Subject: RenGuard version 1.032 released!
Posted by Crimson on Tue, 24 Apr 2007 18:11:48 GMT
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RenGuard version 1.032 has passed all beta testing and is now available as a MANDATORY forced upgrade! When you launch RenGuard, whether you are using version 1.03 or one of our beta test clients, you will automatically be upgraded to version 1.032.

PLEASE NOTE: Vista users must accept/allow the upgrade before they will be allowed to connect to the network. If you don't allow the update, you'll be stuck in an endless loop of the update trying to apply itself.

This version works 100% in ALL operating systems. There is no longer any excuse for 64-bit, Vista, or Windows 2000 users to not use this software.

I've also heard a rumor that a new version of BIATCH will be released by BlackIntel today.... stay tuned for that.

If you are having any trouble with auto-update, please download this ZIP and manually update yourself.

```
File Attachments
1) RG1032.zip, downloaded 698 times
```

Subject: Re: RenGuard version 1.032 released!
Posted by danpaul88 on Tue, 24 Apr 2007 18:15:48 GMT
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Is there a full installer for 1.032 or do we have to install the old version and update it? I recently reformatted my PC and have not installed RG yet, so thought I would ask

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Subject: Re: RenGuard version 1.032 released!
Posted by Goztow on Tue, 24 Apr 2007 18:17:29 GMT
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Auto updater doesn't work correctly. DOH. It keeps updating, even after saying the update was succesful.

I use beta6.

Subject: Re: RenGuard version 1.032 released!
Posted by Crimson on Tue, 24 Apr 2007 18:29:31 GMT
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We made a couple tweaks... it was almost painless. Any game.exe that you connect should auto-update to the right one now.

Subject: Re: RenGuard version 1.032 released!
Posted by Enforcer on Tue, 24 Apr 2007 19:08:18 GMT
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worked fine here
tyvm people for all your hard work

Subject: Re: RenGuard version 1.032 released!
Posted by CarrierII on Tue, 24 Apr 2007 19:22:51 GMT
View Forum Message <> Reply to Message

Cheat free renegade, again!

(Upgrade ran perfectly for me)

Subject: Re: RenGuard version 1.032 released!
Posted by W1kD1 on Tue, 24 Apr 2007 19:50:56 GMT
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hopefully this means that ALL the cheats will be denied?

Subject: Re: RenGuard version 1.032 released!
Posted by CarrierII on Tue, 24 Apr 2007 19:57:55 GMT
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Its primary purpose is wider compatibility (Now supports Win 64 and 2000) and stopping the bypass / aimbot

---

Subject: Re: RenGuard version 1.032 released!
Posted by asmallbrownduck on Tue, 24 Apr 2007 20:07:42 GMT
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I have a problem.

The forced update now requires me to insert the runtime disc that I no longer have!

I tried installing the no-cd patch but renguard will not run after it.

I can play without renguard but don't like to.

Any ideas?

Quack

Subject: Re: RenGuard version 1.032 released!
Posted by JPNOD on Tue, 24 Apr 2007 20:17:51 GMT
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Nice

am looking forward for a game of Renegade haven't played in a while, will be playing soon now.

Subject: Re: RenGuard version 1.032 released!
Posted by Renx on Tue, 24 Apr 2007 20:34:05 GMT
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asmallbrownduck wrote on Tue, 24 April 2007 17:07I have a problem.

The forced update now requires me to insert the runtime disc that I no longer have!

I tried installing the no-cd patch but renguard will not run after it.

I can play without renguard but don't like to.

Any ideas?

Quack

That shouldn't happen because the game2.exe that is forced doesn't require a CD to be inserted...

Subject: Re: RenGuard version 1.032 released!
Posted by Crimson on Tue, 24 Apr 2007 21:17:40 GMT

If you're having any trouble with the automatic updater (there are only a few of you), try downloading the new version manually and updating it.

```
File Attachments
1) RG1032.zip, downloaded 387 times
```

Subject: Re: RenGuard version 1.032 released!
Posted by totalhavok on Tue, 24 Apr 2007 21:19:11 GMT

Major probles with this update for me!!!!
I keep having the WWConfig utility popping up, Renguard won't start, and when it dose won't stay connected.

