
Subject: Again RG is acting up
Posted by [gactech](#) on Sun, 20 May 2007 18:04:14 GMT
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Again I got booted during a map. IRC said it was because I wasn't running RG. When RG finished crashing it said my firewall was the issue. I opened the Windows Firewall tab and found my firewall turned on. I always have it off. ALWAYS! I read the Terms of Service and didn't see anything in there that said RG will access any programs on my computer out side of Renegade. It appears you are in breach of your own terms of service. My firewall has never turned itself on before the RG update. Now when RG crashes I find my firewall turned on. Come on guys. Step back and re-evaluate this. Normally I would think it was my computer only but:

[10:50:32 am][05 20 07] <NEWMAPSBOT> Connection broken to client. 8
[10:50:33 am][05 20 07] <NEWMAPSBOT> Player RL35 left the game
[10:50:34 am][05 20 07] <NEWMAPSBOT> Connection broken to client. 13
[10:50:34 am][05 20 07] <NEWMAPSBOT> Player gactech left the game
[10:50:35 am][05 20 07] <NEWMAPSBOT> kizown: IM OWNING YOU
[10:50:36 am][05 20 07] <NEWMAPSBOT> Connection broken to client. 19
[10:50:36 am][05 20 07] <NEWMAPSBOT> Player Peter left the game
[10:50:38 am][05 20 07] <NEWMAPSBOT> Connection broken to client. 2
[10:50:38 am][05 20 07] <NEWMAPSBOT> Player Juniorbilko left the game
[10:50:40 am][05 20 07] <NEWMAPSBOT> Connection broken to client. 25
[10:50:40 am][05 20 07] <NEWMAPSBOT> Player Zola left the game
[10:50:41 am][05 20 07] <NEWMAPSBOT> Connection broken to client. 7
[10:50:41 am][05 20 07] <NEWMAPSBOT> Player [TRCU]StEaLthCaPtAiN left the game
[10:50:46 am][05 20 07] <NEWMAPSBOT> -DM-endepende destroyed a Gdi_bikel (Nod Engineer/apache)
[10:50:48 am][05 20 07] <NEWMAPSBOT> -DM-endepende killed shynysun9 (Nod Engineer/apache vs GDI Havoc)
[10:50:54 am][05 20 07] <NEWMAPSBOT> shynysun9: ur a real dick
[10:50:58 am][05 20 07] <NEWMAPSBOT> -DM-endepende: .*
[10:50:58 am][05 20 07] <NEWMAPSBOT> kizown: WHO?
[10:51:03 am][05 20 07] <NEWMAPSBOT> [BR] RenGuard has stopped running on client kizown!
[10:51:03 am][05 20 07] <NEWMAPSBOT> [BR] RenGuard has stopped running on client Zaatar!
[10:51:03 am][05 20 07] <NEWMAPSBOT> [BR] RenGuard has stopped running on client -DM-endepende!
[10:51:03 am][05 20 07] <NEWMAPSBOT> [BR] RenGuard has stopped running on client Peter!
[10:51:03 am][05 20 07] <NEWMAPSBOT> [BR] RenGuard has stopped running on client [TRCU]StEaLthCaPtAiN!
[10:51:03 am][05 20 07] <NEWMAPSBOT> [BR] RenGuard has stopped running on client gactech!
[10:51:03 am][05 20 07] <NEWMAPSBOT> [BR] RenGuard has stopped running on client Juniorbilko!
[10:51:03 am][05 20 07] <NEWMAPSBOT> [BR] RenGuard has stopped running on client Zola!
[10:51:03 am][05 20 07] <NEWMAPSBOT> [BR] RenGuard has stopped running on client RL35!
[10:51:05 am][05 20 07] <NEWMAPSBOT> Host: kizown is being kicked by RenGuard for: RenGuard not running anymore.
[10:51:06 am][05 20 07] <NEWMAPSBOT> Host: Zaatar is being kicked by RenGuard for:

RenGuard not running anymore.

[10:51:06 am][05 20 07] <NEWMAPSBOT> Host: -DM-endepende is being kicked by RenGuard for: RenGuard not running anymore.

