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Subject: WTF ??? Renguard hacked ?

Posted by [snipesimo](#) on Sun, 30 May 2004 03:34:25 GMT

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Don't provoke me, I do NOT want to get into a war of the bots with you. I will say, when I made my post comparing the SSC's I was thinking more of BRenBot than the stand-alone SSC so...

The issue you seem most concerned with (players kicked and not allowed) is probably the easiest to fix, and you seem to have expanded one protocol problem into multiple "bugs".

Instead of finding bugs and posting them here, try reporting them to Dante.

The constant refreshing of pi's is due to the output of the FDS, and cannot be controlled by Dante.

Also, you can't call lock-ups bugs, because you can't say that the SSC made by mac never locks up.

One last thing, its kind of hard for me to comment on BRenBot or mac's SSC because neither run on my computer and the bug has been ignored for months, as well as about 2 dozen other bugs I reported.

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