
Subject: RenGuard Update - 16 March 2004
Posted by [Crimson](#) on Tue, 16 Mar 2004 09:21:09 GMT
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As Dante announced earlier, he has no more interest in Renegade or the community, and neither does Scorpio9a. As a result, they have both resigned from the RenGuard team and Blackhand Studios.

But have no fear, jonwil, the master coder, famous for scripts.dll enhancements for level designers, has agreed to take over for Scorpio's code and finish up the client-side of RenGuard. jonwil's recent releases of scripts.dll upgrades are a sure testament to his dedication to Renegade and the community, and his skill as a programmer.

Scorpio had joined us after FearHQ lost interest in the project and we didn't hear from him for several weeks, and though Scorpio thought he had time to complete the client-side, it's apparent now that he doesn't have the time.

However, I can provide updates for the rest of the project.

The Stand-alone SSC (Server-side client) was completed by Dante.

The RenGuard network has been completed and has been tested for stability for the last couple of months.

Two pieces remain. The client, which is nearly completed, will be finished by jonwil. The website is in progress and will be finished by me. The website will contain statistics about the Renguard network, MOTD management for the network and individual servers, and community / RenGuard news on the home page.

Subject: RenGuard Update - 16 March 2004
Posted by [Invader](#) on Tue, 16 Mar 2004 10:46:51 GMT
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So another week or two?

Subject: RenGuard Update - 16 March 2004
Posted by [KIRBY098](#) on Tue, 16 Mar 2004 16:47:14 GMT
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See "moot point" for further info.

Subject: RenGuard Update - 16 March 2004
Posted by [Homey](#) on Tue, 16 Mar 2004 17:20:03 GMT

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Good

Subject: RenGuard Update - 16 March 2004
Posted by [Nightma12](#) on Tue, 16 Mar 2004 17:27:53 GMT
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Subject: RenGuard Update - 16 March 2004
Posted by [NeoX](#) on Tue, 16 Mar 2004 18:16:39 GMT
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YAY!!

Subject: RenGuard Update - 16 March 2004
Posted by [Majiin Vegeta](#) on Tue, 16 Mar 2004 18:58:32 GMT
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tis a shame to see dante and scorpy go

thnx for the work you put into this guys

hope jonwil can finish the excellent work scorpy done

Subject: RenGuard Update - 16 March 2004
Posted by [Crimson](#) on Tue, 16 Mar 2004 19:20:38 GMT
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Thanks for the positive reaction to this. I know it seems like this has been taking WAY too long, and we feel the same way. If you could only see... jonwil and mac have been busting their tails on this the last day or so. He's already got an understanding of the existing code and has already fixed a couple bugs that were floating around on the todo list.

If you see jonwil around, be sure to thank him for filling in. He's awesome for doing this.

Subject: RenGuard Update - 16 March 2004
Posted by [NeoX](#) on Tue, 16 Mar 2004 20:01:28 GMT

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Personaly Not to be an ass I think Jonwil is actually more motivated to do this unlike some people who felt they were not doing it for fun it was like a job to them. My 2 cents.

Subject: RenGuard Update - 16 March 2004
Posted by [KIRBY098](#) on Tue, 16 Mar 2004 20:26:03 GMT
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NeoXPersonaly Not to be an ass I think Jonwil is actually more motivated to do this unlike some people who felt they were not doing it for fun it was like a job to them. My 2 cents.

Want your change back?

Subject: RenGuard Update - 16 March 2004
Posted by [NeoX](#) on Tue, 16 Mar 2004 21:35:40 GMT
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Nah i think I can spare 2 cents.

Subject: RenGuard Update - 16 March 2004
Posted by [IRON FART](#) on Tue, 16 Mar 2004 23:13:22 GMT
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Crimson
Thanks for the positive reaction to this.

Well it's the best news so far.

Subject: RenGuard Update - 16 March 2004
Posted by [Crimson](#) on Tue, 16 Mar 2004 23:16:59 GMT
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Yes, I think jonwil's recent releases of scripts.dll updates will show you where his priorities lie. With us.

Subject: Wow!
Posted by [ohnou812](#) on Tue, 16 Mar 2004 23:55:16 GMT

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Wow! Crimmy,
Seems like your fighting an uphill battle. Your almost there though ... Keep up the good work guys you'll get it finished. Sorry to see Dante and Scorp go. Thanks jonwil for picking this project up. I'm still amazed at the amount of time you guys spend on these different projects for us. Thank You for your time and effort I truly appreciate it.
Good Luck Guys!

