
Subject: Renguard with 64bit windows
Posted by [FMhalo](#) on Thu, 24 Feb 2005 23:39:16 GMT
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I have an amd athlon 64 bit processor running windows x64 edition. Renegade seems to work fine without rg but when i launch rg i get this error:

<http://www.n00bstories.com/image.view.php?id=1305457239>

<http://www.n00bstories.com/image.view.php?id=1062194373>

Subject: Renguard with 64bit windows
Posted by [almor999](#) on Fri, 25 Feb 2005 03:09:40 GMT
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I had the same problem. I think I talked to Jonwil about it and he said they don't have any 64 bit machines for development/testing so they couldn't guarantee 64 bit support.

Subject: Renguard with 64bit windows
Posted by [FMhalo](#) on Fri, 25 Feb 2005 03:18:55 GMT
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Well there is no reason why it shouldnt work... All 32 bit applications are compatible with the windows x64 edition as long as your processor supports it (which mine does). I'm guessing there might be some 16 bit code somewhere =/

Anyways i can always test it, i'm basically screwed without renguard because i wouldnt be able to play renegade because all my favorite servers are running half renguard. I usually get !forcerg FMhalo quite often =/

Subject: Renguard with 64bit windows
Posted by [mac](#) on Fri, 25 Feb 2005 08:47:50 GMT
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Donate a 64bit box to us

Seriously, I don't think we have the resources to make this happen.

Subject: Renguard with 64bit windows
Posted by [Crimson](#) on Fri, 25 Feb 2005 19:16:20 GMT
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Blazer has a 64 bit processor, but he's using Win32.

Subject: Renguard with 64bit windows

Posted by [IRON FART](#) on Sat, 26 Feb 2005 00:00:32 GMT

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Windows 64 bit edition is backwards compatible with 32 bit.

So are the available 64 bit processors which are the AMD Athalon 64 and FX line and the new P4 Extreme Edition Processors.

There must be some 16 bit code in there. Or possible RG requires a file or some other 16 bit application? I don't know. But it should work. Maybe because it's written in ASM?

I don't know what else it could be. Maybe SP2?

Subject: Renguard with 64bit windows

Posted by [Blazer](#) on Sat, 26 Feb 2005 00:30:36 GMT

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RG works fine on Athlon64 processors, provided your are running a 32bit windows version. I believe some parts of the encryption code that RG uses will not work under WindowsXP-64.

XP64 is still a beta OS, so we cannot provide support for it yet. I have tried running it on my machine, with no luck, as the current SATA drivers for my chipset are still only available in 32bit.

Subject: Renguard with 64bit windows

Posted by [Scorpio9a](#) on Wed, 02 Mar 2005 15:18:35 GMT

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Like Blazer said, the encryption code is using some code that is not compatible with Win64, we have 64-bit machines and i can compile 64-bit code using VS 2005, the problem is that the encryption won't work with this, and officially we are not allowed to distribute 64-bit executables compiled with the VS 2005 beta builds.

And besides every x86-64 build is rc2 or lower, thus not yet final, so its unsupported.
