Subject: RenGuard v1.04 Posted by Aaron on Wed, 26 Jan 2005 06:16:34 GMT View Forum Message <> Reply to Message

jonwilWe are working as fast as we can but we want to make sure it is able to counter all possible attack vectors.

ok cool that is good

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums