
Subject: lan exploit

Posted by [drlecture](#) on Sun, 02 Dec 2007 03:15:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

I go by drlecture (as you can see in the picture) on wol/xwis. I just logged on ren and tried to go into the xphaze marathon server and I thought the game crashed or something but renguard said I used the lan exploit. I am not sure what that is nor what would cause the message to appear. Any help will be great. I will now try to join another server to see if the problem happens again. Thank you.

File Attachments

1) [renguard.JPG](#), downloaded 865 times



COMMAND & CONQUER RENEGADE
Experience C&C from a whole new perspective.

Visit the ultimate Renegade Resource at RenegadeWiki.com!

Top 5 Servers for GameSpy and Westwood Online				
GSA		WOL		
=AC= AOW No Cheaters	0/16	n00bstories.com AOW/CCM		22/50
--	--	UNRULES.COM - New Maps		10/40
--	--	n00bless.com all out war		10/32
--	--	BlackIntel1 AOW + Modificat...		8/32
--	--	~XpHaZe Marathon Server~		6/32

(Player counts shown are RenGuard-verified players. Actual counts may vary.)

Current News

19 June, 2007 - NightRegulator BETA 7 Released!

NightRegulator BETA 7 has been released! :)

New features include: Rec Ladder, Game_info + player_info reporting, as well as a security bug and updated RG code to allow people to reconnect without game interruptions.

- [Community MOTD](#)
- [Server List](#)
- [Beginner's Guide](#)
- [Help](#)
- [About RenGuard](#)
- [RenGuard.com](#)
- [Support Chat](#)
- [Renegade Wiki](#)
- [Terms of Service](#)



```
[19:07] Welcome to RenGuard, drlecture!
[19:07] To launch Renegade, please click 'Renegade'.
[19:07] You have joined ~XpHaZe Marathon Server~.
[19:07] Your attempt to use the lan-exploit has been logged and will be reviewed.
[19:07] You have been disconnected from RenGuard, drlecture.
```

RenGuard 1.0323 - 277 user(s) on 51 server(s).

Subject: Re: lan exploit
 Posted by [Caveman](#) on Sun, 02 Dec 2007 10:43:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Its just a false positive, discard that message.
