Subject: Renguard Crash or something.
Posted by nopol10 on Fri, 24 Nov 2006 03:57:00 GMT

I have this problem when I start Renegade thru game.exe with a wireless modem even if it is connected to my comp via lan cable:

However, if I use a dial-up cable modem, Game.exe will start properly without any glitches. The problem is, I cannot find the install driver CD for the dial-up modem and the driver I downloaded from the company's website contains about 3 trojans which are smart enough to close any website or program that has to do with anti-virus/anti-spyware (Renguard.com is included lol).

So, is there any way I can run Renegade with Renguard using the wireless modem without any errors?
(I have the Core Patches installed thru the standalone thingy)

(By the way, I have no firewall installed. I just formatted my computer but it also happened before the format.)

File Attachments
1) blaherror.png, downloaded 1822 times

RenGuard 1.03

Subject: Re: Renguard Crash or something.
Posted by Goztow on Fri, 24 Nov 2006 12:00:15 GMT
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The router must block some ports. :-s

Subject: Re: Renguard Crash or something.
Posted by nopol10 on Fri, 24 Nov 2006 23:29:41 GMT
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So how do I unblock them? I suck at doing this type of stuff...

Subject: Re: Renguard Crash or something.
Posted by icedog90 on Sun, 26 Nov 2006 20:45:07 GMT
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Maybe you need to turn UPnP on? What router do you have?

Subject: Re: Renguard Crash or something.
Posted by nopol10 on Mon, 27 Nov 2006 01:33:09 GMT
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I turned UPnP on but it still doesn't work. The router is from a company called Alcatel and it's called Speedtouch 585. Info can be found here.

Subject: Re: Renguard Crash or something.
Posted by nopol10 on Sun, 03 Dec 2006 00:51:01 GMT
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Any ideas at all?

Subject: Re: Renguard Crash or something.
Posted by scguy318 on Mon, 04 Dec 2006 03:51:40 GMT
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Are you sure you don't have Windows Firewall active? Anything blocking at all?

Subject: Re: Renguard Crash or something.
Posted by nopol10 on Tue, 05 Dec 2006 03:18:53 GMT
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I haven't installed SP2 yet and I don't have any firewall at all.

Subject: Re: Renguard Crash or something.
Posted by neorej16 on Sun, 10 Dec 2006 14:36:33 GMT
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I have this problem too.
since a few days, i get a blank screen, and it doesn't respond.
I use a router too, but it isn't wireless.
But I don't think that it is the router. I've changed nothing with my router. I've tried to un install renguard, and install it again, but i only get that blank window again.
it isn't my firewall, I've set all my defenses off, and still, got a blank window, exactly the same as

nopol has...

Subject: Re: Renguard Crash or something.
Posted by MaverickSS on Thu, 14 Dec 2006 20:12:40 GMT
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Yep, same problem here. I've posted a while back, and read many threads on this same problem.
No one has any idea wth is going on, or how to fix it.
We know it's not because of your router or AV, although these COULD cause the same problem.
Luckily, everyone here likes to spam those two ideas like they help.
Best fix: wait for the notorious "1.04" to come out, which will fix "everything".
When will this happen?
Never. So yes, we're all screwed.

Subject: Re: Renguard Crash or something.
Posted by Creed3020 on Mon, 01 Jan 2007 03:30:53 GMT
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I have recently moved and my Renguard stopped working. I was seriously confused and looked
around this forum.

I found this thread and laughed when nopol10 said he has a Speedtouch 585. I moved into a new
house and we have the same model of modem/router.

So I am guess in the same boat with you others as there seems to be no solution as of yet. I am
going to roam through the router's settings and try to determine what is going on.

Subject: Re: Renguard Crash or something.
Posted by Creed3020 on Mon, 01 Jan 2007 19:09:42 GMT
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So I got access to my SpeedTouch 585 modem/router and checked if UPnP was enabled. It was
enabled so that can't be the problem.

