Subject: RenGuard 1.032 PUBLIC BETA TEST
Posted by Crimson on Tue, 20 Feb 2007 07:44:40 GMT
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Announcing the RenGuard 1.032 public beta test!

I can not stress enough how VERY IMPORTANT it is for you to provide us feedback about this... EVEN IF IT WORKS FOR YOU! The feedback form is very simple, all we need is a check in the YES box and type in your Operating System.

If it doesn't work for you, it is also very important that we know about it. We may contact you regarding your feedback if we need more information from you.

Click here to provide feedback and download the public beta test for RenGuard 1.032! You will need a RenGuard.com account if you don't have one.

PLEASE REMEMBER that this is a BETA software. Though we have been through a private beta test with good coverage, it is possible that it WILL NOT WORK for you. BACK UP YOUR EXISTING GAME.EXE before installing the beta test!

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by StoneCold on Tue, 20 Feb 2007 07:51:17 GMT
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error finding my login

http://i86.photobucket.com/albums/k103/BiOStoneCold/error.jpg

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Goztow on Tue, 20 Feb 2007 07:56:17 GMT
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Did you activate through the mail renguard.com sent u?

Good to see this public beta released .

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by StoneCold on Tue, 20 Feb 2007 07:58:23 GMT
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doesnt say it sent me anything :/

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Tunaman on Tue, 20 Feb 2007 08:01:15 GMT
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Wow, I'm so glad that this has finally come out.. Good work to the BHS team.
So.. is there a server setting or something that will make it so that only people using 1.032 can play on the server? Or is this just a test to make sure that all the bugs are ironed out?

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by StoneCold on Tue, 20 Feb 2007 08:02:18 GMT
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can some one find out way it says Error finding my login ?

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Goztow on Tue, 20 Feb 2007 08:02:27 GMT
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It's a test. After a certain period, when the team considers there's a 99,99 % chance all bugs are solved, all Renguard clients will auto-update. No more playing with RG 1.031 then, nor with *cheat name removed* , ...

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Spoony on Tue, 20 Feb 2007 08:37:47 GMT
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StoneCold wrote on Tue, 20 February 2007 01:51error finding my login

http://i86.photobucket.com/albums/k103/BiOStoneCold/error.jpg
^^ likewise.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by grant89uk on Tue, 20 Feb 2007 09:18:57 GMT
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Cannot find my login so i cant download it.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Crimson on Tue, 20 Feb 2007 09:32:05 GMT
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Just make a new account. I honestly don't have the time to reset everyone's passwords. I took off all the multiple-account restrictions as far as I know.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Enforcer on Tue, 20 Feb 2007 10:15:06 GMT
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now made 3 accounts
all say "There was an error finding your login."

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Spoony on Tue, 20 Feb 2007 10:21:45 GMT
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[10:19] Welcome to RenGuard, Spoony!
[10:19] To launch Renegade, please click 'Renegade'.
[10:20] You have joined Jelly-Server.com [AOW1].
[10:20] Message from RenGuard: You have been kicked from the RenGuard Network by RenGuard for: Radar Hack
[10:20] You have been disconnected from RenGuard, Spoony.

:/

This was the first time I joined a server with the new beta.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by mac on Tue, 20 Feb 2007 10:46:40 GMT
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Come to #bhs_support and we can help you debug this.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by mac on Tue, 20 Feb 2007 11:10:28 GMT
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I am asking the users with the Nicknames (in WOL/GSA) with Observer6 and M2Eisz to come to IRC (irc.n00bstories.com #bhs_support) and talk to me, its about the messages you got from RenGuard..

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST

Posted by T0RN on Tue, 20 Feb 2007 11:32:07 GMT
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I created 2 more accounts and still cant log in

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by DaN#GW on Tue, 20 Feb 2007 13:04:53 GMT
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I can't login either.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Goztow on Tue, 20 Feb 2007 13:27:42 GMT
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I suppose there's a problem with renguard.com account creation?

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Creed3020 on Tue, 20 Feb 2007 14:02:19 GMT
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I have a long standing account there and it works. I am guessing the problem is with newer registrations. Are the activation emails going out properly?

Also good work getting the BETA out. I will try it tonight when I get home from work.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by mac on Tue, 20 Feb 2007 14:08:31 GMT
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There was a problem with new account creation. That error messages basically means you either don't exist, or your password is wrong.

