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Subject: Renguard client 1.0323 does has serious problems

Posted by [tonyroldm](#) on Sun, 03 Jun 2007 18:51:33 GMT

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I have used renguard since it's inception and never had the problems I am encountering today with this version. The 1.032 Beta ran better than this release.

If you guys think it's an isolated issue with a few operating systems or computers I think your mistaken.

I don't know if you are all consumed with trying to stop the RG bypass issue but it has adversely effected it's basic function all together.

Something needs to be done to revert it back to performing the basic function before it's perception is ruined once again.

(I think it's too late for that)

I for one believe in Renguard but cannot handle the crash to desktop starting it, running it, connection lost issues, and constant frustration with it just staying online.

I even went as far as reverting back to the Beta 1.032 only to have the crashing update shoved at me.

PLEASE RESTORE THIS BACK TO PERFORMING THE BASIC FUNCTIONS !!!!!!!!!!!

Thank You

Tony

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Subject: Re: Renguard client 1.0323 does has serious problems

Posted by [jnz](#) on Sun, 03 Jun 2007 19:28:06 GMT

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I was forced to run this "program" when I was forceRGed on my favorite server, but, I couldn't run it for more than half an hour before it disconnected and I got kicked. Problem caused by me? I think not. Renegade would be more alive if this "program" never existed.

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Subject: Re: Renguard client 1.0323 does has serious problems

Posted by [JohnDoe](#) on Sun, 03 Jun 2007 19:34:23 GMT

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Yeah, we probably had 10 disconnects total in a 8 game clanwar series...we lost 2 games solely because Renguard kicked us at crucial times. It's really sad that you have to choose between Renguard screwing up your games or giving people the chance to cheat against you...

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Subject: Re: Renguard client 1.0323 does has serious problems

Posted by [jnz](#) on Sun, 03 Jun 2007 19:38:21 GMT

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JohnDoe wrote on Sun, 03 June 2007 20:34 Yeah, we probably had 10 disconnects total in a 8 game clanwar series...we lost 2 games solely because Renguard kicked us at crucial times. It's really sad that you have to choose between Renguard screwing up your games or giving people the chance to cheat against you...

Even if you do choose RG you're still chancing that people are cheating.

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Subject: Re: Renguard client 1.0323 does has serious problems

Posted by [JohnDoe](#) on Sun, 03 Jun 2007 19:41:10 GMT

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I thought the current version wasn't bypassed, yet...if I'm wrong, then wow...

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Subject: Re: Renguard client 1.0323 does has serious problems

Posted by [jnz](#) on Sun, 03 Jun 2007 19:42:17 GMT

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It was bypassed very soon after it was released, i believe.

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Subject: Re: Renguard client 1.0323 does has serious problems

Posted by [JohnDoe](#) on Sun, 03 Jun 2007 19:48:30 GMT

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Didn't it download a small update a few days ago? I would've guessed that was to stop the bypass...

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Subject: Re: Renguard client 1.0323 does has serious problems

Posted by [jnz](#) on Sun, 03 Jun 2007 19:52:16 GMT

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I don't think it did, they were having trouble with the latest bypass. As far as I've heard.

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Subject: Re: Renguard client 1.0323 does has serious problems

Posted by [futura83](#) on Sun, 03 Jun 2007 19:53:03 GMT

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gamemodding wrote on Sun, 03 June 2007 20:28I was forced to run this "program" when I was forceRGed on my favorite server, but, I couldn't run it for more than half an hour before it disconnected and I got kicked. Problem caused by me? I think not. Renegade would be more alive if this "program" never existed.

What server is that?

And which n00b forceRGed you?

Cos if you start owning and one person does it, then pretty soon some other n00bs will see the opportunity...

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Subject: Re: Renguard client 1.0323 does has serious problems

Posted by [jnz](#) on Sun, 03 Jun 2007 22:45:45 GMT

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mp-gaming mission DM, a lot of n00bs say am cheating. Even by some n00b that was using wall hack lol.