 An error occurred within RenGuard. Please report this error: recv - 10054   is what came up the first time!??? I've tried reinstalling Renguard SEVERAL times and it still doesn't work!!!

Subject: Re: RenGuard version 1.032 released!
Posted by Crimson on Tue, 24 Apr 2007 21:20:50 GMT

totalhavok wrote on Tue, 24 April 2007 14:19Major probles with this update for me!!!!
I keep having the WWConfig utility popping up, Renguard won't start, and when it dose won't stay connected.

 An error occurred within RenGuard. Please report this error: recv - 10054   is what came up the first time!??? I've tried reinstalling Renguard SEVERAL times and it still doesn't work!!!

Please try the manual update process. It has to do with people who use the auto-start Renegade setting...

Subject: Re: RenGuard version 1.032 released!
Posted by mjolner88 on Tue, 24 Apr 2007 21:51:10 GMT

Quote:RenGuard version 1.032 has passed all beta testing and is now available as a MANDATORY forced upgrade! When you launch RenGuard, whether you are using version 1.03 or one of our beta test clients, you will automatically be upgraded to version 1.032.
Quote:Its primary purpose is wider compatibility (Now supports Win 64 and 2000) and stopping the bypass / aimbot

This would be fine if that's all it was.

But instead, RenGuard is also forcing (downloading upon load without consent or permission) CP1 or 2 onto players.

Don't get me wrong: I appreciate the work of the CP1 developers.

But, why should we players be obligated into the extent of extra's and modifications CP1 (exclaimations over my and others heads - blocking my and other's views, noisy sound effects that cover up important sounds and add to all the repetitious commands of other players, along with all the other "un-necessary to gameplay" extra's) includes, if we don't want it??

If players found it to be usefull - would be one thing. But we have never been given a choice. I've been playing since late 2001, and never thought it come down to the developers of a anti-cheat program making up rules on what you'll have added to your Renegade Client, in order to play. RenGuard was initially embraced by all of us to stop cheaters, not force "MANDATORY" alterations.

Has the REN community come to a monocracy?

This is no "upgrade"!   _____   But rather a downgrade.

RenGuard by itself is GREAT, and I'm all for a program that stops people from cheating. But, using RenGuard to implement CP1 use is wrong when it so dramatically changes the gameplay. I know I speak for many hundreds of voiceless players.

Mjolner

Subject: Re: RenGuard version 1.032 released!
Posted by danpaul88 on Tue, 24 Apr 2007 21:56:19 GMT
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Erm... the forced update is forcing you to update from 1.03 / 1.031 to 1.032 AFAIK, I don't think it also forces CP1/CP2 on you...

Subject: Re: RenGuard version 1.032 released!
Posted by totalhavok on Tue, 24 Apr 2007 22:13:15 GMT
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Crimson wrote on Tue, 24 April 2007 17:20totalhavok wrote on Tue, 24 April 2007 14:19Major probles with this update for me!!!!
I keep having the WWConfig utility popping up, Renguard won't start, and when it dose won't stay connected.

 An error occurred within RenGuard. Please report this error: recv - 10054   is what came up the first time!??? I've tried reinstalling Renguard SEVERAL times and it still doesn't work!!!

Please try the manual update process. It has to do with people who use the auto-start Renegade

setting...

Ok FINALY it worked, manual update did work BUT Only after I turned off the Auto-Start Renegade in the Options menu! This was tricky The WWConfig Menu popped up 8-12 times. I had to "Break the loop" by maximizing RG, clicking options, Uncheck Auto Start, and then Click OK, BEFORE the WWConfig came up again.

That seems to have fixed it

Subject: Re: RenGuard version 1.032 released!
Posted by W1kD1 on Tue, 24 Apr 2007 22:13:26 GMT
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dont think it stops the cheats

Subject: Re: RenGuard version 1.032 released!
Posted by mjolner88 on Tue, 24 Apr 2007 22:23:37 GMT
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danpaul88 wrote on Tue, 24 April 2007 16:56Erm... the forced update is forcing you to update from 1.03 / 1.031 to 1.032 AFAIK, I don't think it also forces CP1/CP2 on you...
It did.
As soon as RenGuard window loaded. Never asked or anything. It just said it was downloading and installed.

