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Subject: RenGuard 1.04 Status Update and general RG news

Posted by [Crimson](#) on Mon, 23 Jan 2006 23:58:41 GMT

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Hi all,

Due to an untimely leave of absence from mac, we were forced to suspend the RenGuard 1.04 beta several weeks ago. As many of you may already know, the RG network as a whole is quite fractured and not working well in his absence. (Some new bugs were introduced and not fixed before he had to leave).

So, at the current time, our team is working its tails off on a replacement backend network that we are calling "RG2". This network is being rebuilt from scratch in C++ using all the things we've learned from running the network for the past (almost) 2 years.

With the impending release of First Decade, it an extraordinarily high priority for us to have a completely-working anti-cheat software once again for this influx of new players. We definitely want to provide a great first impression to bolster the user counts community-wide.

I appreciate your patience and understanding as we struggle through this rough spot.

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Subject: Re: RenGuard 1.04 Status Update and general RG news

Posted by [Goztow](#) on Tue, 24 Jan 2006 07:52:12 GMT

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GL with it! As u may know, the more u do for people, the more they expect .

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Subject: Re: RenGuard 1.04 Status Update and general RG news

Posted by [TD](#) on Tue, 24 Jan 2006 10:36:02 GMT

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Good luck with it RG team!

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Subject: Re: RenGuard 1.04 Status Update and general RG news

Posted by [Blazer](#) on Wed, 25 Jan 2006 01:07:47 GMT

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Also worth mentioning is some new features of RG 1.04, just some of which include:

1. 64bit Support.
  2. No more SVK Protector module (no more antivirus false positives).
  3. Fixing of the few methods that could potentially be used to Bypass RG (details left out for security reasons).
  4. Fixing of the various errors that some people have gotten (buffer over/underun, etc).
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5. Memory protection (bad news for cheaters who know what this means).

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Subject: Re: RenGuard 1.04 Status Update and general RG news

Posted by [wangtrip](#) on Fri, 27 Jan 2006 23:12:19 GMT

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Any update on a timeline? I am on XP64 and hate getting kicked by RenGuard servers.

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Subject: Re: RenGuard 1.04 Status Update and general RG news

Posted by [Blazer](#) on Sun, 29 Jan 2006 01:14:05 GMT

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Our primary focus is on finishing the RG2 backend revamp. RG Client 1.04 is mostly done, once RG2 is complete (about a week), then development on 1.04 will resume. I'm not one of the developers, so hard to give an accurate timeline...I will just say "a month".

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