

I got Blazer to add !restart and !shutdown to BRenBot... next release will have it.

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

Posted by [Twl\\$Ta](#) on Sun, 23 May 2004 15:04:23 GMT

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^^ ownage

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

Posted by [snipesimo](#) on Sun, 23 May 2004 21:25:50 GMT

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If u use BR .Net get Dante's SSC...

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

Posted by [Slash0x](#) on Fri, 28 May 2004 14:59:57 GMT

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BUMP!!! June 1st in three more days. I cannot wait to play in a cheat free environment, can't you?

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

Posted by [DaMax](#) on Fri, 28 May 2004 17:06:19 GMT

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I'm just good to go!!!

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

Posted by [Slash0x](#) on Sat, 29 May 2004 15:10:22 GMT

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BUMP! 2 more days! Click on my siggy and download RenGuard or else Crimmy will come to your house and c4 it.

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

Posted by [egg098](#) on Sat, 29 May 2004 15:51:39 GMT

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[+Egg098] !rginfo

[@n00bsvr04] RenGuard Status: ONLINE. The RenGuard Network has 404 users and 46 servers.

[@n00bsvr04] GDI : 14/32 players 7804 points

[@n00bsvr04] NOD : 12/32 players 6843 points

Getting larger each day

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

Posted by [TonyMontana](#) on Sun, 30 May 2004 00:40:50 GMT

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Its 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 their 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 their are no regular maps. A mix would be good.

when will this happen ?

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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 though RenGuard (more details later) that also include a few popular custom maps.

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Subject: RenGuard by June 1st -- Cheat Free is the Way to Be!  
Posted by [Slash0x](#) on Mon, 31 May 2004 00:30:31 GMT  
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Almost here! 7 more hours for me now!

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Subject: RenGuard by June 1st -- Cheat Free is the Way to Be!  
Posted by [DaMax](#) on Mon, 31 May 2004 12:50:36 GMT  
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Do you know what time it is?

It's RenGuard time.

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