-My Windows Firewall is off
-The router firewall is off
-Renguard worked before I moved to this house so I know it can work and it up to date.
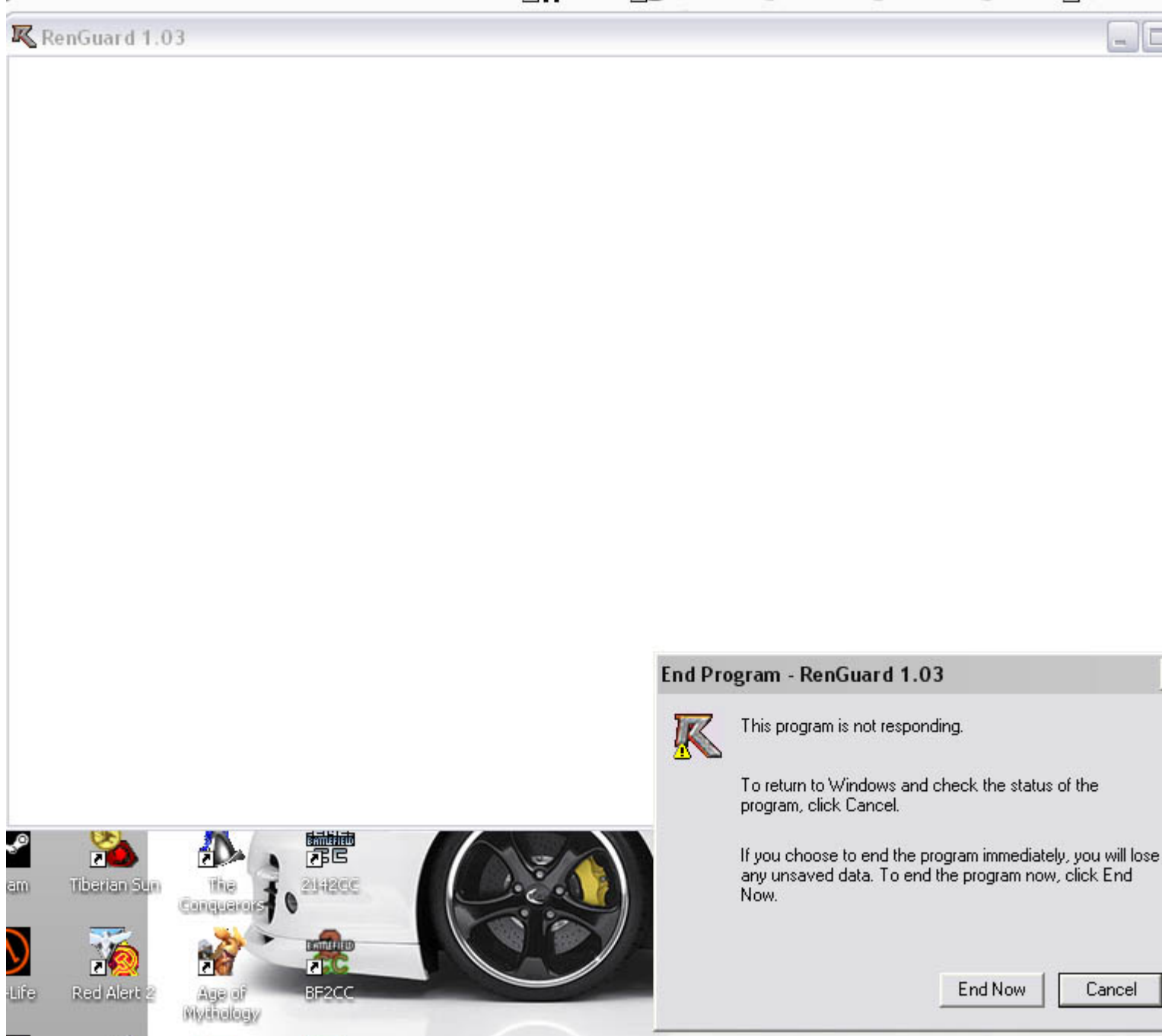
I included a screenshot of my problem which is the same as nopol's.

I can add Games and Applications to the routers port forwarding

I just need to know what ports or port ranges Renguard uses.

File Attachments
1) renguarderror.jpg, downloaded 737 times

Subject: Re: Renguard Crash or something.
Posted by nopol10 on Tue, 02 Jan 2007 00:08:10 GMT
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Cool, you have the same router as me. When I tried to open all the ports from 0 to 65535 or something, it still didn't work.

