Subject: linux
Posted by Anubisz on Tue, 09 Sep 2003 20:02:13 GMT
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will renguard also work on linux ?

Subject: linux
Posted by Adavanze on Tue, 09 Sep 2003 20:47:41 GMT
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On the website members list, it states that:

Blazer - Blazer is the primary programmer for the Linux side of BR, also known as BRenBot. He and mac will be adding RenGuard support into that application. Blazer also used his Photoshop skills to produce the logo for this site.

In the members area so im expecting it will work for linux.

Subject: linux
Posted by YSLMuffins on Tue, 09 Sep 2003 22:02:16 GMT
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Renegade runs on Linux?

Subject: linux
Posted by Majiin Vegeta on Tue, 09 Sep 2003 22:58:56 GMT
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YSLMuffinsRenegade runs on Linux?

server only.. i think it is.. and that only runs in GSA mode

Subject: linux
Posted by fl00d3d on Wed, 10 Sep 2003 12:04:35 GMT
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If I'm not mistaken, Blazer will be leading the effort to incorporate any RenGuard solutions into the BlazeRegulator (BR). This would be a question for mac.

Regards,

~fl00d3d~

Subject: linux
Posted by Crimson on Wed, 10 Sep 2003 12:13:22 GMT
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Blazer and mac are the developers for the linux version of BR, so without a doubt, the Linux version will have RenGuard support.

Subject: linux
Posted by fl00d3d on Wed, 10 Sep 2003 13:26:57 GMT
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Yeah, I have no doubt that RenGuard would support integration with BR (or vice versa) for that reason.

But I think the question was whether or not RenGuard was going to work with the Linux FDS (which is still a beta). I'm curious to know this answer as well.

Most anti-cheats are written to analyze on a win32 platform.

mac, where are you?

Subject: linux
Posted by Crimson on Wed, 10 Sep 2003 23:26:17 GMT
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The Linux FDS is not a beta. In the last days of Westwood, Blazer, jonwil, mac and Greg Underwood worked their asses off (literally, I've checked) to get the bugs out of the LFDS... at least to the point where it's comparable to the Windows FDS.

Also, mac leases Renegade servers as part of his business and he runs all Linux FDS's. There is no doubt that because of that, the Linux FDS will indeed support RenGuard.

Subject: linux
Posted by fl00d3d on Thu, 11 Sep 2003 12:24:34 GMT
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The linux version of the Free Dedicated Server software (LFDS) is still considered a beta. Check your sources. Some of my game servers have run the LFDS in the past and I've read all the online and packaged documentation that goes with it.

Subject: linux
Posted by Crimson on Thu, 11 Sep 2003 12:56:25 GMT

Beta or not, RenGuard will work with both the Windows and Linux FDS.

Subject: linux
Posted by Blazer on Fri, 12 Sep 2003 18:18:30 GMT

I suppose one could look at the LFDS as a Beta because it was not finished. The LFDS is the EXACT same code tree as the Win32 FDS. The only things missing from it are WOL support because those libs were not ported over, which was planned on being added later.

That aside, Mac and I will have a Linux version of the RenGuard server app. The prototype will be written in PERL and then will be ported to a compiled binary.

So, fear not, Linux servers in GSA mode will benefit from RenGuard as well.

Subject: blah, blah, blah...
Posted by wgw4 on Sun, 28 Sep 2003 18:26:05 GMT

fl00d3dThe linux version of the Free Dedicated Server software (LFDS) is still considered a beta. Check your sources. Some of my game servers have run the LFDS in the past and I've read all the online and packaged documentation that goes with it.
Why do you like to argue so much? You are getting so anoying. Every single topic has some arguement you started. Just be quiet...

Subject: linux
Posted by Blazer on Mon, 29 Sep 2003 00:02:14 GMT

Yes there has been lots of lets say heated discussion. When RenGuard is actually released, I plan on wiping all the posts from this forum so we can have a fresh start, and people can read questions/answers about RG here instead of arguments

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