Signing up works now.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by StoneCold on Tue, 20 Feb 2007 15:51:53 GMT
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its all good XD

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Fifaheld on Tue, 20 Feb 2007 18:39:59 GMT
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when i start renguard with this game.exe (from this beta test) i become a error...renguard is not compatible with my firewall and i have not a firewall...the win firewall is off

ok...sorry now works...sorry

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Renx on Tue, 20 Feb 2007 18:41:22 GMT
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Try again, that was temporary and happened to everyone. Not just you.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Fifaheld on Tue, 20 Feb 2007 18:41:55 GMT
View Forum Message <> Reply to Message

ok thx

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by mac on Tue, 20 Feb 2007 19:00:20 GMT
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We have posted BETA5 (Release Candidate 2) of RenGuard 1.032

This fixes a issue with Beta4 regarding stock copies of 1037's game2.exe

Please re-download that and try it out.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by JPNOD on Tue, 20 Feb 2007 19:42:52 GMT
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downloaded it.

Will be testing it this weekend nothing special though (XPSp2 with all updates)

What about Vista is there enough people to test it?

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by mac on Tue, 20 Feb 2007 20:57:28 GMT
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There are a few reports that are noting the message

RenGuard is downloading an important update for your Renegade.. Please hold.

You can ignore this message, this is only meant for BETA5, but that message is displayed in all client versions..

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Canadacdn on Tue, 20 Feb 2007 21:43:17 GMT
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Why the fuck is the radar.hack still able to work while you run renguard?

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Crimson on Tue, 20 Feb 2007 21:45:55 GMT
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The server's bot needs to be updated to support the changes for RenGuard 1.032. If the server doesn't tell the RenGuard network what the radar setting is, then we can't compare to see if you're using the wrong one.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Canadacdn on Tue, 20 Feb 2007 21:47:24 GMT
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Ah, okay.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by luv2pb on Tue, 20 Feb 2007 22:05:18 GMT
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0 problems for me, works great.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by StoneCold on Tue, 20 Feb 2007 22:28:20 GMT
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luv2pb wrote on Tue, 20 February 2007 16:050 problems for me, works great.
^

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Enforcer on Wed, 21 Feb 2007 00:12:20 GMT
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having finally got an account to register
and downloaded BETA5
backed up my game.exe , extracted the new game.exe to my renegade folder
i fire up the game to be told
"RenGuard is downloading an important update for your Renegade.. Please hold."

45 minutes later its still downloading a 4MB file

wouldnt the answer be to have BOTH game.exe and game2.exe in the download from Renguard ?

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by ReNeHiGh on Wed, 21 Feb 2007 01:39:21 GMT
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It isn't downloading for me, wtf?

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Jimbo27 on Wed, 21 Feb 2007 02:24:06 GMT
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mac wrote on Tue, 20 February 2007 15:57There are a few reports that are noting the message

RenGuard is downloading an important update for your Renegade.. Please hold.

You can ignore this message, this is only meant for BETA5, but that message is displayed in all client versions..

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by tonyrolm on Wed, 21 Feb 2007 05:20:53 GMT
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Worked first time 1.032 Beta 5 was previously running 1.03.
Windows XP Media Center Edition Version 2002 Service Pack 2
AMD Anthlon 64

Played a few games on different servers and no problems what so ever.

T

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Ryu on Wed, 21 Feb 2007 05:23:45 GMT
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tonyrolm wrote on Tue, 20 February 2007 23:20Worked first time 1.032 Beta 5 was previously running 1.03.
Windows XP Media Center Edition Version 2002 Service Pack 2
AMD Anthlon 64

Played a few games on different servers and no problems what so ever.

T

Hehe, Change your OS and it's the same as my pc.

I submitted a ticked already saying I had no problems. Good job.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by light on Wed, 21 Feb 2007 06:20:39 GMT
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Quote:
[19:17] Trying to connect to server #1...Connected
[19:17] Secure link established.
[19:17] Welcome to RenGuard, light!
[19:17] To launch Renegade, please click 'Renegade'.
[19:17] RenGuard is downloading an important update for your Renegade.. Please hold.
[19:17] WARNING: Model Textures (Skins) have been detected on your client! You will not be able to join a pure server.
[19:17] Unauthorized file data\e_flametank.w3d has been found in your renegade directory
[19:17] Unauthorized file data\e_flamethrower.w3d has been found in your renegade directory
[19:17] Unauthorized file data\e_perm_flame.w3d has been found in your renegade directory
[19:17] Unauthorized file data\f_gm_pist.w3d has been found in your renegade directory
[19:17] Unauthorized file data\w_pist.w3d has been found in your renegade directory
[19:17] Unauthorized file data\w_pist_b.w3d has been found in your renegade directory
[19:17] Disconnected from RenGuard network