Subject: Re: Renguard Crash or something.
Posted by 0x90 on Wed, 03 Jan 2007 13:02:49 GMT
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ok second try: someone deleted my original post silently which is not very nice! bad bad censorship!

ok i removed some things which i think they werent ok (how should i know if you just delete it without notice?!) and post it again.

and this time: if something isnt ok, tell me or just edit it... please.

so here we go again:

hi,

i were able to reproduce it somehow. imho it doesnt have something to do with blocked ports or whatever. renguard is querying a list of webservers for a file called "index.bin" which holds information about the available renguard server ips like
(DWORD SERVERCOUNT)(DWORD SERVERIP[SERVERCOUNT])
this routine gets called right after displaying the main renguard window. it will iterate the list of the following servers: (in this order)

1. http://members.lycos.co.uk/renguard0/index.bin (disabled)
2. http://mitglied.lycos.de/renguard/index.bin (works)
3. http://renguard0.tripod.com/index.bin (download blocked)
4. http://www.renguard.com/_priv_beta/index.bin (works of course)
5. http://renguard.0catch.com/index.bin (works)

so if you have this freezing problem like in the screenshot try connecting to all of this servers in this order. just copy&paste them into your browser! at least one should offer you to download a file called index.bin. if you get an error page or just nothing you are at least a little bit closer to the problem.

the problem which causes this freeze can be found in the renguard code which gets this index.bin file from those servers:

1. renguard connects to the next server (for example members.lycos.co.uk)
2. if connected it sends the http get request to recieve the index.bin
3. if data has been sent it enters the following loop:
4. kernel32.sleep for 5ms

---

5. ioctlsocket(FIONREAD) on the socket to check if there is data
6. if no data available it jumps to 4.
7. if data available it searches for a \r\n\r\n and for the content-length to get the content of index.bin
8. if not found it jumps to 4.

so the main problem: there is no abort-condition. if renguard just cant connect to one of the servers it will abort and you will get an error message that no server has been found and that you should check your internet connection. (what would be at least better than freezing).
but if renguard can connect but it either recieves no data at all or not the right data (no content-length and double\r\n) it just freezes in an infinite loop, sleeping 5ms and checking for more data.
if interested you can reproduce it by redirecting the first host (members.lycos.co.uk) to localhost (127.0.0.1) and running netcat (for example) on port 80. you will see the renguard-request for index.bin like this:

>nc -l -p 80
GET /renguard0/index.bin HTTP/1.1
Host: members.lycos.co.uk
Connection: Keep-Alive
Accept: */*
User-Agent: RenGuard

and since you dont send anything back.. renguard just freezes.

and im pretty sure about that because this is the first thing renguard does after showing the main window and if it got one index.bin it will print the message "Connecting to server #N" and refresh the window, so you would see this!

ok enough tec-talk.. what can you do against this?!
well if you tried to request the five urls in the top of this post and at least one downloaded, it _should_ work!
but you could still have some desktop firewall/security tool installed which only blocks renguard and other (unknown) tools and doesnt block your browser so you can download them manually.

so please make sure that you have _no_ firewall/blocking/whatever tool installed or just put renguard on its whitelist.

this could also be fixed by improving the renguard code or just connecting to renguard.com since it seems that renguard server is always running on renguard.com
so i really dont know what this ip-via-index.bin is really needed for (since its against the terms of service of most providers like tripod/lycos anyways).

or you could perhaps fix it yourself by running some kind of (fake)webserver at localhost and send index.bin to renguard on your own.

a good first step would be using ethereal (www.ethereal.com) to see whats really going on and where its blocking.

ok conclusion:
its caused by (somehow) blocked access to those webservers which are holding the index.bin.
this is obviously caused by your pc or something on your pc.
try to get access to those servers!
something on your computer is blocking the access so... find and remove it!

@the people with the freezing problem: please try it and report back.

hope i could help

regards,
0x90

Subject: Re: Renguard Crash or something.
Posted by Creed3020 on Wed, 03 Jan 2007 22:48:11 GMT
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First off thank you for taking the time to respond to this thread. I was starting to think there would no attempt at even trying to fix this.

In regards to why Renguard is not working your description makes sense to me, what doesn't make sense is how to try and solve the problem.

I tried the five links you provided in your post and the first 3 don't work. The last two links I can download the file. What do I do with this file? Nothing at all I assume, because the idea is that hopefully if I can use my browser to download the file that Renguard can also. Though this is not proving to be the case.

I was doing some of my own reconaissence of Renguard and while it boots up new HTTP connections open up to members.tmm.lyceu.net

Could that site be another depot for the index.bin file? It queries my PC from a different port each time so opening up a port for it would mean opening up a huge range.

