Subject: any clue on these topics?
Posted by Punch-CounterPunch on Tue, 09 Sep 2003 21:29:52 GMT
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1) release date

2) what serversare currently going to use this tool

3)is dante's withdrawl going to affect progress

4) how quickly will you be able to patch for the next version of the renegade cheat ?

Subject: Re: any clue on these topics?
Posted by Sk8rRIMuk on Tue, 09 Sep 2003 21:32:52 GMT
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Punch-CounterPunch1) release date

When it's ready!

Not sure about others.

Subject: Re: any clue on these topics?
Posted by mac on Wed, 10 Sep 2003 00:44:13 GMT
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Punch-CounterPunch1) release date

2) what serversare currently going to use this tool

3)is dante's withdrawl going to affect progress

4) how quickly will you be able to patch for the next version of the renegade cheat ?

1) as soon as possible

2) since the announcement of this application has gone widespread, most people know about this. we expect this to be used on most servers.

3) I hope not.

4) Sooner than you think. Almost instantly.

Subject: any clue on these topics?
Posted by Punch-CounterPunch on Wed, 10 Sep 2003 20:56:07 GMT
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good news.
i'm quite tired of getting killed from a big disance cause of big heads.
or having my tanks kiled by pistols lol

Subject: any clue on these topics?
Posted by dufis791 on Wed, 10 Sep 2003 22:22:01 GMT
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lol

though renguard will be mostly good.....some probs will come up, how quick will yall b to fix those? and how bout the cheaters finding a diff way to do the same cheat? like renaming a file, or rewriting the code......

I hope yall can be quick with that.....

Oh, 1 more thing.....what bout packages? will it block things in it that could be concidered a cheat if it were not in a package? b/c ive heard ppl say the "dismantle Beam" (for the repair gun) is a cheat, but it is in the TIBEVO packages, and for that reason it dont give ne1 an unfair advantage. So, back to my ?..... will it block MODS in pkg s?

and please hurry w/ RenGuard!!!