Subject: Re: RenGuard version 1.032 released!
Posted by Crimson on Tue, 24 Apr 2007 22:36:23 GMT
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It's NOT downloading CP1/CP2. It's downloading a unified game2.exe whose only modification is that it removes the need to have the CD in the drive when you play. We needed to have everyone use the same game2.exe for memory hack enforcement.

This is NOT a core patch download, it's ONLY a game2.exe download.

Subject: Re: RenGuard version 1.032 released!
Posted by m1a1_abrams on Tue, 24 Apr 2007 23:08:57 GMT
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My RenGuard doesn't actually open now. I get "RenGuard 1.032" minimized in the taskbar, but it doesn't open the RenGuard front-end on the desktop, so I can't start Renegade. If I click on the taskbar box, nothing happens. If double click it, it goes to the notification area by the clock, then if I double click that icon, it goes back to the taskbar.

Subject: Re: RenGuard version 1.032 released!
Posted by [NE]Pendulum on Tue, 24 Apr 2007 23:22:02 GMT
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m1a1_abrams wrote on Tue, 24 April 2007 18:08My RenGuard doesn't actually open now. I get "RenGuard 1.032" minimized in the taskbar, but it doesn't open the RenGuard front-end on the desktop, so I can't start Renegade. If I click on the taskbar box, nothing happens. If double click it, it goes to the notification area by the clock, then if I double click that icon, it goes back to the taskbar.

I have exactly the same problem

Subject: Re: RenGuard version 1.032 released!
Posted by m1a1_abrams on Tue, 24 Apr 2007 23:26:16 GMT
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It's working now, it just had to be maximised once using the right click menu. Just clicking on it wouldn't work.

Subject: Re: RenGuard version 1.032 released!
Posted by Dethdeath on Tue, 24 Apr 2007 23:27:52 GMT
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You can also go into your registry (Start -> Run -> Regedit), browse to HKEY_LOCAL_MACHINE\SOFTWARE\RenGuard and Edit the "Bottom", "Left", "Right" and "Top" values to anything between 200-1024 or so to make the RG window display normally again.

Subject: Re: RenGuard version 1.032 released!
Posted by kirbysamus on Tue, 24 Apr 2007 23:51:47 GMT
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After getting past the maximize issue, everytime the game load up, the screen is always one color, i.e. help menu is black and the play screen is either light-blue or brown.

Subject: Re: RenGuard version 1.032 released!
Posted by fl00d3d on Tue, 24 Apr 2007 23:57:48 GMT
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You probably have "Automatically download CP updates" or whatever its called, enabled. Make sure you deselect that if you don't want CP updates.

Btw, I've played this game for years and in lobby wars and pro clanwars - and I've never had a complaint about CP2.

Subject: Re: RenGuard version 1.032 released!
Posted by kirbysamus on Tue, 24 Apr 2007 23:59:51 GMT
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I do but I've already had them downloaded, then I downloaded them again to make sure.

Tried disabling core updates didn't help.

Subject: Re: RenGuard version 1.032 released!
Posted by SeargentSarg on Wed, 25 Apr 2007 01:17:52 GMT
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Finally, great work by Crimson, much appreciated!

Subject: Re: RenGuard version 1.032 released!
Posted by Wyld1USA on Wed, 25 Apr 2007 01:51:17 GMT
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Thanks for those who gave the info on turning off auto-start. Not too happy about watching my pc have a program start over and over in a loop.

Subject: Re: RenGuard version 1.032 released!
Posted by trooprm02 on Wed, 25 Apr 2007 01:54:50 GMT
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Wow, great work BHS I hope this can be the light at the end of the tunnel to finally deal with cheaters

---

Subject: Re: RenGuard version 1.032 released!
Posted by jonwil on Wed, 25 Apr 2007 02:50:55 GMT

If you have problems with this new RenGuard wanting to download the core patch even though you have already got it installed, grab the .reg file from this post and double click on it and select "add to registry" (or whatever windows says).

Changes were made to where RenGuard stores information in the registry for some reason related to Windows Vista so now it doesn't think CP2 is installed when it is. This registry file writes the information in the right place so the new version of RG now thinks CP2 is installed.

```
File Attachments
1) cp.reg, downloaded 269 times
```

Subject: Re: RenGuard version 1.032 released!
Posted by MaverickSS on Wed, 25 Apr 2007 03:19:59 GMT

So...got the new game2.exe, installed core patch one, and everytime it does the pre-install check for CP2 it finds "errors". So I downloaded and replaced all the maps and always2.dat and I still get the same "errors". Tried the registry trick and i still get the errors.
And yes I would actually like CP2 so I dont' want to use "disable CP updates"

Help?