Subject: RenGuard Update - 16 March 2004
Posted by [Alkaline](#) on Wed, 17 Mar 2004 00:50:13 GMT
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Hrm, brenbot is probably never coming out now. :rolleyes:
I rather no one post any updates untill its released, its generatring more critisisim then anything with these updates :rolleyes:

Subject: RenGuard Update - 16 March 2004
Posted by [IRON FART](#) on Wed, 17 Mar 2004 01:40:10 GMT
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Where is there criticism in this thread?

Subject: RenGuard Update - 16 March 2004
Posted by [NeoX](#) on Wed, 17 Mar 2004 02:04:06 GMT
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Crimson is HOT!Yes, I think jonwil's recent releases of scripts.dll updates will show you where his priorities lie. With us.

Yea thats what I meant in my earlier post he actully loves the game!

Subject: RenGuard Update - 16 March 2004
Posted by [Vitaminous](#) on Wed, 17 Mar 2004 02:12:37 GMT
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NeoXCrimson is HOT!Yes, I think jonwil's recent releases of scripts.dll updates will show you where his priorities lie. With us.

Yea thats what I meant in my earlier post he actully loves the game!

She already has a husband, he's way older than you and he could kick your ass any time.

Subject: RenGuard Update - 16 March 2004
Posted by [NeoX](#) on Wed, 17 Mar 2004 02:15:17 GMT
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AprimeNeoX[bCrimson is HOT!/[b]]Yes, I think jonwil's recent releases of scripts.dll updates will show you where his priorities lie. With us.

Yea thats what I meant in my earlier post he actully loves the game!

She already has a husband, he's way older than you and he could kick your ass any time.

Lol you caught me there I thought i would get away with it.

Subject: RenGuard Update - 16 March 2004
Posted by [jonwil](#) on Wed, 17 Mar 2004 03:54:09 GMT
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I cant reveal too much but I can say that we (the RenGuard team) is working as hard as possible on RenGuard to get it out.

I myself will be giving 100% for as long as it takes to get this finished.
And I expect everyone else (mac, blazer and anyone else who has stuff to do) to give 100% also.

I will be using pretty much all my spare time on this untill RenGuard is released.

Subject: RenGuard Update - 16 March 2004
Posted by [NeoX](#) on Wed, 17 Mar 2004 05:55:40 GMT
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I will be using pretty much all my spare time on this untill RenGuard is released.

Note this shows this mans Dedication. Good Job Jonwil ,good job. Keep it up you and the rest of the team!

Subject: RenGuard Update - 16 March 2004
Posted by [warranto](#) on Wed, 17 Mar 2004 06:45:53 GMT
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AprimeNeoXCrimson is HOT! Yes, I think jonwil's recent releases of scripts.dll updates will show you where his priorities lie. With us.

Yea thats what I meant in my earlier post he actully loves the game!

She already has a husband, he's way older than you and he could kick your ass any time.

Who has a husband?

Subject: RenGuard Update - 16 March 2004
Posted by [Blazer](#) on Wed, 17 Mar 2004 06:50:54 GMT
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AlkalineHrm, brenbot is probably never coming out now. :rolleyes:
I rather no one post any updates untill its released, its generatring more critisisim then anything with these updates :rolleyes:

Don't worry, I plan to do some major work on brenbot soon. One of the main things I want to do is clean up the code. Before I started brenbot, I knew little to no Perl. I basically learned Perl just so I could write brenbot. So in the process of writing it I learned more and more. Looking back at the older sections of code, it looks really sloppy and inefficient.

There will definitely be more versions of brenbot, with new features and enhancements by both mac and I (not to mention RenGuard support).

Subject: RenGuard Update - 16 March 2004
Posted by [snipesimo](#) on Wed, 17 Mar 2004 20:10:58 GMT
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Whenever someone presents the fact that they feel something is taking too long, the person(s) being criticized will usually say something like "If you don't like it, you do it" but when that is presented I NEVER see anyone take the initiative to change things. So Alkaline, if you don't like something fix it yourself or spare me the spam and shut the fuck up. :rolleyes:
