
Subject: RenGuard update for Jan 5, 2004
Posted by [Crimson](#) on Mon, 05 Jan 2004 22:26:36 GMT
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The team has gotten back together after the Christmas break. Our biggest recent accomplishment is that Dante is nearly finished with the RenGuard support in BR.NET. Mac and Blazer mostly worked on the BRenBot release, and Scorpio has been plugging away at the most complex part of RenGuard, the client-side software. I will doing the community MOTD interface soon as well.

Thanks!

Subject: RenGuard update for Jan 5, 2004
Posted by [Try_lee](#) on Mon, 05 Jan 2004 23:18:23 GMT
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Thanks for the update.

Subject: RenGuard update for Jan 5, 2004
Posted by [NHJ BV](#) on Tue, 06 Jan 2004 16:29:45 GMT
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Try_leeThanks for the update.

Subject: RenGuard update for Jan 5, 2004
Posted by [Majiin Vegeta](#) on Tue, 06 Jan 2004 20:13:38 GMT
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Good news.. hope all goes well thnx for the updates

Subject: RenGuard update for Jan 5, 2004
Posted by [Creed3020](#) on Wed, 07 Jan 2004 01:51:40 GMT
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Sounds good.

Keep on programming!

Subject: RenGuard update for Jan 5, 2004
Posted by [frijud](#) on Wed, 07 Jan 2004 05:45:48 GMT
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Try_leeThanks for the update.

Yes thanks, I keep checking here every few days looking for an update or a release notice.

Thanks for the hard work as well.

Subject: ...

Posted by [iH8](#) on Wed, 07 Jan 2004 18:29:31 GMT

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i've been of the map for a while now but still helping administer our ccrserver and helping out my clan. i'll be sooooo f*cking happy when this arrives and works. the things i missed, my clan showed me... what the !@#%\$ happened to renegade. kicking cheaters on a hourly basis. beacons the size of mammothtanks. hope it will be over soon.

good luck to the team!

and hi to the rest