How do I get these files authorised? It's the snow flame effect and a pistol with scope attachment, neither of which I consider advantage. (Infact the snow lags me in big rushes, but it's worth it)

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by StoneCold on Wed, 21 Feb 2007 07:11:07 GMT
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^ umm y dont u just lose the skins cause that lessens the trouble of having them authorized or w/e

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by light on Wed, 21 Feb 2007 07:58:43 GMT
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StoneCold wrote on Wed, 21 February 2007 20:11^ umm y dont u just lose the skins cause that lessens the trouble of having them authorized or w/e
Because I like them? The pistol looks cool. (If the goal of the RenGuard team is for everyone to use RG then they might like to approve models so people can use them)

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Goztow on Wed, 21 Feb 2007 08:24:45 GMT
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light wrote on Wed, 21 February 2007 08:58StoneCold wrote on Wed, 21 February 2007 20:11^ umm y dont u just lose the skins cause that lessens the trouble of having them authorized or w/e
Because I like them? The pistol looks cool. (If the goal of the RenGuard team is for everyone to use RG then they might like to approve models so people can use them)
Blazer replied in a different post that they have a ton of requests for w3d files to be aprooved and they need to check all of them to be sure they do not change measurements (implying an advantage).

I had to send a friend my game2.exe (which downloaded fine): after 4 restarts it had started download game2.exe for him but it never finished.

I agree: put it in the download zip .

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Crimson on Wed, 21 Feb 2007 09:19:08 GMT
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Please post your fail/success on the RenGuard site where we can easily sort through them and respond if needed. As the instructions said, if you can't get the beta to work, just report it and go

back to the non-beta version until we release an update.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Spoony on Wed, 21 Feb 2007 11:50:38 GMT
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Seems to work fine for me, that is after the first, er, hiccup...

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by RHetoRic on Wed, 21 Feb 2007 13:39:53 GMT
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Error finding login.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by StoneCold on Wed, 21 Feb 2007 16:06:02 GMT
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RHetoRic wrote on Wed, 21 February 2007 07:39Error finding login.

that happened to all of us just read ealier posts man

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by RHetoRic on Wed, 21 Feb 2007 16:25:08 GMT
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Alright, so i got it to sign in, and now it keeps installing the game2.exe file over and over, while the rest of the buttons go inactive.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by JohnDoe on Wed, 21 Feb 2007 17:25:58 GMT
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Didn't see this coming...

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by CarrierII on Wed, 21 Feb 2007 17:39:39 GMT
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I shall be optimistic and interpret that as a positive post.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by mac on Wed, 21 Feb 2007 18:06:55 GMT
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Everyone who has problems with the game2.exe download - here is the link renguard is trying to download:

http://download.renguard.com/game2.exe

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by RHetoRic on Wed, 21 Feb 2007 19:12:34 GMT
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mac wrote on Wed, 21 February 2007 12:06Everyone who has problems with the game2.exe download - here is the link renguard is trying to download:

http://download.renguard.com/game2.exe

The download goes fast and then stops at 16%...

Can you get it in a .zip?

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Goztow on Wed, 21 Feb 2007 19:16:52 GMT
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http://users.edpnet.be/gozy/game2.rar <- get it here (winrar needed, scanned with Nod32)

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Crimson on Wed, 21 Feb 2007 20:24:29 GMT
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Not that Gozy isn't trustworthy, but it's generally a really bad idea to download files from non-BHS sources. Please try this mirror as an alternative:

http://download2.renguard.com/game2.exe

I have also attached a ZIP.

File Attachments
1) game2.zip, downloaded 149 times

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Nurple on Wed, 21 Feb 2007 20:33:46 GMT
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i cant get it to work. It loads fine until it starts a corepatch check, then I get
http://img108.imageshack.us/my.php?image=corepatcherrorgf2.jpg
when i disable coreptach updates i get this

http://img108.imageshack.us/my.php?image=corepatchupdateerrorwi8.jpg

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by MoldyBred on Wed, 21 Feb 2007 20:46:23 GMT
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Kudos to the Blackhand Studios Team on their diligence in getting Renguard up to date. KUDOS!! I downloaded and installed the 1.032 update and had some pretty bad lag no matter which server I play on. I went back to using 1.03, I hope you can guys can fix this. I am looking forward to 1.04 THANXX

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by RHetoRic on Wed, 21 Feb 2007 21:37:55 GMT
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I manually inserted the Game2.exe file, and it seems to be working fine. Thanks for all the help, everybody!