Subject: Re: RenGuard version 1.032 released!
Posted by tthom=[UN]= on Wed, 25 Apr 2007 04:23:56 GMT

to Crimson and all of BHS, thank you very much.

Subject: Re: RenGuard version 1.032 released!
Posted by MaverickSS on Wed, 25 Apr 2007 05:58:28 GMT

MaverickSS wrote on Tue, 24 April 2007 21:19So...got the new game2.exe, installed core patch one, and everytime it does the pre-install check for CP2 it finds "errors". So I downloaded and replaced all the maps and always2.dat and I still get the same "errors". Tried the registry trick and i still get the errors.
And yes I would actually like CP2 so I dont' want to use "disable CP updates"

Help?

So I went and patched it manually, and now RG doesn't even run, it claims "Renegade cannot be found".

Subject: Re: RenGuard version 1.032 released!
Posted by Goztow on Wed, 25 Apr 2007 06:38:15 GMT
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About minimising, this is an old problem. The workaround can be found in the RGfaq, as usual .
http://www.renegadecommunity.com/page.php?link=rgfaq#17

You can install CP1 and/or 2 manually if you can't get the auto updater to work. This is also an old problem, mostly related to people doing something wrong but whatever.
http://www.renegadecommunity.com/page.php?link=rgfaq#14 (at the bottom)

I'll add the RG 1.032 download link and the registry file download link to the RGFAQ now.

Subject: Re: RenGuard version 1.032 released!
Posted by mac on Wed, 25 Apr 2007 06:54:35 GMT
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For anyone having problems with the automatic mandetory game2.exe download - you can download it here manually and put it into your renegade dir:

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

Subject: Re: RenGuard version 1.032 released!
Posted by Lone0001 on Wed, 25 Apr 2007 16:31:22 GMT
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TYVM

Subject: Re: RenGuard version 1.032 released!
Posted by W1kD1 on Wed, 25 Apr 2007 17:07:09 GMT
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what about the problem that everyone gets kicked after a few minutes for "renguard has stopped running".

 [BR] RenGuard has stopped running on client {AR}Lord_Cidious!
 [BR] RenGuard has stopped running on client R4g3.0F.M4g3!
 [BR] RenGuard has stopped running on client shokus!
 [BR] RenGuard has stopped running on client [TRCU]StEaLtHCaPtAiN!

[BR] RenGuard has stopped running on client maitre129!
[BR] RenGuard has stopped running on client Maje_26!
[BR] RenGuard has stopped running on client shokus!
[BR] RenGuard has stopped running on client [a|S|a]Secrets!

Subject: Re: RenGuard version 1.032 released!
Posted by JohnDoe on Wed, 25 Apr 2007 19:24:47 GMT
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[21:22] Trying to connect to server #1...Connected!
[21:22] Secure link established.
[21:22] Welcome to RenGuard, hermit!
[21:22] To launch Renegade, please click 'Renegade'.
[21:22] WARNING: Model Textures (Skins) have been detected on your client! You will not be able to join a pure server.
[21:22] You have been disconnected from RenGuard, hermit.

This Renguard looks more unfinished than Renegade...always crashed my Renegade on 'gameplay pending' before that.

Subject: Re: RenGuard version 1.032 released!
Posted by JohnDoe on Wed, 25 Apr 2007 19:31:29 GMT
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Nevermind, it's crashing on 'gameplay pending' again if I start with game2.exe...tell me once this program stops breaking my Renegade and I'll download it again.

Subject: Re: RenGuard version 1.032 released!
Posted by MaverickSS on Wed, 25 Apr 2007 19:41:34 GMT
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Goztow wrote on Wed, 25 April 2007 00:38About minimising, this is an old problem. The workaround can be found in the RGfaq, as usual .
http://www.renegadecommunity.com/page.php?link=rgfaq#17

You can install CP1 and/or 2 manually if you can't get the auto updater to work. This is also an old problem, mostly related to people doing something wrong but whatever.
http://www.renegadecommunity.com/page.php?link=rgfaq#14 (at the bottom)

I'll add the RG 1.032 download link and the registry file download link to the RGFAQ now.