I will remind you that I have no software firewall, the Windows Firewall is turned off, the router firewall is off, UPnP is on and my setup worked before I moved to this house. What has changed is that I am now behind a different router. The problem imho must lie within the router or the ISP here (which hasn't been a problem).

I have a theory. The Speedtouch 585 I have is not a router. Is a modem with a 4 port switch. So

as a result it has the ability to open ports and utilize UPnP but what it lacks is port forwarding to a specific IP address. My belief is because the switch does not know where to send the signals it is just stopping them there. My only problem with this theory is why Renguard. Why not other programs. I use plenty other programs that use the web but they have no problems...

Subject: Re: Renguard Crash or something.
Posted by 0x90 on Thu, 04 Jan 2007 07:14:07 GMT
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Creed3020 wrote on Wed, 03 January 2007 23:48
I was doing some of my own reconaissence of Renguard and while it boots up new HTTP connections open up to members.tmm.lyceu.net

Could that site be another depot for the index.bin file? It queries my PC from a different port each time so opening up a port for it would mean opening up a huge range.

members.tmm.lyceu.net is the first host "members.lycos.co.uk". renguard connects to lycos.co.uk but i guess you looked it up with some external tool which only gets the IP and does a reverse dns resolution. if you ping members.lycos.co.uk and this lyceu.net address you will notice they have both the same IP. and if you do a reverse dns (cmd: "ping -a THEIP") you will only get the lyceu.net.
so this is all ok and just like it should!

but first again.. please forget all those port opening / port forwarding things theyre all talking about here. im always behind a router with hardware firewall plus my desktop firewall and i got no problems (and i dont have any ports forwarded).
its just a web-request and an outgoing connection to renguard! you dont need _any_ incoming ports for this.

so i would ask you now to try this other thing i said and use "ethereal" or some other network-analyzer to see whats happening!
get the latest binary from www.ethereal.com (direct download link:
http://www.ethereal.com/distribution/win32/ethereal-setup-0.99.0.exe
after its installed and running try to capture and analyze the http traffic.
we should see very fast then where it stops working!

if you need help with this just reply back.

regards
0x90

Subject: Re: Renguard Crash or something.

Posted by Blazer on Thu, 04 Jan 2007 16:45:09 GMT

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0x90's information is 100% correct. The Renguard client tries to fetch the list of master servers from several free webhosting sites. This was done to reduce the chances that someone could successfully DDOS all of the sites to stop RG from working. If the Renguard client is unable to make outbound HTTP connections, it cannot fetch the MOTD HTML, or the list of master servers, and you get the "white screen of death" that you are experiencing.

The first thing I would try is to totally turn off your firewall. If that works, find where the blacklist is, or the setting to allow game.exe to access the internet.

P.S. The newest version of Ethereal is now known as "wireshark", and can be found at http://www.wireshark.org/

Subject: Re: Renguard Crash or something.
Posted by Creed3020 on Thu, 04 Jan 2007 22:05:38 GMT

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Again thank you for your reply 0x90 and Blazer you too!

Blazer: There is no firewall on, I can ensure you that. If there were a whitelist I definatly wish Renguard were on it lol...

I downloaded WireShark and installed it. It seems fairly straight forward for someone that just wants to capture some live traffic. If there are any detailed specific things you want me to do then you will need to tell me.

I captured three different runs of traffic, of different lengths. I attached them and you will need WireShark to view them. I made sure absolutely nothing else was running before the captures.

I personally noticed alot of traffic from the router asking whois. Other than that I can't really decipher what it all means.

Please remember that my Renguard worked before, the only things that have changed are my home network and ISP.

```
File Attachments
1) creed_first_30seconds.pcap, downloaded 281 times
2) creed_first_minute.pcap, downloaded 263 times
3) creed_first_3min.pcap, downloaded 291 times
```

Subject: Re: Renguard Crash or something.
Posted by 0x90 on Thu, 04 Jan 2007 22:15:20 GMT

im also pretty sure it doesnt have to do something with any firewall or something. which firewall would block outgoing HTTP traffic?! doesnt make sense to me on a normal workstation setup.

thanks for those traffic logs. i will have a look and reply again:

edit:

just like i thought. those three logs are all the same (for the freezing problem).
it just stops at the first server (members.lycos.co.uk). the problem is: you are able to connect and renguard is sending the request for the index.bin file but it wont reply anything back.
so problem found. but as easy as it is.. how to solve it?