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Nurple on Wed, 21 Feb 2007 22:22:42 GMT
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i reinstalled renegade and rengard everything works fine now

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Ma1kel on Wed, 21 Feb 2007 22:27:26 GMT
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my virus scanner says it will sodomize my cat

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Cobrah on Wed, 21 Feb 2007 23:42:28 GMT
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Umm. Yea when i downloaded it. it makes me download core patch everytime i start renguard how do i fix that?

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Goztow on Thu, 22 Feb 2007 07:47:38 GMT
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Cobrah wrote on Thu, 22 February 2007 00:42Umm. Yea when i downloaded it. it makes me download core patch everytime i start renguard how do i fix that?
This is an old pain, that has been popping up now and then. You can manually install the core patches (see teh stickies in the core patch subforum).

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by CFGpower on Thu, 22 Feb 2007 20:57:16 GMT
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Hey all,

i just downloaded the beta version of renguard because version 1.03 freeze when i lauch it,
now it work, but when i lauch the beta it say "renguard.dll file corrupted" or something like that, i dunno why, but can you tell me where can i download it ?

thanks by advance

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Bad-ARTI-Mad on Fri, 23 Feb 2007 12:36:58 GMT
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0 problems for me, works great.

bat for on server bann.

16:19:57] (@DGServ): &blckbrn88: !ban Bad-ARTI damagehack
[16:19:57] (@DGServ): Bad-ARTI-Mad has left the game.
[16:19:58] (@DGServ): Bad-ARTI-Mad was kicked from server.

[16:19:58] (@DGServ): Host: (CloudyServ): Bad-ARTI-Mad has been Banned (permanently banned) by blckbrn88 for: damagehack

he shot 100 damage with pistol
erikboxem
banzku
LGDirk

are proof
(he also did huge damage with arti)
he was mvp x2

mfg Mad

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by CarrierII on Fri, 23 Feb 2007 14:00:16 GMT
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Off topic. Incomprehensible. And... Wtf? 100 damage with pistol is simply two headshots, it's well known renegade lags, most servers host in the US, so you'll have 200 ping to boot, regardless of your PC.
So, go complain in the right place, thanks for the info over RG though.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Bad-ARTI-Mad on Fri, 23 Feb 2007 15:28:17 GMT
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1 shoth-100 damage, my PC is ok and ping under 100!

it is europa server.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Blazer on Sat, 24 Feb 2007 00:30:34 GMT
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Your logs do not show or prove that he did 100 damage in one shot?

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by trooprm02 on Sat, 24 Feb 2007 01:54:48 GMT
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Worked fine for me, and fixed my buffer over run problem, GOOD WORK GUYS!

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by JasonKnight on Sat, 24 Feb 2007 05:49:42 GMT
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works for me... no problems so far.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by lookitzhiep on Sat, 24 Feb 2007 08:16:41 GMT
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Bad-ARTI-Mad wrote on Fri, 23 February 2007 06:360 problems for me, works great.

bat for on server bann.

16:19:57] (@DGServ): &blckbrn88: !ban Bad-ARTI damagehack
[16:19:57] (@DGServ): Bad-ARTI-Mad has left the game.
[16:19:58] (@DGServ): Bad-ARTI-Mad was kicked from server.
[16:19:58] (@DGServ): Host: (CloudyServ): Bad-ARTI-Mad has been Banned (permanently banned) by blckbrn88 for: damagehack

he shot 100 damage with pistol
erikboxem
banzku
LGDirk

are proof
(he also did huge damage with arti)
he was mvp x2

mfg Mad

Anyone else notice his username on this forum is the same one getting banned? All your log just proves that YOU were banned for damagehack unless I'm reading this wrong.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by JasonKnight on Sun, 25 Feb 2007 06:20:33 GMT
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trooprm02 wrote on Fri, 23 February 2007 18:54Worked fine for me, and fixed my buffer over run problem, GOOD WORK GUYS!

