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Subject: Renguard

Posted by [Cpo64](#) on Tue, 09 Jan 2007 23:00:52 GMT

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Just was on Jelly Server, there was a tonne of lag, (experienced by all) and renguard kept cutting out and reestablishing. One point renguard lost connection all together and kicked me out of renegade. Just under the assumption the lag was caused by renguard, as thats what everyone else figured.

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Subject: Re: Renguard

Posted by [Blazer](#) on Tue, 09 Jan 2007 23:45:20 GMT

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Renguard does not (and really can not) cause you to lag. It does not transfer enough data or use enough cpu to slow your computer or network connection down. I would guess that there was a problem with your internet connection, either locally to you, or as it is often the case, some random router between you and the game server and/or the RG network.

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Subject: Re: Renguard

Posted by [Cpo64](#) on Wed, 10 Jan 2007 02:24:35 GMT

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I normally would be of the same opinion, but I was not the only person having issues. This also followed by the errors I have been seeing on the forums, and that occasionally renguard was unable, or had great difficulty connecting to the servers, I figured there was more to it then the usual lag.

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Subject: Re: Renguard

Posted by [light](#) on Wed, 10 Jan 2007 07:22:22 GMT

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I've had RenGuard race off and chew most of my CPU before.

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Subject: Re: Renguard

Posted by [Goztow](#) on Wed, 10 Jan 2007 07:58:32 GMT

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Renegadeforums, as well as the Renguard server (could it be they're the same?) were under attack for a brief period yesterday, I think (around 7 PM gmt). I've had it before that when renguard looses its connection to the main server due to these attacks, it goes to take up 99 % cpu usage.

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Subject: Re: Renguard  
Posted by [Cpo64](#) on Thu, 11 Jan 2007 00:18:41 GMT  
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So the lag was caused by renguard (by no fault of bhs)?

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Subject: Re: Renguard  
Posted by [Blazer](#) on Thu, 11 Jan 2007 00:44:34 GMT  
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Network problems can cause RG issues, but I've never seen them make the game lag, as in FPS drop. There were network issues the other day that would explain the RG disconnects.

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Subject: Re: Renguard  
Posted by [Cpo64](#) on Thu, 11 Jan 2007 01:53:33 GMT  
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My guess, and uniformed opinion is that while Renguard lost the server, it began trying to find it, taking up more bandwidth then usual, causing lag in the game?

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Subject: Re: Renguard  
Posted by [Blazer](#) on Thu, 11 Jan 2007 05:47:03 GMT  
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"Trying to find the server" wouldn't use a significant amount of bandwidth.

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