Maybe I was unclear when I said I had already patched in manually.

Thanks to mac for the game2.exe link, fixed the last one RG downloaded for me that was a

---

whopping 0 kb. Maybe that's why it doesn't work?

Now, even with both patches manually installed it keeps running the pre-core patch check and finds errors even though I downloaded every map and always2.dat through the RG window.

Maybe you guys should get this thing working before you claim it is 100% compatible.

Subject: Re: RenGuard version 1.032 released!
Posted by Enforcer on Wed, 25 Apr 2007 21:43:34 GMT
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stability certainly seems to be a problem
can't play a single map without renguard stopping running and getting kicked from servers

---

Subject: Re: RenGuard version 1.032 released!
Posted by mac on Wed, 25 Apr 2007 21:51:07 GMT
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Looks like you are using Vista or something - the CP installer couldnt save its registry value to indicate its installed it.

Go to the registry, find the RenGuard entry, and set PatchVersion to 2. That will fix it.

Subject: Re: RenGuard version 1.032 released!
Posted by mac on Wed, 25 Apr 2007 21:52:24 GMT
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Enforcer wrote on Wed, 25 April 2007 17:43stability certainly seems to be a problem
can't play a single map without renguard stopping running and getting kicked from servers

Currently adressing this issue, the load on the servers is incredibly high, which causes instability. Fixed it for now.

Subject: Re: RenGuard version 1.032 released!
Posted by W1kD1 on Wed, 25 Apr 2007 23:21:28 GMT
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not fixed, still kicking people

Subject: Re: RenGuard version 1.032 released!

Posted by TD6|b2412 on Thu, 26 Apr 2007 00:21:23 GMT

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So you are saying that even though we downloaded the new game.exe, we have to download a game2.exe?

WTF do we need to download a new game2.exe for? I already had enough problems downloading the game.exe file/update.

Are there anymore things that we are going to have to update??? It's a pain in the butt when you think you are all set until the next update a while off, but the next day, renguard doesnt work again.....

Lovely. Just lovely.   I mean, dont get me wrong, I support you and your work, but i think that you should release A major update forcing everything you want updated, updated. Not forcing 2, 3 small updates at a time.

==============
Crimson wrote on Tue, 24 April 2007 18:36It's NOT downloading CP1/CP2. It's downloading a unified game2.exe whose only modification is that it removes the need to have the CD in the drive when you play. We needed to have everyone use the same game2.exe for memory hack enforcement.

This is NOT a core patch download, it's ONLY a game2.exe download.

You dont need the CD in to play already. You just click cancel when the prompt for the CD comes up. The CD only contains the SP and Intro Movies. Playing the game now without the CD is just the same at it will be after this update. I play with no CD all the time, and i have an original copy of renegade.

Thank you very much,

b2412 (The Dead 6 Gaming Community Lead Admin/Owner)

Subject: Re: RenGuard version 1.032 released!
Posted by Wyld1USA on Thu, 26 Apr 2007 01:45:11 GMT

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mac wrote on Wed, 25 April 2007 17:52Enforcer wrote on Wed, 25 April 2007 17:43stability certainly seems to be a problem
can't play a single map without renguard stopping running and getting kicked from servers

Currently adressing this issue, the load on the servers is incredibly high, which causes instability. Fixed it for now.

I love you all and the effort you are making, but this doesn't seem ready for release. Nothing is fixed. I'm watching peeps 6 to 8 at a time being kicked for rg not running any more. They don't know it is the rg server and not ours. Then I get yelled at and our community blamed. I have gotten more pms just tonight than I do in a week. Personally I can't stay in a game more than 5 mins without it kicking me for rg stop running. I've given the enemy 4 vehicles already.

In addition, if I go away for a long period ren exits, goes back to the rg screen with a "not compatible with your firewall" error message and I have to restart my pc to get back in.

Not sure what changed other than more users on 1.032 but I never had this problem as a beta tester. Only since the release.