1 problem I have found so far, so small that it doesn't really mean much, but still is annoying.

If I ALT+TAB out of renegade to look at say teamspeak, renegade closes and i have to restart renguard.

kinda annoying, expecially if I wanna see who joined teamspeak or see something on IRC

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by CarrierII on Sun, 25 Feb 2007 09:55:30 GMT
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First off, TeamSpeak Overlay. (I'll get a link)
Second, isn't that a alt-tab scipts bug?

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Goztow on Sun, 25 Feb 2007 10:01:16 GMT
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Yes, his issue is not related to renguard but to the scripts 3-series. Try the latest scripts release, it solved the problem for me.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by =HT=T-Bird on Sun, 25 Feb 2007 12:43:12 GMT
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Goztow wrote on Sun, 25 February 2007 04:01Yes, his issue is not related to renguard but to the scripts 3-series. Try the latest scripts release, it solved the problem for me.
I have 3.1.4 and the alt-tab bug still isn't fixed (I install all my scripts versions by hand)

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Goztow on Sun, 25 Feb 2007 15:03:43 GMT
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=HT=T-Bird wrote on Sun, 25 February 2007 13:43Goztow wrote on Sun, 25 February 2007 04:01Yes, his issue is not related to renguard but to the scripts 3-series. Try the latest scripts release, it solved the problem for me.
I have 3.1.4 and the alt-tab bug still isn't fixed (I install all my scripts versions by hand)
Try with 2.9.2?

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Jonty on Sun, 25 Feb 2007 18:06:12 GMT
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Although you appear to have gotten rid of the SVKP thing, it still doesn't work on Linux.
Feedback submitted in the form thingy.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by =HT=T-Bird on Mon, 26 Feb 2007 12:42:35 GMT
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Goztow wrote on Sun, 25 February 2007 09:03=HT=T-Bird wrote on Sun, 25 February 2007 13:43Goztow wrote on Sun, 25 February 2007 04:01Yes, his issue is not related to renguard but to the scripts 3-series. Try the latest scripts release, it solved the problem for me.
I have 3.1.4 and the alt-tab bug still isn't fixed (I install all my scripts versions by hand)
Try with 2.9.2?
I get lousy FPS with D3D8 though.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Goztow on Mon, 26 Feb 2007 16:28:12 GMT
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We still got the original d3d9 fix somewhere on our forums .

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by =HT=T-Bird on Mon, 26 Feb 2007 21:47:23 GMT
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Goztow wrote on Mon, 26 February 2007 10:28We still got the original d3d9 fix somewhere on our forums .
RenD3D9 causes alt-tab crashes too

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Renx on Mon, 26 Feb 2007 21:56:01 GMT
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Not for most people.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by SeargentSarg on Tue, 27 Feb 2007 01:50:58 GMT

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As far as I know.

The D3D9 patch or whatever, makes it looks nice, glossy, etc.

But the alt+tab crash bug only happens to people with ATI cards.

nVIDIA cards don't crash (Well afaik) and I had an Ati, it crashed with it, I have a nvidia now, it never crashes on me.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by =HT=T-Bird on Tue, 27 Feb 2007 12:42:50 GMT
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SeargentSarg wrote on Mon, 26 February 2007 19:50As far as I know.

The D3D9 patch or whatever, makes it looks nice, glossy, etc.

But the alt+tab crash bug only happens to people with ATI cards.

nVIDIA cards don't crash (Well afaik) and I had an Ati, it crashed with it, I have a nvidia now, it never crashes on me.
I have had the crash bug with two different nVIDIA cards.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Lone0001 on Thu, 01 Mar 2007 20:12:44 GMT
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I know what people are gonna say that this is a normal error and not to worry about or something like that but i keep getting this error when i start renguard it says something wrong with main something that starts with ex it goes away and comes back often i'll get a ss when it happens next

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Goztow on Fri, 02 Mar 2007 07:47:46 GMT
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Any update on when this will become obligatory for all players? I've had it with *cheat name removed* tbh...

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by tonyrolm on Sat, 03 Mar 2007 01:46:50 GMT

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Did Renguard just crash..?

Got knocked to the desktop.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Crimson on Sat, 03 Mar 2007 03:45:50 GMT
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How should we know what's going on with your computer?