[10:51:06 am][05 20 07] <NEWMAPSBOT> Player kizown left the game

[10:51:06 am][05 20 07] <NEWMAPSBOT> kizown was kicked

[10:51:07 am][05 20 07] <NEWMAPSBOT> Player Zaatat left the game

[10:51:07 am][05 20 07] <NEWMAPSBOT> Zaatat was kicked

[10:51:08 am][05 20 07] <NEWMAPSBOT> Player -DM-endepende left the game

[10:51:08 am][05 20 07] <NEWMAPSBOT> -DM-endepende was kicked

Subject: Re: Again RG is acting up

Posted by [gactech](#) on Sun, 20 May 2007 18:13:12 GMT

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more crash data on RG

```
<?xml version="1.0" encoding="UTF-16"?>
```

```
<DATABASE>
```

```
<EXE NAME="game.exe" FILTER="GRABMI_FILTER_PRIVACY">
```

```
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  0, 0, 0" FILE_DESCRIPTION="BandTest" COMPANY_NAME="Westwood Studios"  
  PRODUCT_NAME="Westwood Studios BandTest" FILE_VERSION="1, 0, 0, 0"  
  ORIGINAL_FILENAME="BandTest.dll" INTERNAL_NAME="BandTest"  
  LEGAL_COPYRIGHT="Copyright © 2002" VERFILEDATEHI="0x0" VERFILEDATELO="0x0"  
  VERFILEOS="0x40004" VERFILETYPE="0x2" MODULE_TYPE="WIN32"  
  PE_CHECKSUM="0x0" LINKER_VERSION="0x0" UPTO_BIN_FILE_VERSION="1.0.0.0"  
  UPTO_BIN_PRODUCT_VERSION="1.0.0.0" LINK_DATE="12/10/2002 21:57:24"  
  UPTO_LINK_DATE="12/10/2002 21:57:24" VER_LANGUAGE="English (United States) [0x409]"  
 />
```

```
  <MATCHING_FILE NAME="BandTest.original.dll" SIZE="143423" CHECKSUM="0x5DB04056"  
  BIN_FILE_VERSION="1.0.0.0" BIN_PRODUCT_VERSION="1.0.0.0" PRODUCT_VERSION="1,  
  0, 0, 0" FILE_DESCRIPTION="BandTest" COMPANY_NAME="Westwood Studios"  
  PRODUCT_NAME="Westwood Studios BandTest" FILE_VERSION="1, 0, 0, 0"  
  ORIGINAL_FILENAME="BandTest.dll" INTERNAL_NAME="BandTest"  
  LEGAL_COPYRIGHT="Copyright © 2002" VERFILEDATEHI="0x0" VERFILEDATELO="0x0"  
  VERFILEOS="0x40004" VERFILETYPE="0x2" MODULE_TYPE="WIN32"  
  PE_CHECKSUM="0x0" LINKER_VERSION="0x0" UPTO_BIN_FILE_VERSION="1.0.0.0"  
  UPTO_BIN_PRODUCT_VERSION="1.0.0.0" LINK_DATE="12/10/2002 21:57:24"  
  UPTO_LINK_DATE="12/10/2002 21:57:24" VER_LANGUAGE="English (United States) [0x409]"  
 />
```

```
  <MATCHING_FILE NAME="binkw32.dll" SIZE="305715" CHECKSUM="0xC42B4706"  
  BIN_FILE_VERSION="1.2.1.0" BIN_PRODUCT_VERSION="1.2.1.0"
```

```

PRODUCT_VERSION="1.2a" FILE_DESCRIPTION="RAD Video Tools"
COMPANY_NAME="RAD Game Tools, Inc." PRODUCT_NAME="Bink and Smacker"
FILE_VERSION="1.2a" LEGAL_COPYRIGHT="Copyright (C) 1994-2001, RAD Game Tools, Inc."
VERFILEDATEHI="0x0" VERFILEDATELO="0x0" VERFILEOS="0x0" VERFILETYPE="0x1"
MODULE_TYPE="WIN32" PE_CHECKSUM="0x0" LINKER_VERSION="0x0"
UPTO_BIN_FILE_VERSION="1.2.1.0" UPTO_BIN_PRODUCT_VERSION="1.2.1.0"
LINK_DATE="08/29/2001 23:15:32" UPTO_LINK_DATE="08/29/2001 23:15:32" />