Good luck

Subject: Re: RenGuard version 1.032 released!
Posted by fl00d3d on Thu, 26 Apr 2007 02:18:54 GMT
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Wyld1USA wrote on Wed, 25 April 2007 21:45mac wrote on Wed, 25 April 2007 17:52Enforcer wrote on Wed, 25 April 2007 17:43stability certainly seems to be a problem
can't play a single map without renguard stopping running and getting kicked from servers

Currently adressing this issue, the load on the servers is incredibly high, which causes instability. Fixed it for now.

I love you all and the effort you are making, but this doesn't seem ready for release. Nothing is fixed. I'm watching peeps 6 to 8 at a time being kicked for rg not running any more. They don't know it is the rg server and not ours. Then I get yelled at and our community blamed. I have gotten more pms just tonight than I do in a week. Personally I can't stay in a game more than 5 mins without it kicking me for rg stop running. I've given the enemy 4 vehicles already.

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Not sure what changed other than more users on 1.032 but I never had this problem as a beta tester. Only since the release.

Good luck

EXACTLY the reason I just came here to post just now....

...I'm having the same exact issues on our server. As I stated in a different post, I had to remove the 'Full RenGuard' setting and put it on Half - but even this isn't helping. People are still mad-droping and thinking its our servers' fault. I'm guessing it has to do with how the client and server are connected cuz people join with rg and are accepted, then drop because they lost connection to the rg network.

Subject: Re: RenGuard version 1.032 released!
Posted by Goztow on Thu, 26 Apr 2007 07:15:22 GMT
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Guys, if EA has problems due to serverload after releasing a game like C&C3, then how do you expect BHS not to have similar problems? There has been a beta test but you cannot compare a load of 1.000 with a load of 50 testers unfortunately.

If you use Windows Vista, then you will have to run RG in admin mode. That's a matter of actually knowing how to work with your OS.

Subject: Re: RenGuard version 1.032 released!
Posted by mac on Thu, 26 Apr 2007 07:18:04 GMT
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The drop network problem is solved for now, until we can fix this client side. Has to do with x64 and vista compatibility which fucks up memory reading. Havent seen drops for hours now.

Subject: Re: RenGuard version 1.032 released!
Posted by Wyld1USA on Thu, 26 Apr 2007 12:07:24 GMT
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Thanks mac. BTW I do not use Vista or x64 and it disconnects and kicks me. I ended up having to stop using it to be able to stay in the server.

Subject: Re: RenGuard version 1.032 released!
Posted by danpaul88 on Thu, 26 Apr 2007 12:20:13 GMT
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The servers are a little unstable at the moment, probably due to the amount of clients downloading the updated files. It should be more stable once everyone has downloaded the updates.

Subject: Re: RenGuard version 1.032 released!
Posted by Crimson on Thu, 26 Apr 2007 12:28:55 GMT
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We believe we have finally fixed this problem. It had to do with the auto-reconnect code in the new version. We have updated RenGuard.com to show the new installer which Ghostshaw put together.

Note: The new installer fixes problems with The First Decade users!

Subject: Re: RenGuard version 1.032 released!
Posted by VinGummi2 on Thu, 26 Apr 2007 13:42:06 GMT
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when I try and start RG now from TFD menu the menu just disappear for a sec or so and then reappear with nothing else happening at all. If I do however go into the folder and start from there or a direct shortcut to it it works fine, but I am used to using the TFD menu, why does this happening?

Subject: Re: RenGuard version 1.032 released!
Posted by Ghostshaw on Thu, 26 Apr 2007 13:53:59 GMT
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o_O thats really really weird.

-Ghost-

Subject: Re: RenGuard version 1.032 released!
Posted by VinGummi2 on Thu, 26 Apr 2007 15:30:21 GMT
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and I have even tried to reinstall renegade totally same happens

---

Subject: Re: RenGuard version 1.032 released!
Posted by W1kD1 on Thu, 26 Apr 2007 18:27:09 GMT
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still kicking people

Subject: Re: RenGuard version 1.032 released!

Posted by [zabooz](#) on Thu, 26 Apr 2007 21:23:56 GMT

it has come down to doing a complete uninstall of renegade and renguard. i have succefully downloaded both. i go to join a game through GSA and the screen shot tells the rest. any suggestions.
http://img373.imageshack.us/img373/1955/renhf5.png
i have the original renegade not the new decade pack. and not the demo.

i do have another computer where i have not unistalled renegade but i did uninstall renguard. after reinstalling rg and try launching a game from GSA i get nothing.

this has really become a hassle. i don't understand how some are playing and some are not???

