
Subject: RenGuard update for 16 December 2003
Posted by [Crimson](#) on Tue, 16 Dec 2003 22:48:20 GMT
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It's time.... for another RenGuard update! More and more tuning and building has been completed since we last spoke. A lot of the development has been done in the secret back end of things.

But, what I can tell you is that it's working. All of the components can complete their primary functions. What exists now are necessary additions to clean and polish the program, and make it usable by "darn near everyone".

This weekend we developed the concept GUI which Scorpio is integrating into the client-side application. BRenBot for Linux will have full integrated SSC (server-side client) support, and Dante is working on adding support into BR.NET, while djlaptop is nearly done with the creation of the server-side client for those who use other software to moderate your servers.

We're also finished with the auto-updating of the application. This of course also means that outdated versions will not be allowed to connect to RenGuard-protected servers.

Another important piece finished is banning. We can ban users from the RenGuard network by username, IP, and serial. And before you ask, we're not collecting your serial. The RenGuard client will one-way encrypt your serial before it's transmitted to our servers.

Also, the RenGuard client will support multiple languages. As you might have seen already, we're gathering files for other language releases of Renegade plus all the menus can be in your native language.

Soon we'll start stress-testing the servers and looking for content editors for the RenGuard MOTDs.

Look for changes to the RenGuard site in the next few days as we get closer to release.

Subject: RenGuard update for 16 December 2003
Posted by [xRYaNNx](#) on Tue, 16 Dec 2003 22:53:49 GMT
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Closer to release = a few days or a few weeks?

Subject: RenGuard update for 16 December 2003
Posted by [Crimson](#) on Tue, 16 Dec 2003 23:05:10 GMT
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We would tell you our estimated date, but we don't want to disappoint you if something happens... the team is all volunteers who have real lives and jobs and things happen.

We probably won't make public release by Christmas, though.

Subject: RenGuard update for 16 December 2003
Posted by [Majiin Vegeta](#) on Wed, 17 Dec 2003 02:13:26 GMT
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kewl sweet news

also.. would it be possible for a sweet looking skin on it

dont want no grappy grey looking thing

should not take long for a photoshop expert you lot have to whip somthing up

Subject: RenGuard update for 16 December 2003
Posted by [EnderGate](#) on Wed, 17 Dec 2003 03:34:08 GMT
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Thanks for the news, I care less about cosmetics than the functionality.

That is why I was hoping for it before the holidays, because those that contributed deserve a very merry one.

Subject: RenGuard update for 16 December 2003
Posted by [Crimson](#) on Wed, 17 Dec 2003 04:26:02 GMT
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You'll have to beg Scorp for extras like that. He's working his ass off on RenGuard after coding for 16 hours a day at his real job.

Subject: RenGuard update for 16 December 2003
Posted by [Majiin Vegeta](#) on Wed, 17 Dec 2003 09:47:51 GMT
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Gonna have to come in IRC and slap him sometime

Subject: Re: RenGuard update for 16 December 2003
Posted by [Deactivated](#) on Wed, 17 Dec 2003 13:24:02 GMT
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CrimsonAlso, the RenGuard client will support multiple languages. As you might have seen already, we're gathering files for other language releases of Renegade plus all the menus can be in your native language.

So could I use Renguard in Finnish?

Subject: RenGuard update for 16 December 2003
Posted by [Scythar](#) on Wed, 17 Dec 2003 13:42:35 GMT
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Eugh, we "lesser countries" have to stand with global versions...or did you find a Finnish version of Renegade?

Subject: RenGuard update for 16 December 2003
Posted by [Deactivated](#) on Wed, 17 Dec 2003 13:51:41 GMT
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No... but isn't RG a seperate program? It could be always translated for another language.

Subject: RenGuard update for 16 December 2003
Posted by [mac](#) on Wed, 17 Dec 2003 14:35:00 GMT
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Okay.. clarification

Two things.

First, we're getting all the localized versions of renegade (the always.dat files etc that contain the sounds) so that users with these versions can use RenGuard, and RenGuard can verify that the user is using non-modified files.

Second, we're adding support for localisation. This means two things:

- The menus and messages can be in one language.
- The community motd that is being displayed can be also in a foreign language.

So, if you're finish you can have RenGuard all in finnish, even with Renegade News completly in finnish. Of course, this also means we'll be looking for content staff that will maintain their country's motd.

Every country that has a renegade community with more than a few players deserves its own community motd and client localisation.

Subject: Re: RenGuard update for 16 December 2003
Posted by [England](#) on Thu, 18 Dec 2003 00:12:47 GMT
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SeaManCrimsonAlso, the RenGuard client will support multiple languages. As you might have seen already, we're gathering files for other language releases of Renegade plus all the menus can be in your native language.

So could I use Renguard in Finnish?

Im guessing if you would like a edition in your language, that you should submit some translations to the team.

Subject: RenGuard update for 16 December 2003
Posted by [Twl\\$Ta](#) on Sat, 20 Dec 2003 05:46:01 GMT
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o00o this will be my christmas present!

Subject: Re: RenGuard update for 16 December 2003
Posted by [Deactivated](#) on Sat, 20 Dec 2003 10:46:39 GMT
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EnglandSeaManCrimsonAlso, the RenGuard client will support multiple languages. As you might have seen already, we're gathering files for other language releases of Renegade plus all the menus can be in your native language.

So could I use Renguard in Finnish?

Im guessing if you would like a edition in your language, that you should submit some translations to the team.

So how I would apply?

Subject: RenGuard update for 16 December 2003
Posted by [mrpirate](#) on Sat, 20 Dec 2003 17:56:04 GMT
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Twl\$Ta newbie... I wonder if RenGuard will catch Norkie's drive-APC-off-cliff cheat.

Subject: RenGuard update for 16 December 2003
Posted by [skater910](#) on Tue, 23 Dec 2003 00:42:22 GMT
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Twl\$Tao00o this will be my christmas present!

didnt you read it? it says...

CrimsonWe probably won't make public release by Christmas, though.

:rolleyes: :rolleyes:

Subject: RenGuard update for 16 December 2003
Posted by [warranto](#) on Tue, 23 Dec 2003 05:45:28 GMT
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It can still be a Christmas present... a belated one, but can still be considered it!

Subject: RenGuard update for 16 December 2003
Posted by [Ninjatime](#) on Sat, 27 Dec 2003 21:50:27 GMT
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so what date is renguard expected to be done? its like that awesome game u here about and cant wait till its done

Subject: RenGuard update for 16 December 2003
Posted by [SuperFlyingEngi](#) on Sun, 28 Dec 2003 23:43:56 GMT
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RenAlert v0.992?
