Subject: RenGuard Update!

Posted by Crimson on Wed, 22 Feb 2006 16:59:53 GMT

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Hello, everyone!

Some of you may have noticed that we released a small RenGuard update today. This is NOT version 1.04. This is, technically, version 1.031, but the window will still say 1.03.

The fix is minor -- it's just stopping an exploit that came out a few weeks ago. I would like to congratulate the cheat community on taking nearly 2 years to figure out something that we couldn't fix on the master servers.

Our all-new, rebuilt from scratch RG2 backend network is currently in testing. We are testing the new client (RenGuard 1.04) and server software internally and hope to resume testing with our small initial test group very soon.

Subject: Re: RenGuard Update!

Posted by Renardin6 on Wed, 22 Feb 2006 17:11:14 GMT

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Great news. Is the cheat that allows you to spawn everywhere and with the vehicle of your choice stopped? Because 1.03 didn't stop that.

Subject: Re: RenGuard Update!

Posted by Goztow on Wed, 22 Feb 2006 18:41:05 GMT

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Great Crimy!

Subject: Re: RenGuard Update!

Posted by Spice on Wed, 22 Feb 2006 21:01:44 GMT

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This is good news.

Subject: Re: RenGuard Update!

Posted by Kanezor on Fri, 24 Feb 2006 19:35:49 GMT

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MrInferno wrote on Fri, 24 February 2006 11:33will the new Renguard allow: skins and reticles?

(Only asking for SURE..)

The current RenGuard allows skins and reticles, just not in a pure server. I don't think RenGuard will ever allow skins or reticles in a pure server, because then your client would not be pure.

Subject: Re: RenGuard Update!

Posted by frijud on Sat, 25 Feb 2006 05:19:29 GMT

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The new load times for the maps are great! Thanks!

Subject: Re: RenGuard Update!

Posted by cfehunter on Tue, 14 Mar 2006 21:07:25 GMT

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for some reason my RG wont update, i'm a little confused with what's going on

Subject: Re: RenGuard Update!

Posted by Dave Mason on Wed, 15 Mar 2006 00:11:28 GMT

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That's most likely because it was released nearly a month ago and you've probably already auto-updated.