Subject: Re: RenGuard version 1.032 released!
Posted by [zabooz](#) on Thu, 26 Apr 2007 23:03:28 GMT

skip the bad corrupt file thing i reinstalled renegade again and that fixed that. w00t!
not out of the woods yet. i get the rg dialog box, i click on renegade and the rg dialog box just flickers. it will not launch game???

the other computer decided it would work. computers are a beautiful thing but sometimes i would love to take a sledge hammer to them.

any suggestions on comp 1??? thanks for your time.

Subject: Re: RenGuard version 1.032 released!
Posted by [Goztow](#) on Fri, 27 Apr 2007 06:20:45 GMT

Maybe a long shot, but did u try a reboot?

Did you have scripts 3 or higher installed and installed core patch 2? It seems core patch 2 overwrites with their old scripts, causing a black screen. The solution then is to reinstall scripts 3 +.

Subject: Re: RenGuard version 1.032 released!
Posted by [Ma1kel](#) on Tue, 01 May 2007 00:28:25 GMT

0x90@LOLCHEATERFORUMrenguard is (still) bypassed since the first 1.032 beta and so is the current public version.
i just promised mac and blazer to not release another renguard bypass, neither public nor private.

---

please just keep that in mind!

anyways i respect all your work big time! one can just salute you speding so much work on a almost-dead game! seriously.

0x90

Is this correct?

Subject: Re: RenGuard version 1.032 released!
Posted by luv2pb on Tue, 01 May 2007 17:17:52 GMT
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Ma1kel wrote on Mon, 30 April 2007 20:280x90@LOLCHEATERFORUMrenguard is (still) bypassed since the first 1.032 beta and so is the current public version.
i just promised mac and blazer to not release another renguard bypass, neither public nor private.
please just keep that in mind!

anyways i respect all your work big time! one can just salute you speding so much work on a almost-dead game! seriously.

0x90

Is this correct?
This is going to go one of two ways ...

Subject: Re: RenGuard version 1.032 released!
Posted by Spoony on Tue, 01 May 2007 20:24:28 GMT
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0x90 wrote on Mon, 30 April 2007 19:28anyways i respect all your work big time! one can just salute you speding so much work on a almost-dead game! seriously.
weird thing for someone who makes cheats to say

Subject: Re: RenGuard version 1.032 released!
Posted by Goztow on Tue, 01 May 2007 21:52:56 GMT
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luv2pb wrote on Tue, 01 May 2007 19:17Ma1kel wrote on Mon, 30 April 2007 20:280x90@LOLCHEATERFORUMrenguard is (still) bypassed since the first 1.032 beta and so is the current public version.
i just promised mac and blazer to not release another renguard bypass, neither public nor private.
please just keep that in mind!

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anyways i respect all your work big time! one can just salute you speding so much work on a almost-dead game! seriously.

0x90

Is this correct?
This is going to go one of two ways ...
Does it matter? Either way, there's no public bypass at this moment and there shouldn't be one soon (from 0x90 at least).

Subject: Re: RenGuard version 1.032 released!
Posted by W1kD1 on Sun, 06 May 2007 17:36:09 GMT
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still kicking people!   server 2 or 3 always kicks me during the game-please fix this

[10:33] [BR] RenGuard has stopped running on client OneEyedWilly!
[10:33] [BR] RenGuard has stopped running on client Letho!
[10:33] [BR] RenGuard has stopped running on client Zola!

[10:36] [BR] RenGuard has stopped running on client Arget!
[10:36] [BR] RenGuard has stopped running on client chile96!
[10:36] [BR] RenGuard has stopped running on client [a|S|a]Secrets!
[10:36] [BR] RenGuard has stopped running on client psuHaTe32!
[10:36] [BR] RenGuard has stopped running on client kiwikiwiw!

[10:55] Trying to connect to server #1...Connected!
[10:55] Server is not responding. Trying next one.
[10:55] Trying to connect to server #2...Connected!
[10:55] Server is not responding. Trying next one.
[10:55] Trying to connect to server #3...Connected!
[10:55] Secure link established.

still screwed up