
Subject: RenGuard Update!

Posted by [Crimson](#) on Wed, 24 Jan 2007 22:09:09 GMT

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I have just sent RenGuard 1.032, Release Candidate 1 out to our private beta testers! v00d00 has worked REALLY hard to get this intermediate version done for us!

It is very likely that the RG2 backend network and RenGuard 1.04 will be ready for private beta testing by the end of this month, but we simply MUST test it thoroughly with a lot of different people before we can make it public. Think of it this way: RenGuard 1.03 (the current version) was tested by about 120-130 people and we still ended up finding problems with Win2k and Win64 afterwards.

I know this has taken way too long to accomplish and I know that we have been letting you down. But, all we can do is keep trying and refusing to give up!

This RenGuard 1.032 version is intended to be a version to hold us over until 1.04 is ready to launch. It is intended stop the current public bypass we all know and love, and a couple other things as well (which I will leave for the cheaters to discover!).

Once we get an "all clear" from the private beta testers, we will make version 1.032 available as a public beta test so that you can download it and make sure it will work on your system before it comes out as an auto-update.

Subject: Re: RenGuard Update!

Posted by [Caveman](#) on Wed, 24 Jan 2007 22:44:17 GMT

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Not to be rude and don't take this the wrong way but its about time. No offense intended.

If all goes well then good work v00d00.

Subject: Re: RenGuard Update!

Posted by [0x90](#) on Wed, 24 Jan 2007 22:44:31 GMT

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finally...

congratulations, seriously

regards,
0x90

Subject: Re: RenGuard Update!
Posted by [RedOne](#) on Wed, 24 Jan 2007 22:50:24 GMT
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I cant wait

Very nice Job

Subject: Re: RenGuard Update!
Posted by [SeargentSarg](#) on Thu, 25 Jan 2007 00:16:55 GMT
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You just want another fucking challange don't you 0x90.

"Yay, finally!"

Retard.

Subject: Re: RenGuard Update!
Posted by [danpaul88](#) on Thu, 25 Jan 2007 00:19:45 GMT
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I see v00d00 has been busy lately, good luck with the launch and here's hoping everything goes smoothly for the rollout of this and 1.04 in the future.

Subject: Re: RenGuard Update!
Posted by [Hitman](#) on Thu, 25 Jan 2007 17:16:47 GMT
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0x90 wrote on Wed, 24 January 2007 16:44finally...

congratulations, seriously

regards,
0x90

stfu retard..no1(sane person) in ren likes u , why dont u just leave and go mess up some other game u >8-| ?

Subject: Re: RenGuard Update!
Posted by [CarrierII](#) on Thu, 25 Jan 2007 17:30:27 GMT
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lol. Flame the genius, this forum looks like school sometimes...
(Oh, and finally a sign of life from BHS,)

Subject: Re: RenGuard Update!
Posted by [Hitman](#) on Thu, 25 Jan 2007 18:26:51 GMT
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yeah this genius made *cheat name removed* for your info

Subject: Re: RenGuard Update!
Posted by [Ox90](#) on Thu, 25 Jan 2007 19:18:02 GMT
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IOwnYou wrote on Thu, 25 January 2007 19:26yeah this genius made *cheat name removed* for your info

im pretty sure he already knows...
seems like "iownyou" doesnt own anyone

Ox90

Subject: Re: RenGuard Update!
Posted by [Ryu](#) on Thu, 25 Jan 2007 19:47:20 GMT
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IOwnYou wrote on Thu, 25 January 2007 12:26yeah this genius made *cheat name removed* for your info

Duh, Everyone know's he did. I bet you just found out?

Subject: Re: RenGuard Update!
Posted by [Hitman](#) on Thu, 25 Jan 2007 22:18:26 GMT
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this is hitman on some OLLLLLLDDDDDDD account ;P

Subject: Re: RenGuard Update!
Posted by [SeargentSarg](#) on Fri, 26 Jan 2007 01:07:33 GMT
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0x90 wrote on Thu, 25 January 2007 13:18IOwnYou wrote on Thu, 25 January 2007 19:26yeah
this genius made *cheat name removed* for your info

im pretty sure he already knows...
seems like "iownyou" doesnt own anyone

0x90

The "im pretty sure he already knows" = You

Plus, your not a genius, you just want to fuck up the game for everyone else. Go die.