  <MATCHING_FILE NAME="drvimgt.dll" SIZE="35840" CHECKSUM="0x683EF2FA"
MODULE_TYPE="WIN32" PE_CHECKSUM="0x0" LINKER_VERSION="0x0"
LINK_DATE="11/28/2001 16:11:28" UPTO_LINK_DATE="11/28/2001 16:11:28" />
  <MATCHING_FILE NAME="game.exe" SIZE="442368" CHECKSUM="0x437CFCB1"
BIN_FILE_VERSION="1.0.3.2" BIN_PRODUCT_VERSION="1.0.3.2"
PRODUCT_VERSION="1.0322" FILE_DESCRIPTION="RenGuard Main Executable"
COMPANY_NAME="Blackhand Studios" PRODUCT_NAME="RenGuard"
FILE_VERSION="1.0322" ORIGINAL_FILENAME="Game.exe" INTERNAL_NAME="RenGuard"
LEGAL_COPYRIGHT="Copyright(C) 2004-2007 Blackhand Studios" VERFILEDATEHI="0x0"
VERFILEDATELO="0x0" VERFILEOS="0x4" VERFILETYPE="0x1" MODULE_TYPE="WIN32"
PE_CHECKSUM="0x75646" LINKER_VERSION="0x0" UPTO_BIN_FILE_VERSION="1.0.3.2"
UPTO_BIN_PRODUCT_VERSION="1.0.3.2" LINK_DATE="04/26/2007 09:56:46"
UPTO_LINK_DATE="04/26/2007 09:56:46" VER_LANGUAGE="English (United States) [0x409]"
/>
  <MATCHING_FILE NAME="game2.exe" SIZE="5397365" CHECKSUM="0x82DA1B09"
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0, 0, 1" FILE_DESCRIPTION="Renegade" COMPANY_NAME="Westwood Studios"
PRODUCT_NAME="Command & Conquer: Renegade" FILE_VERSION="1, 37, 0, 1"
ORIGINAL_FILENAME="Renegade.exe" INTERNAL_NAME="Renegade"
LEGAL_COPYRIGHT="Copyright © 2002 Westwood Studios" VERFILEDATEHI="0x0"
VERFILEDATELO="0x0" VERFILEOS="0x4" VERFILETYPE="0x1" MODULE_TYPE="WIN32"
PE_CHECKSUM="0x436AD6" LINKER_VERSION="0x0" UPTO_BIN_FILE_VERSION="1.37.0.1"
UPTO_BIN_PRODUCT_VERSION="1.0.0.1" LINK_DATE="01/23/2003 19:45:59"
UPTO_LINK_DATE="01/23/2003 19:45:59" VER_LANGUAGE="English (United States) [0x409]"
/>
  <MATCHING_FILE NAME="Mss32.dll" SIZE="350208" CHECKSUM="0xFFB9874A"
BIN_FILE_VERSION="3.0.0.0" BIN_PRODUCT_VERSION="3.0.0.0"
PRODUCT_VERSION="6.1c" FILE_DESCRIPTION="Miles Sound System"
COMPANY_NAME="RAD Game Tools, Inc." PRODUCT_NAME="Miles Sound System"
FILE_VERSION="6.1c" LEGAL_COPYRIGHT="Copyright (C) 1991-2001, RAD Game Tools, Inc."
VERFILEDATEHI="0x0" VERFILEDATELO="0x0" VERFILEOS="0x0" VERFILETYPE="0x1"
MODULE_TYPE="WIN32" PE_CHECKSUM="0x6243D" LINKER_VERSION="0x0"
UPTO_BIN_FILE_VERSION="3.0.0.0" UPTO_BIN_PRODUCT_VERSION="3.0.0.0"
LINK_DATE="12/15/2001 18:28:44" UPTO_LINK_DATE="12/15/2001 18:28:44" />
  <MATCHING_FILE NAME="PATCHW32.DLL" SIZE="185344" CHECKSUM="0xAC1AB3D9"
BIN_FILE_VERSION="6.3.0.0" BIN_PRODUCT_VERSION="6.3.0.0"
PRODUCT_VERSION="6.03" FILE_DESCRIPTION="RTPatch Executable"
COMPANY_NAME="Pocket Soft, Inc." PRODUCT_NAME="RTPatch" FILE_VERSION="6.03"
INTERNAL_NAME="" LEGAL_COPYRIGHT="(C) Copyright Pocket Soft, Inc., 2001. All Rights
Reserved." VERFILEDATEHI="0x0" VERFILEDATELO="0x0" VERFILEOS="0x4"
VERFILETYPE="0x2" MODULE_TYPE="WIN32" PE_CHECKSUM="0x0"

