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 is 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 This of course also means that outdated versions will not be allowed to connect to RenGuard-protected servers.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.