Subject: x64
Posted by DOD-KRONIC KILLER on Tue, 05 Sep 2006 02:51:22 GMT
View Forum Message <> Reply to Message

does this work for x64 yet
havnt played in a long while

Subject: Re: x64
Posted by Caveman on Tue, 05 Sep 2006 07:06:07 GMT
View Forum Message <> Reply to Message

No RenGuard still does not work for Windows 2k and/or Windows XP 64Bit.

Subject: Re: x64
Posted by Blazer on Wed, 06 Sep 2006 08:19:30 GMT
View Forum Message <> Reply to Message

soon

Subject: Re: x64
Posted by Sven on Wed, 11 Oct 2006 13:28:22 GMT
View Forum Message <> Reply to Message

What's 'soon' in days, weeks, months, years?

I mean.... the Wiki says:
Quote:It's been a very long time since we've had a RenGuard update for you. However, I am happy to announce (on behalf of the rest of BlackHand Studios) that RenGuard 1.04 is nearing completion. In fact, we are so close that we are hereby announcing the first private RenGuard 1.04 beta test in ONE WEEK. - Posted there on Oct. 31 2005 - almost a year ago^^

Subject: Re: x64
Posted by Goztow on Wed, 11 Oct 2006 13:44:34 GMT
View Forum Message <> Reply to Message

You'll know it when the time is there, I guess.

Subject: Re: x64
Posted by Sven on Wed, 11 Oct 2006 13:49:12 GMT

Well, the problem is that I'm using WinX64 only and w/o a working RG version I can't even join most of the servers.

With the release of Windows Vista I assume that many users will install the 64bit version of it if their hardware is capable (all versions of Vista will be on the same DVD so there won't be as much of a problem getting the Vista64 version as it was or XP64)

Subject: Re: x64
Posted by Jonty on Wed, 11 Oct 2006 15:22:11 GMT

Yes, with all due respect to the developers, I do think you should hurry up a bit.
If RenGuard worked on Vista x64 edition (RC1) then I would probably have completely switched over to Vista from XP already,

---

Subject: Re: x64
Posted by luv2pb on Wed, 11 Oct 2006 17:17:20 GMT

Blazer wrote on Wed, 06 September 2006 04:19soon
... wow what a shocking answer that is. To bad you guys have been using "soon" for over a year. Why don't you just come out and say it's never going to happen?

Subject: Re: x64
Posted by StealthEye on Wed, 11 Oct 2006 18:11:33 GMT

Maybe because it is going to happen,
maybe because it is difficult to plan a date.
Maybe because some people will get mad at you when you do not make it in your deadline.
Maybe because developers would feel the need to make that date, and will produce less good code.
I bet I can come up with a lot of other reasons. Just learn not to ask for release dates, noone likes to give them.

I have to agree that it should be hurried on a bit, that's not my point, but I do think people should not ask for release dates all the time. At most you can say "I hope it will be out soon" or something, that feels nicer than "when will it be done". Just my opinion..

Subject: Re: x64
Posted by warranto on Wed, 11 Oct 2006 20:26:31 GMT
View Forum Message <> Reply to Message

"soon" in a business that get paid to do work every day may mean a month or so. (Unofficial definition, of course)

But expand that to those who work on it in their spare time, around normal lives. If all they have is a few hours a week to work on it, around their real lives, "soon" could be longer than that.

I've found the word soon to mean moreso nearness to completion, not length of time.

Subject: Re: x64
Posted by Sven on Thu, 12 Oct 2006 11:47:18 GMT
View Forum Message <> Reply to Message

I'm just wondering what's so difficult in replacing a 16bit call with a 32bit one?
I mean: If the problem is known and it's just this call that is preventing RG from working in a x64 environment...
I think everyone would even be happy if it was a, let's say RG1.03b or 1.03x64 version and not a full 1.04 release.

Subject: Re: x64
Posted by danpaul88 on Thu, 12 Oct 2006 12:51:41 GMT
View Forum Message <> Reply to Message

The 64 bit problem is not a problem in RenGuard itself, but in the software used to package RenGuard, which also causes the infamous svkp problem.

RenGuard 1.04 will use different software, which does not have these problems.

Subject: Re: x64
Posted by 0x90 on Fri, 13 Oct 2006 06:48:47 GMT
View Forum Message <> Reply to Message

danpaul88 wrote on Thu, 12 October 2006 14:51The 64 bit problem is not a problem in RenGuard itself, but in the software used to package RenGuard, which also causes the infamous svkp problem.

RenGuard 1.04 will use different software, which does not have these problems.

---

are you sure about this?!
i also thought about this and i was pretty sure that only the runtime executable packer (svkp) is causing the 64bit issue

greets
0x90

Subject: Re: x64
Posted by danpaul88 on Fri, 13 Oct 2006 12:04:28 GMT
View Forum Message <> Reply to Message

I am simply repeating what I have heard, which is, to the best of my knowledge, true.

Subject: Re: x64
Posted by EvilWhiteDragon on Fri, 13 Oct 2006 13:26:15 GMT
View Forum Message <> Reply to Message

0x90 wrote on Fri, 13 October 2006 08:48danpaul88 wrote on Thu, 12 October 2006 14:51The 64 bit problem is not a problem in RenGuard itself, but in the software used to package RenGuard, which also causes the infamous svkp problem.

RenGuard 1.04 will use different software, which does not have these problems.

are you sure about this?!
i also thought about this and i was pretty sure that only the runtime executable packer (svkp) is causing the 64bit issue

greets
0x90
Isn't that the same he said ?

Subject: Re: x64
Posted by pyroacidk on Fri, 13 Oct 2006 17:32:20 GMT
View Forum Message <> Reply to Message

13 November, 2005 - RenGuard 1.04 looking for beta testers!
Blackhand Studios is seeking a few players to participate in Phase 1 of our private beta test for RenGuard 1.04. At this time we are looking for players matching one of two qualifications to participate. If you want to help test RenGuard 1.04, your opportunity is coming soon! Look for the announcement for the public beta test.

These are the people we are looking for:

Players running Windows 2000 who occassionally or frequently suffer the "Buffer Overrun" error.
Players using a 64-bit Operating System

If you match any of these qualifications, or know someone who does, please contact us by email at "rg104beta -at- blackhand-studios.org" letting us know who you are and why you'd like to participate.

Thanks again, and happy gaming!

Futuristic Post:

YAY FINALLY RENGUARD IS RELEASED>....

Real-Time RenGuard Statistics: (Futuristic)

112 players have logged into RenGuard in the last 24 hours. There are currently 396 players logged into RenGuard, 6 of which are currently playing on RenGuard-protected servers. 2 servers are currently online and protected by RenGuard.

/me is totally discusted that you asked for money to help pay for the packing program, and yet have had no public release information since then. I'm farking glad I decided not to donate!

Subject: Re: x64
Posted by warranto on Fri, 13 Oct 2006 19:39:11 GMT
View Forum Message <> Reply to Message

ummm... perhaps I'm just missing it, but nowhere in that post from Renguard.com does it mention payment...

Subject: Re: x64
Posted by luv2pb on Sat, 14 Oct 2006 00:32:21 GMT
View Forum Message <> Reply to Message

They collected donations so BHS could get different software to package the new RG (1.04). It was a decent amount and it only took a few days to get it. Fast forward to almost a year later when those people who donated get a "soon" and "I can't talk about that" for their troubles.

Subject: Re: x64
Posted by pyroacidk on Sat, 14 Oct 2006 03:36:38 GMT
View Forum Message <> Reply to Message

Yes, that's correct the amount was $150 and was asked for over 1 year ago, and yet no evidence they didn't blow it at the pub.

I'd be happy to donate if they want to show some evidence, and give us a reason to donate. E.g beta access or something as an incentive.

Subject: Re: x64
Posted by Goztow on Sat, 14 Oct 2006 10:07:05 GMT
View Forum Message <> Reply to Message

That beer tasted double as good because you guys paid for it!

Noone was forced to donate, everyone that did knows that the money was well spent. You didn't donate so I guess you have no reason to complain at the first place.

Subject: Re: x64
Posted by Blazer on Mon, 23 Oct 2006 10:29:18 GMT
View Forum Message <> Reply to Message

The donations were used to purchase a license for the new packer software. RG 1.04 itself isn't out yet because a certain BHS member refuses to finish his work on a module that everyone else on the team is waiting and depending on to finish their parts.

Subject: Re: x64
Posted by Jonty on Fri, 27 Oct 2006 20:50:53 GMT
View Forum Message <> Reply to Message

Well, once everyone starts using Vista (most likely x64, but apparently RG doesn't work on the 32bit version either) either you'll have to release 1.04 or there'll be a lot less RG users.
As-is, I'm fed up of RG not realising I've joined a "RenGuard Protected Server", so I've scrapped it for the time being.

Subject: Re: x64
Posted by howang on Sat, 28 Oct 2006 03:40:26 GMT
View Forum Message <> Reply to Message

The simplest solution is, pack the RG 1.031 with the NEW protection software and release it. Recompile RG on a x64 system and do that same thing above. Then most of the problem solved. No more SVKP virus alert, no more x64 issue.

Subject: Re: x64
Posted by CarrierII on Sat, 28 Oct 2006 11:53:23 GMT
View Forum Message <> Reply to Message

Because RG 3.01 is flawed.

Subject: Re: x64
Posted by sparks on Sat, 28 Oct 2006 17:55:28 GMT
View Forum Message <> Reply to Message

Blazer wrote on Mon, 23 October 2006 05:29The donations were used to purchase a license for the new packer software. RG 1.04 itself isn't out yet because a certain BHS member refuses to finish his work on a module that everyone else on the team is waiting and depending on to finish their parts.

"refuse to finish" means what? would there be a solution? would there be someone in charge? if BHS needs pizza, I'm sure donation will come from a bunch of RG players who have spent multi-ks on upgrading their machines and OSs.

it's just so frustrated to be rejected from most of the servers just because you are using something better.

Subject: Re: x64
Posted by Jonty on Sat, 28 Oct 2006 20:43:47 GMT
View Forum Message <> Reply to Message

Blazer wrote on Mon, 23 October 2006 11:29The donations were used to purchase a license for the new packer software. RG 1.04 itself isn't out yet because a certain BHS member refuses to finish his work on a module that everyone else on the team is waiting and depending on to finish their parts.
If I had been waiting for one person to finish a module since you started Beta Testing over a year ago, I think I'd be pretty damn annoyed with that person now. Are you just going to wait forever for whoever it is to finish?

Subject: Re: x64
Posted by Blazer on Sat, 28 Oct 2006 22:12:41 GMT
View Forum Message <> Reply to Message

Believe me, I am quite annoyed. At this point I am going to see if another team member can finish it, or as last restort go to rentacoder.com :-\

If I had the time I would just learn C++ myself.

Subject: Re: x64
Posted by Jonty on Sun, 29 Oct 2006 07:18:08 GMT
View Forum Message <> Reply to Message

That's more like it.

Subject: Re: x64
Posted by sparks on Sun, 29 Oct 2006 19:47:43 GMT
View Forum Message <> Reply to Message

Blazer wrote on Sat, 28 October 2006 17:12Believe me, I am quite annoyed. At this point I am going to see if another team member can finish it, or as last restort go to rentacoder.com :-\

If I had the time I would just learn C++ myself.

so glad to know that someone is going to take action. look forward to the solution.

Subject: Re: x64
Posted by JasonKnight on Mon, 30 Oct 2006 23:56:08 GMT
View Forum Message <> Reply to Message

I am just as annoied as anyone else. I have been using windows 2000 for the past 4 years, AND i have used renguard before.

since they did the update from 1.30 to 1.31 i now get an overbuffer error with C++.

so no, its nothing that MY computer did, they did something that CHANGED something that made it not work for my OS. I am sick and tired of not beind able to play inhalf of the servers I used to because of poeple force RG'ing me. I DONT FREAKIN CHEAT, but because I headshot some one from a wall when they are running straight they have to force me, then every one on their team follows, JUST because they see a threat...

Screw the couple poeple your waiting for. Find some one new to replace the poeple slacking and get it done, if i had employees working for me who slacked like this, they would be fired.

Its really pathetic that 90% of the Renegade community is waiting for this one damn program!!! When all its gonna do is make people try and succede to get around it...

Subject: Re: x64
Posted by sparks on Tue, 31 Oct 2006 01:06:19 GMT
View Forum Message <> Reply to Message

JasonKnight wrote on Mon, 30 October 2006 17:56... I DONT FREAKIN CHEAT, but because I headshot some one from a wall when they are running straight they have to force me, then every

one on their team follows, JUST because they see a threat...

True. Same feeling here. You got RG because you shoot too well or you are MVP. Life is full of BS.

Subject: Re: x64
Posted by Goztow on Tue, 31 Oct 2006 08:14:04 GMT
View Forum Message <> Reply to Message

JasonKnight wrote on Tue, 31 October 2006 00:56I am just as annoied as anyone else. I have been using windows 2000 for the past 4 years, AND i have used renguard before.

since they did the update from 1.30 to 1.31 i now get an overbuffer error with C++.

so no, its nothing that MY computer did, they did something that CHANGED something that made it not work for my OS. I am sick and tired of not beind able to play inhalf of the servers I used to because of poeple force RG'ing me. I DONT FREAKIN CHEAT, but because I headshot some one from a wall when they are running straight they have to force me, then every one on their team follows, JUST because they see a threat...

Screw the couple poeple your waiting for. Find some one new to replace the poeple slacking and get it done, if i had employees working for me who slacked like this, they would be fired.

Its really pathetic that 90% of the Renegade community is waiting for this one damn program!!! When all its gonna do is make people try and succede to get around it...NEWS FLASH: it aren't employees, it are freaking VOLUNTEERS. They don't get paid for it. Therefor, BHS has no power on them eather. And if they're the only one who can do it, then i'm afraid the only thing BHS can do is let them do it when they feel like it.

Programmers aren't around just begging to do volunteering, you know.