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Tunaman on Sat, 03 Mar 2007 05:46:59 GMT
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So.. when do you think this will be finished? A lot of people are very anxious for this and it seems like there haven't been any updates lately. I know that you're working on it but giving updates about what's going on gives a lot of people more hope.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Xtreme565 on Sat, 03 Mar 2007 07:43:08 GMT
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He was asking if the rg servers are offline. Mine wont let me connect to the rg network either now

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by tonyrolm on Sat, 03 Mar 2007 07:47:22 GMT
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Well 5 other players in the server playing and exited to their desktop at the same time running the Beta 5 version of Renguard.
I came in here to post so you have a timestamp.

Call it coincidense.

My bad

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by candy on Sat, 03 Mar 2007 09:59:30 GMT

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would love to participate
just becouse i want to clean my name
i've never cheated and i will never do it
i would love to see rg with higher cheat blockers then ever before
it will help to get rid of the 'you killed me, you must be a cheater' thingy that is going on in renegade atm

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Lone0001 on Sat, 03 Mar 2007 17:07:13 GMT
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Heres the error:

and this error comes up alot and i never got it when i had the other renguard.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by agent6998 on Sun, 04 Mar 2007 22:06:37 GMT
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Everything seems to be working fine. But, I have a question, what's new in this Beta?

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Goztow on Sun, 04 Mar 2007 22:44:07 GMT
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lone0001 wrote on Sat, 03 March 2007 18:07Heres the error:

and this error comes up alot and i never got it when i had the other renguard.
I just had the same error tonight, lots of others got kicked for renguard loosing connection. network problems tonight?

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Tunaman on Fri, 09 Mar 2007 06:26:23 GMT
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Everytime I try to play on jelly i get booted for radar hack when I'm not..

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Kiss on Thu, 15 Mar 2007 20:48:34 GMT
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mac wrote on Tue, 20 February 2007 06:10I am asking the users with the Nicknames (in WOL/GSA) with Observer6 and M2Eisz to come to IRC (irc.n00bstories.com #bhs_support) and talk to me, its about the messages you got from RenGuard..

I am not sure if this has been addressed or not but "Observer 6" is ViPeaX... he asked me to reserve a slot for him "observer6" in all the Renegade Tournament games.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Crimson on Fri, 16 Mar 2007 22:31:36 GMT
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This new version stops the notorious bypass out there and also adds full compatibility with the operating systems that we previously had issues with.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Lone0001 on Sat, 17 Mar 2007 17:23:57 GMT
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lone0001 wrote on Sat, 03 March 2007 11:07Heres the error:

and this error comes up alot and i never got it when i had the other renguard.

any word on why this happens it happens alot.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by jnz on Sat, 17 Mar 2007 22:03:10 GMT
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could be anything. buffer overun, underun, access violation etc... its lack of error checking in the code. Its a programmers worse nightmare. its sometimes very hard to trace.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Lone0001 on Sun, 18 Mar 2007 03:34:17 GMT
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well whatever it is it's very anoying so it would be nice if it could be fixed.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by JPNOD on Sun, 18 Mar 2007 10:15:46 GMT
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I sometimes have a Crash witch throws me back to the desktop then leaving the RG menu open saying '' unable to connect maybe your firewall is incompatible/ blocking it. '' When I close RG and I restart it will give the same error again. After a reboot it's all normal again and I can just normally start RG. Will post a SS later.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Lone0001 on Sun, 18 Mar 2007 13:43:59 GMT
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I didn't take the ss like I meant to what really happens is I try and start renguard and then I get that error and renguard closes and renegade does not start and that happens 5 or so times and then it works but it has been quiting on me during a game too.

Quote:I sometimes have a Crash witch throws me back to the desktop then leaving the RG menu open saying '' unable to connect maybe your firewall is incompatible/ blocking it. '' When I close RG and I restart it will give the same error again. After a reboot it's all normal again and I can just normally start RG. Will post a SS later.
I get that problem too except I can get it working without restarting my computer.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by StoneCold on Sun, 18 Mar 2007 14:13:45 GMT
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ay i just wanna no is there any date on the new RG? i no that awesome bot is out but Radar and many other hacks are still passible

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Crimson on Mon, 19 Mar 2007 03:52:28 GMT
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v00d00 was busy with work and we got a bit delayed. To my knowledge, he's supposed to make a tweak to radar detection which should remove the false positives, then we can release it.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST

Posted by pollo on Mon, 19 Mar 2007 10:05:12 GMT
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Would it be posible to clean the aim pointer or that the aim pointer won't turn to red when you are aiming someone?

