
Subject: RENGUARD and BIATCH v2.0
Posted by [Zion](#) on Sat, 01 Sep 2007 14:16:47 GMT
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I wanna say Renguard and BIATCH is great too so i get some praise, so.... Yeah....

/lolrip

In before lock

Subject: Re: RENGUARD and BIATCH v2.0
Posted by [Starbuzz](#) on Sat, 01 Sep 2007 15:21:25 GMT
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RENGUARD is awesome!

Subject: Re: RENGUARD and BIATCH v2.0
Posted by [Oblivion165](#) on Sat, 01 Sep 2007 21:58:06 GMT
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Why isn't there a brown nose smiley?

Subject: Re: RENGUARD and BIATCH v2.0
Posted by [EvilWhiteDragon](#) on Sat, 01 Sep 2007 23:09:41 GMT
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The Merovingian wrote on Sat, 01 September 2007 16:16 I wanna say Renguard and BIATCH is great too so i get some praise, so.... Yeah....

/lolrip

In before lock

Mero, fuck off will you, the ttom guy or something is actually thankfull for what some of us did and you don't need to make him look bad for that.

I really appreciated that someone actually said thank you for BIATCH, and I am sure Crimson will say the same about Renguard.

Subject: Re: RENGUARD and BIATCH v2.0
Posted by [Crimson](#) on Sun, 02 Sep 2007 00:02:10 GMT
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Oh, I do. tthom has always been a great supporter of RenGuard in more ways than one. One of

our main developers was on vacation for the majority of August, and on his way home to Texas he stopped by my house in Arizona and we got to chat for a few hours. Now that he's back home, we're getting to work on testing RG 2.0's backend network.

Also, danpaul88 has been rewriting BRenBot entirely in C++ which we will also be using to test the new network.

Subject: Re: RENGUARD and BIATCH v2.0
Posted by [EvilWhiteDragon](#) on Sun, 02 Sep 2007 08:47:15 GMT
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Crimson wrote on Sun, 02 September 2007 02:02Oh, I do. tthom has always been a great supporter of RenGuard in more ways than one. One of our main developers was on vacation for the majority of August, and on his way home to Texas he stopped by my house in Arizona and we got to chat for a few hours. Now that he's back home, we're getting to work on testing RG 2.0's backend network.

Also, danpaul88 has been rewriting BRenBot entirely in C++ which we will also be using to test the new network.

Crimson, I have a feeling he didn't ment V2.0 like that, more like "lolrip" from that ttom guy, which tbh, I find rather lame.

Subject: Re: RENGUARD and BIATCH v2.0
Posted by [Zion](#) on Sun, 02 Sep 2007 11:42:41 GMT
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Oh, stop crying.

Subject: Re: RENGUARD and BIATCH v2.0
Posted by [AoBfrost](#) on Sun, 02 Sep 2007 15:10:00 GMT
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I think what he meant was to remake the thread for people to say thank you properly because I missaid smething in the original thread and ruined it because of my own mistake/grammar, I didnt mean to ruin it but i guess I said things awkwardly, so here I will say thank you for biatch and rengaurd because, I have noticed there arent as many hackers as there used to be because of rengaurd keeping nubs from hacking, then those who refuse to use it and hack get caught by biatch then so thank you black hand studies and black intel for making these 2 programs that made every day renlife easier.

Subject: Re: RENGUARD and BIATCH v2.0
Posted by [Zion](#) on Sun, 02 Sep 2007 16:05:42 GMT

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Actually, from personal experience with using Renguard i don't use it anymore. The fact that it ruined 4-5 Renegade installations somehow made me loose interest in using it. However, this does NOT make me loose respect for the developers of Renguard. I respect them as much as they respect me.

I have not used BIATCH so i cannot tell what it performs like. This still does not make me loose respect to the developers for getting something wrong or taking time to fix a bug. I understand that that the developers of these programs use this for free. They do this for YOU!

Those of you who choose not to use these additions to this game, that's fine. Just don't flame it like it's nothing. It's like you spend hours on making a Lego model and then your little brother comes along and destroys it. It doesn't feel good and makes you want to strangle him. This is how the developers feel when you kill their applications like this by saying they're shit.

Hope i got my point across.

Subject: Re: RENGUARD and BIATCH v2.0
Posted by [Crimson](#) on Sun, 02 Sep 2007 22:27:32 GMT
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There is no way RenGuard can "ruin" your Renegade installation. All it does it takes your game.exe, renames it to game2.exe, and puts itself as game.exe. It also drops in a DLL file that is used by RenGuard, NOT Renegade. By simply deleting game.exe and moving game2.exe back to game.exe, it's as if RenGuard was never installed.

HENCE, it's not possible for it to "ruin" your Renegade installation. Period.

Subject: Re: RENGUARD and BIATCH v2.0
Posted by [jnz](#) on Sun, 02 Sep 2007 23:29:14 GMT
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Unexplained things can go wrong, and they do. Weather or not it **should** do something. I thank the RG team as much as the BI team. They have both put a massive effort into keeping this game going. Even if i don't actually know what RG has done for renegade.

Subject: Re: RENGUARD and BIATCH v2.0
Posted by [Renerage](#) on Mon, 03 Sep 2007 01:05:22 GMT
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RoShamBo wrote on Sun, 02 September 2007 19:29Unexplained things can go wrong, and they do. Weather or not it **should** do something. I thank the RG team as much as the BI team. They have both put a massive effort into keeping

this game going. Even if i don't actually know what RG has done for renegade.

cries

What happened to the Resistance!