please try first the following: open a command-shell (start>run>"cmd") and paste the following:

echo 127.0.0.1 members.lycos.co.uk >> %systemroot%\system32\drivers\etc\hosts

this will add members.lycos.co.uk to your hosts list pointing to 127.0.0.1 (so localhost). that should skip this host and go on to the following.
so we can see if this is a problem with only this free-web hoster. you have to reboot _eventually_ for this to take effect. but de- and reactivating your LAN connection should also do the trick. you can check it by:

ping members.lycos.co.uk

it should ping 127.0.0.1 now.
now try renguard again and dont forget to make a traffic log with wireshark or whatever.

regards
0x90

Subject: Re: Renguard Crash or something.
Posted by Creed3020 on Fri, 05 Jan 2007 00:08:45 GMT

Well it feels like we can make some progress now.

ahh the good ole hosts file. I am used to editing it on my dedicated servers but never much locally.

I attached the first minute of capture. Tell me if you need more.

I think the fix worked because it did skip members.lycos.co.uk and went to mitglied.lycos.de instead. So do we do the same thing for that site as Renguard is still crashing.

File Attachments
1) creed_second_1min.pcap, downloaded 288 times

Subject: Re: Renguard Crash or something.
Posted by 0x90 on Fri, 05 Jan 2007 00:15:38 GMT
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Creed3020 wrote on Fri, 05 January 2007 01:08Well it feels like we can make some progress now.

ahh the good ole hosts file. I am used to editing it on my dedicated servers but never much locally.

I attached the first minute of capture. Tell me if you need more.

I think the fix worked because it did skip members.lycos.co.uk and went to mitglied.lycos.de instead. So do we do the same thing for that site as Renguard is still crashing.

yeah right. please go on and add mitglied.lycosbla also to your hosts file and try again... if it still wont work add the next one to your host and so on..
and one minute of capture is enough. its enough if the query to this free web host is included!

i think the problem is somewhere else and stuff but please try this first. ill take a deeper look to it.

oh and btw. its really hard to help if youre here once a day or so. can you tell some time-range youre normally here?! or just give me some kind of messenger contact via PM or something? i would really like to try this a little faster so we can only post our solutions here

thanks in advance and regards
0x90

Subject: Re: Renguard Crash or something.
Posted by Creed3020 on Fri, 05 Jan 2007 00:18:21 GMT
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I'm here right now. Do you use IRC?

Thanks again for the help.

Subject: Re: Renguard Crash or something.
Posted by Creed3020 on Fri, 05 Jan 2007 02:33:28 GMT
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Kpoch you should start your own topic. This topic is about something different.

Now back on topic.

0x90 worked on this issue tonight and we came to a positive outcome.

We tested extensively to determine the problem and we recorded lots of traffic data. After much

testing 0x90 created a workaround that seems to be working. He will polish it up and then release it.

Be glad to know that there is hope and most likely a solution too this problem.

Subject: Re: Renguard Crash or something.
Posted by Goztow on Fri, 05 Jan 2007 07:37:29 GMT
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I feel another RG FAQ coming up.

Subject: Re: Renguard Crash or something.
Posted by nopol10 on Fri, 05 Jan 2007 11:15:56 GMT
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Creed3020 wrote on Fri, 05 January 2007 10:33Kpoch you should start your own topic. This topic is about something different.

Now back on topic.

0x90 worked on this issue tonight and we came to a positive outcome.

We tested extensively to determine the problem and we recorded lots of traffic data. After much testing 0x90 created a workaround that seems to be working. He will polish it up and then release it.

Be glad to know that there is hope and most likely a solution too this problem.

Thanks a lot!

Subject: Re: Renguard Crash or something.
Posted by Creed3020 on Tue, 16 Jan 2007 03:36:28 GMT
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I would like to report Nopol is also testing the fix and it works for him aswell. This is great news for any players that suffer from this error.

Hopefully 0x90 will release his fix publicly

Subject: Re: Renguard Crash or something.
Posted by gr8patman on Wed, 17 Jan 2007 00:22:28 GMT

ok good job guys for finding a solution to this stupid problem...i promise if you release a solution to it will personally post a link to it in all the threads that people have problems with that error...as I too have it. Once again, thanks!

Subject: Re: Renguard Crash or something.
Posted by Creed3020 on Thu, 15 Feb 2007 00:45:43 GMT

A fix has been found for this error!

Go and read this thread
http://www.renegadeforums.com/index.php?t=msg&th=23063&start=0&rid=1 10 and follow the instructions!