I think that it's the only way to stop with Trigger Bot or Aimbot. I have realized that the new games don't use pointer, but I'm not sure if it's posible to do it in renegade.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by CarrierII on Mon, 19 Mar 2007 16:37:42 GMT
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Actually, the current Bypass (with aimbot attached) is stopped by this new version, and the aimbot part is stopped by BIATCH (Black-Intel Anti Cheat)

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Tunaman on Tue, 27 Mar 2007 17:05:58 GMT
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Is this still being worked on?

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by MaverickSS on Wed, 28 Mar 2007 02:07:32 GMT
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probably...all that hype and then it all disappears again...

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Uberfahr on Sat, 31 Mar 2007 10:58:55 GMT
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changed the game.exe, started Renegade. Then downloaded the new game2.exe. Renegade started, but login failed. Cant connect now to XWIS.

Unfortunately, I ony saved my original game.exe, not the game2.exe. Cant connect now. Is there a way to download the old game2.exe?

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by 0x90 on Sat, 31 Mar 2007 12:06:01 GMT
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Uberfahr wrote on Sat, 31 March 2007 12:58changed the game.exe, started Renegade. Then downloaded the new game2.exe. Renegade started, but login failed. Cant connect now to XWIS.

Unfortunately, I ony saved my original game.exe, not the game2.exe. Cant connect now. Is there a way to download the old game2.exe?

if i got you right your original game.exe (renegade) IS the new game2.exe (after installing renguard). so you just have to rename game2.exe to game.exe (or even just start game2.exe instead of game.exe).
installing renguard shouldnt have anything to do with xwis-connecting problems in renegade anyways. i guess its just a temp. problem!

regards ((c)by me @carrierII !)
0x90

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Uberfahr on Sat, 31 Mar 2007 12:52:37 GMT
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I deinstalled RG and now it works (of course without being in the RG network). Then I installed the normal RG without beta and same problems. I m playing without RG now until someone has an idea what to do. Thanks in advance

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Crimson on Wed, 04 Apr 2007 14:09:34 GMT
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RenGuard Beta 6 is out!

Bug fixes:
- Registry fixes where settings were not being remembered
- Downloading is now quite significantly faster

We're still working on the radar hack false positives, but you should only be getting kicked when you join or leave a server to the best of our knowledge.

Please visit the Beta Test reporting page:

http://www.rengaurd.com/community/betatest.report.php

And follow the instructions to download Beta6. Please provide feedback if you were experiencing any of the listed issues.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by CarrierII on Sat, 07 Apr 2007 19:06:43 GMT
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Lol 0x90.

Thank you for fixing the registry settings remembering bug, that was getting on my nerves.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Crimson on Tue, 24 Apr 2007 13:05:43 GMT
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We should be releasing this within the next few hours... stay tuned!

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Creed3020 on Tue, 24 Apr 2007 13:24:15 GMT
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Crimson wrote on Tue, 24 April 2007 09:05We should be releasing this within the next few hours... stay tuned!

Releasing what...? A new BETA, version 7?

Sorry but I found your post confusing.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by CarrierII on Tue, 24 Apr 2007 15:31:31 GMT
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She means either BETA 7 or making 1.032 the official version (Although I feel it should be called Renguard 2.0 to avoid confusion among simple people)

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Renx on Tue, 24 Apr 2007 17:37:59 GMT
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It hasn't changed enough to warrent a version change like that. Only relatively small changes have been made to the previous version.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by Goztow on Tue, 24 Apr 2007 18:20:40 GMT
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It's 1.032 full release and it has been released now.

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by k_os on Mon, 30 Apr 2007 01:18:38 GMT
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Can get connected to RG...

[18:06] Trying to connect to server #1...Connected!
[18:06] Secure link established.
[18:06] Welcome to RenGuard,k_os!
[18:06] To launch Renegade, please click 'Renegade'.
[18:07] You have been disconnected from RenGuard k_os.

*I have the newww full version 1.322
*Game works fine in "game2.exe"
*File "game.exe" is there and existing.
*have been tryin to connect for the passed 3 days, and NO! success.... =/

Subject: Re: RenGuard 1.032 PUBLIC BETA TEST
Posted by mac on Mon, 30 Apr 2007 07:07:00 GMT
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What is your ingame name?

Pretty sure I know what this is.
Join our support chat and try to reach me.