Subject: Re: RenGuard Update!
Posted by [CarrierII](#) on Fri, 26 Jan 2007 15:21:37 GMT
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I know full well what he did, I'm not saying it's good, I'm just pointing out that he's still something of a genius.

Subject: Re: RenGuard Update!
Posted by [Hitman](#) on Fri, 26 Jan 2007 16:55:58 GMT
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yeah , make him feel good rofl

hey 0x90 , are your parents cousins?

Subject: Re: RenGuard Update!
Posted by [Caveman](#) on Fri, 26 Jan 2007 17:14:22 GMT
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0x90 is NOT a genius but he is a VERY intelligent person who knows how to code. It would be great if he would stop making bypassers and helped the Renegade community by coding something useful.

Subject: Re: RenGuard Update!
Posted by [0x90](#) on Fri, 26 Jan 2007 18:25:12 GMT
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IOwnYou wrote on Fri, 26 January 2007 17:55yeah , make him feel good rofl

hey 0x90 , are your parents cousins?

wtf?! how did you know???

oh wait, your parents told you they met mine at the annual meeting of the anonymous-cousin-couples, right?

0x90

Subject: Re: RenGuard Update!
Posted by [zunnie](#) on Fri, 26 Jan 2007 18:47:44 GMT
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v00d00 owns

Nice work

Subject: Re: RenGuard Update!
Posted by [Hitman](#) on Sat, 27 Jan 2007 14:41:12 GMT
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go suck some more cock 0x90 :/

Subject: Re: RenGuard Update!
Posted by [Carrierll](#) on Sat, 27 Jan 2007 14:52:29 GMT
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Weee. Ad hominem.

Subject: Re: RenGuard Update!
Posted by [RRgunner](#) on Wed, 31 Jan 2007 02:56:31 GMT
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I can't wait for it to come out and hope it works good!!!

Subject: Re: RenGuard Update!
Posted by [Renardin6](#) on Wed, 31 Jan 2007 07:47:38 GMT
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Subject: Re: RenGuard Update!

Posted by [Filthythechimp](#) on Wed, 31 Jan 2007 10:50:21 GMT

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I recently got command&conquer:renegade and I tried to make a new account for the online play and it is unable to load the web page to create a new account. Does anyone know how I might fix that problem?????

thanx

Subject: Re: RenGuard Update!

Posted by [Dethdeath](#) on Wed, 31 Jan 2007 11:19:15 GMT

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Just login with the nickname(3-9 chars) and password(8 chars) combo you want and if it's not already taken, you should be able to see all servers that are online at the time. However if the nick is already taken, you should get an error message in the "Message of the Day" area telling you the login has failed, because the password is invalid.

Subject: Re: RenGuard Update!

Posted by [Crimson](#) on Wed, 31 Jan 2007 21:32:15 GMT

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We are testing RenGuard 1.032 on Vista. I think the results have been good so far but I've got a few more new testers who will confirm it.

Subject: Re: RenGuard Update!

Posted by [IEaTN3RDS](#) on Thu, 01 Feb 2007 05:20:30 GMT

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Is it going to allow skins like ones that remove smoke from the power plant to reduce lag?

Subject: Re: RenGuard Update!

Posted by [luv2pb](#) on Tue, 06 Feb 2007 18:29:32 GMT

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Jd123123 wrote on Thu, 01 February 2007 00:20Is it going to allow skins like ones that remove smoke from the power plant to reduce lag?

dude ... if the smoke from the PP is causing you lag then you need to put that "computer" out of its misery.

Iownyou, please, stfu. Thanks.

Subject: Re: RenGuard Update!
Posted by [Tunaman](#) on Tue, 06 Feb 2007 18:47:48 GMT
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luv2pb wrote on Tue, 06 February 2007 13:29Jd123123 wrote on Thu, 01 February 2007 00:20Is it going to allow skins like ones that remove smoke from the power plant to reduce lag?
dude ... if the smoke from the PP is causing you lag then you need to put that "computer" out of its misery.

Iownyou, please, stfu. Thanks.

some graphics cards have trouble displaying emitters like that one..