```

```

LINKER_VERSION="0x0" UPTO_BIN_FILE_VERSION="6.3.0.0"
UPTO_BIN_PRODUCT_VERSION="6.3.0.0" LINK_DATE="08/07/2001 17:41:47"
UPTO_LINK_DATE="08/07/2001 17:41:47" />
  <MATCHING_FILE NAME="Register.exe" SIZE="65536" CHECKSUM="0xE135C79D"
MODULE_TYPE="WIN32" PE_CHECKSUM="0x0" LINKER_VERSION="0x0"
LINK_DATE="12/11/2001 23:21:57" UPTO_LINK_DATE="12/11/2001 23:21:57" />
  <MATCHING_FILE NAME="Renegade.exe" SIZE="94208" CHECKSUM="0x5487605C"
BIN_FILE_VERSION="1.4.0.0" BIN_PRODUCT_VERSION="1.4.0.0" PRODUCT_VERSION="1,
4, 0, 0" FILE_DESCRIPTION="" COMPANY_NAME="Westwood Studios"
PRODUCT_NAME="Westwood Studios" FILE_VERSION="1, 4, 0, 0" ORIGINAL_FILENAME=""
INTERNAL_NAME="" LEGAL_COPYRIGHT="Copyright © 2002" VERFILEDATEHI="0x0"
VERFILEDATELO="0x0" VERFILEOS="0x40004" VERFILETYPE="0x1"
MODULE_TYPE="WIN32" PE_CHECKSUM="0x0" LINKER_VERSION="0x10004"
UPTO_BIN_FILE_VERSION="1.4.0.0" UPTO_BIN_PRODUCT_VERSION="1.4.0.0"
LINK_DATE="01/13/2002 00:06:55" UPTO_LINK_DATE="01/13/2002 00:06:55"
VER_LANGUAGE="English (United States) [0x409]" />
  <MATCHING_FILE NAME="renguard.dll" SIZE="579584" CHECKSUM="0xDC76E406"
MODULE_TYPE="WIN32" PE_CHECKSUM="0x0" LINKER_VERSION="0x0"
LINK_DATE="06/19/1992 22:22:17" UPTO_LINK_DATE="06/19/1992 22:22:17" />
  <MATCHING_FILE NAME="RenGuardPatcherv1.2.exe" SIZE="192512"
CHECKSUM="0xC85EE8CA" MODULE_TYPE="WIN32" PE_CHECKSUM="0x0"
LINKER_VERSION="0x0" LINK_DATE="01/31/2006 04:20:54" UPTO_LINK_DATE="01/31/2006
04:20:54" />
  <MATCHING_FILE NAME="RenRem.exe" SIZE="61440" CHECKSUM="0x237AE29"
MODULE_TYPE="WIN32" PE_CHECKSUM="0x0" LINKER_VERSION="0x0"
LINK_DATE="08/23/2002 18:06:45" UPTO_LINK_DATE="08/23/2002 18:06:45" />
  <MATCHING_FILE NAME="Scripts.dll" SIZE="2088960" CHECKSUM="0xCFB10071"
MODULE_TYPE="WIN32" PE_CHECKSUM="0x0" LINKER_VERSION="0x0"
LINK_DATE="12/10/2002 21:17:26" UPTO_LINK_DATE="12/10/2002 21:17:26" />
  <MATCHING_FILE NAME="un.exe" SIZE="61440" CHECKSUM="0xE60B1741"
BIN_FILE_VERSION="1.0.1839.25756" BIN_PRODUCT_VERSION="1.0.1839.25756"
PRODUCT_VERSION="1.0.1839.25756" FILE_DESCRIPTION=" " COMPANY_NAME=" "
PRODUCT_NAME=" " FILE_VERSION="1.0.1839.25756" ORIGINAL_FILENAME="un.exe"
INTERNAL_NAME="un.exe" LEGAL_COPYRIGHT=" " VERFILEDATEHI="0x0"
VERFILEDATELO="0x0" VERFILEOS="0x4" VERFILETYPE="0x1" MODULE_TYPE="WIN32"
PE_CHECKSUM="0x0" LINKER_VERSION="0x0"
UPTO_BIN_FILE_VERSION="1.0.1839.25756"
UPTO_BIN_PRODUCT_VERSION="1.0.1839.25756" LINK_DATE="01/13/2005 20:25:42"
UPTO_LINK_DATE="01/13/2005 20:25:42" VER_LANGUAGE="Language Neutral [0x0]" />
  <MATCHING_FILE NAME="Uninst.exe" SIZE="233472" CHECKSUM="0x1964E2FE"
MODULE_TYPE="WIN32" PE_CHECKSUM="0x0" LINKER_VERSION="0x0"
LINK_DATE="12/15/2001 04:34:45" UPTO_LINK_DATE="12/15/2001 04:34:45" />
  <MATCHING_FILE NAME="Uninstll.exe" SIZE="73728" CHECKSUM="0xD325502E"
MODULE_TYPE="WIN32" PE_CHECKSUM="0x0" LINKER_VERSION="0x0"
LINK_DATE="12/11/2001 00:38:37" UPTO_LINK_DATE="12/11/2001 00:38:37" />
  <MATCHING_FILE NAME="update.exe" SIZE="69632" CHECKSUM="0x217D7500"
MODULE_TYPE="WIN32" PE_CHECKSUM="0x0" LINKER_VERSION="0x0"
LINK_DATE="04/24/2007 17:57:48" UPTO_LINK_DATE="04/24/2007 17:57:48" />

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```
<MATCHING_FILE NAME="WWConfig.exe" SIZE="1015808" CHECKSUM="0x29C4C557"
BIN_FILE_VERSION="1.8.0.0" BIN_PRODUCT_VERSION="1.8.0.0" PRODUCT_VERSION="1,
8, 0, 0" FILE_DESCRIPTION="" COMPANY_NAME="Westwood Studios"
PRODUCT_NAME="Renegade Config" FILE_VERSION="1, 8, 0, 0"
ORIGINAL_FILENAME="WWConfig.exe" INTERNAL_NAME="WWConfig"
LEGAL_COPYRIGHT="Copyright © 2002 Electronic Arts" VERFILEDATEHI="0x0"
VERFILEDATELO="0x0" VERFILEOS="0x4" VERFILETYPE="0x1" MODULE_TYPE="WIN32"
PE_CHECKSUM="0x0" LINKER_VERSION="0x0" UPTO_BIN_FILE_VERSION="1.8.0.0"
UPTO_BIN_PRODUCT_VERSION="1.8.0.0" LINK_DATE="01/29/2002 00:13:54"
UPTO_LINK_DATE="01/29/2002 00:13:54" VER_LANGUAGE="English (United States) [0x409]"
/>
</EXE>
<EXE NAME="kernel32.dll" FILTER="GRABMI_FILTER_THISFILEONLY">
  <MATCHING_FILE NAME="kernel32.dll" SIZE="984064" CHECKSUM="0xF12E1D4A"
BIN_FILE_VERSION="5.1.2600.2945" BIN_PRODUCT_VERSION="5.1.2600.2945"
PRODUCT_VERSION="5.1.2600.2945" FILE_DESCRIPTION="Windows NT BASE API Client
DLL" COMPANY_NAME="Microsoft Corporation" PRODUCT_NAME="Microsoft® Windows®
Operating System" FILE_VERSION="5.1.2600.2945 (xpsp_sp2_gdr.060704-2349)"
ORIGINAL_FILENAME="kernel32" INTERNAL_NAME="kernel32" LEGAL_COPYRIGHT="©
Microsoft Corporation. All rights reserved." VERFILEDATEHI="0x0" VERFILEDATELO="0x0"
VERFILEOS="0x40004" VERFILETYPE="0x2" MODULE_TYPE="WIN32"
PE_CHECKSUM="0xF724D" LINKER_VERSION="0x50001"
UPTO_BIN_FILE_VERSION="5.1.2600.2945"
UPTO_BIN_PRODUCT_VERSION="5.1.2600.2945" LINK_DATE="07/05/2006 10:55:00"
UPTO_LINK_DATE="07/05/2006 10:55:00" VER_LANGUAGE="English (United States) [0x409]"
/>
</EXE>
</DATABASE>
```

