
Subject: ETA on Renguard 1.04?
Posted by [rashpt](#) on Mon, 07 Aug 2006 01:16:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

is there any ETA on Renguard 1.04?

im runing on XP 64Bit, so 1.03 aint working for me and the number of servers i can still play is geting shorter every day..

-thks

Subject: Re: ETA on Renguard 1.04?
Posted by [=HT=T-Bird](#) on Mon, 07 Aug 2006 11:44:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

rashpt wrote on Sun, 06 August 2006 20:16is there any ETA on Renguard 1.04?

im runing on XP 64Bit, so 1.03 aint working for me and the number of servers i can still play is geting shorter every day..

-thks

Basically, in the meantime, play on BC, AJZserv and GamerzOne/LTROUSH...those are about the only servers I know of where ordinary users aren't allowed to !forcerg...(full-RG is mainly for clan training/scrim/matches)

Subject: Re: ETA on Renguard 1.04?
Posted by [Nightma12](#) on Mon, 07 Aug 2006 11:47:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

All Out?

Subject: Re: ETA on Renguard 1.04?
Posted by [rashpt](#) on Tue, 08 Aug 2006 14:59:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

so no ETA....

the servers i can still play are either laged moust of the times, empty or CTF/sniper only/etcs only that dosen't really interestes me..

crap

Subject: Re: ETA on Renguard 1.04?

Posted by [Blazer](#) on Wed, 09 Aug 2006 06:09:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

We are soon releasing a build of RG for 64bit folks.

Subject: Re: ETA on Renguard 1.04?

Posted by [Goztow](#) on Wed, 09 Aug 2006 06:41:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

rashpt wrote on Tue, 08 August 2006 16:59so no ETA....

the servers i can still play are either laged moust of the times, empty or CTF/sniper only/etcs only that dosen't really interestes me..

crap

I checked: you are not forcerg'ed on our server (The KOSs2 - server). Hint: look further than the first page of WOL.

This server should give you little lag as it is based in Europe and you're from Portugal.

If you want to be sure you don't get !forcerg, please post a topic on our forums (www.thekoss2.org) explaining why you cannot run renguard.

Subject: Re: ETA on Renguard 1.04?

Posted by [rashpt](#) on Sat, 12 Aug 2006 14:46:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

thanks mate!

for some reason your server dosent show up on Gamespy...

Subject: Re: ETA on Renguard 1.04?

Posted by [rashpt](#) on Sat, 12 Aug 2006 14:48:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

never mind, it does.. im just blind

thanks!

Subject: Re: ETA on Renguard 1.04?

Posted by [F15pilotXP](#) on Sun, 13 Aug 2006 21:23:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

Renstation AO is another good server...it's A000000000i i think (not sure how many zeros)

Subject: Re: ETA on Renguard 1.04?
Posted by [Caveman](#) on Sun, 13 Aug 2006 22:26:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

a0000000i

That would be the hostname you're looking for. RenStation can also be found on GSA.

Subject: Re: ETA on Renguard 1.04?
Posted by [luv2pb](#) on Mon, 14 Aug 2006 17:16:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Blazer wrote on Wed, 09 August 2006 02:09We are soon releasing a build of RG for 64bit folks.
Crimson wrote on Wed, 22 February 2006 11:59Hello, everyone!

Some of you may have noticed that we released a small RenGuard update today. This is NOT version 1.04. This is, technically, version 1.031, but the window will still say 1.03.

The fix is minor -- it's just stopping an exploit that came out a few weeks ago. I would like to congratulate the cheat community on taking nearly 2 years to figure out something that we couldn't fix on the master servers.

Our all-new, rebuilt from scratch RG2 backend network is currently in testing. We are testing the new client (RenGuard 1.04) and server software internally and hope to resume testing with our small initial test group very soon.
BHS has a very odd definition of "soon"

Subject: Re: ETA on Renguard 1.04?
Posted by [Caveman](#) on Mon, 14 Aug 2006 18:35:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

luv2pb wrote on Mon, 14 August 2006 13:16Blazer wrote on Wed, 09 August 2006 02:09We are soon releasing a build of RG for 64bit folks.
Crimson wrote on Wed, 22 February 2006 11:59Hello, everyone!

Some of you may have noticed that we released a small RenGuard update today. This is NOT version 1.04. This is, technically, version 1.031, but the window will still say 1.03.

The fix is minor -- it's just stopping an exploit that came out a few weeks ago. I would like to congratulate the cheat community on taking nearly 2 years to figure out something that we couldn't fix on the master servers.

Our all-new, rebuilt from scratch RG2 backend network is currently in testing. We are testing the new client (RenGuard 1.04) and server software internally and hope to resume testing with our small initial test group very soon.

BHS has a very odd definition of "soon"

They have already released it afaik...I remember this because I had to redownload my game2.exe.