Subject: Re: Again RG is acting up
Posted by [Crimson](#) on Mon, 21 May 2007 00:57:00 GMT
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OK, you are officially retarded. First of all, a firewall's goal is to interfere with every program and make sure it's allowed to connect to the internet. RenGuard doesn't go out to your firewall and interact with it... duh.

Furthermore, the message only suggests that your firewall may have something to do with the fact that you were not able to connect to any of the master servers at that time.

Subject: Re: Again RG is acting up
Posted by [gactech](#) on Wed, 23 May 2007 04:14:25 GMT
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Retarded? lol I expected more from you. I said I NEVER HAVE IT ON! Meaning my firewall interacts with nothing at all. And it never turned itself on before the RG update. Try to read what I type, it's simple. If I play Renegade with out running RG I never get kicked automaticly and my firewall never mysteriously turns on. Troubleshoot that one pretty fast to RG. All I'm asking is that you or whoever wears the pants around here to consider going back to the old RG. Yes it was bypassed, but if we suspected them we kicked them. Simple. Now alot of innocent people are getting kicked to the point that it is expected every map.

I understand theres alot of work invested into RG. But if the product is failing than go back to a design that was more stable.

Subject: Re: Again RG is acting up
Posted by [Crimson](#) on Wed, 23 May 2007 09:20:07 GMT
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Well, you're the one accusing us of going in and messing with your firewall. We're not doing that, and it's completely ludicrous to think so.

The error message SUGGESTS a firewall as a possible cause for why it was unable to connect to any master servers. There are also things on our servers that may temporarily cause that message to occur. Don't accuse us of doing something shady and underhanded and maybe I will respect you in return.