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Subject: Re: Renguard client 1.0323 does has serious problems

Posted by [Valherran](#) on Mon, 04 Jun 2007 00:01:51 GMT

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The latest RG has already been bypassed, ive seen 3 cheaters in one day that havent been banned yet for damage hax...

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Subject: Re: Renguard client 1.0323 does has serious problems

Posted by [StoneCold](#) on Mon, 04 Jun 2007 00:09:40 GMT

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sigh... with RG or not with RG cheaters will remain there its not the fault of the RG creators (most of them) but theres nothin that can be done now cept stop RG crashing....

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Subject: Re: Renguard client 1.0323 does has serious problems

Posted by [jnz](#) on Mon, 04 Jun 2007 00:32:50 GMT

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...and the D/Cs  
...and the overhead  
...and update issues

...and the cp2 download issue

Just to clarify, what does RG actually do?

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Subject: Re: Renguard client 1.0323 does has serious problems

Posted by [cmatt42](#) on Mon, 04 Jun 2007 02:15:15 GMT

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So far, more than you've been able to accomplish.

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Subject: Re: Renguard client 1.0323 does has serious problems

Posted by [jnz](#) on Mon, 04 Jun 2007 02:31:31 GMT

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I have never made (or attempted to) an anti-cheat...

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Subject: Re: Renguard client 1.0323 does has serious problems

Posted by [Goztow](#) on Mon, 04 Jun 2007 07:00:57 GMT

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The current Renguard version does not have a publically available bypass.

Renguard now automatically reconnects when it dc's. However, brenbot didn't recognise this until yesterday when the newest 1.51 beta got released. It now doesn't kick you for a disconnect anymore but checks if you reconnect within x seconds.

I hope there will be a 1.50 update coming out with this modification. This should solve the DC-problem.

The "unauthorised renegade instance" can usually be solved by waiting 20-30 seconds before clicking 'renegade'. The LAN-exploit message showing up more often now: don't know.

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Subject: Re: Renguard client 1.0323 does has serious problems

Posted by [futura83](#) on Mon, 04 Jun 2007 14:38:19 GMT

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cmatt42 wrote on Mon, 04 June 2007 03:15So far, more than you've been able to accomplish.

I bet you wack off over RG at night

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Subject: Re: Renguard client 1.0323 does has serious problems

Posted by [JohnDoe](#) on Mon, 04 Jun 2007 18:47:20 GMT

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Goztow wrote on Mon, 04 June 2007 02:00The current Renguard version does not have a publically available bypass.

Renguard now automatically reconnects when it dc's. However, brenbot didn't recognise this until yesterday when the newest 1.51 beta got released. It now doesn't kick you for a disconnect anymore but checks if you reconnect within x seconds.

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Thanks for the info...guess the clanwar server owners will need to wait for a new Brenbot.

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Subject: Re: Renguard client 1.0323 does has serious problems

Posted by [Goztow](#) on Mon, 04 Jun 2007 21:41:05 GMT

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JohnDoe wrote on Mon, 04 June 2007 20:47Goztow wrote on Mon, 04 June 2007 02:00The current Renguard version does not have a publically available bypass.

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Thanks for the info...guess the clanwar server owners will need to wait for a new Brenbot.  
<http://www.renegadeforums.com/index.php?t=msg&th=24559&start=0&rid=4> 882

You don't need to wait anymore . <3 DP

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Subject: Re: Renguard client 1.0323 does has serious problems

Posted by [icedog90](#) on Mon, 04 Jun 2007 23:06:52 GMT

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I am having the same exact issue that all of these guys are having. It is definitely NOT a problem

that sits between the keyboard and the chair. Good to hear about the Brenbot update though. Let's hope it fixes the issue, because I seriously cannot stay in a server for more than 5 minutes without RenGuard disconnecting/crashing and being kicked by the server.

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Subject: Re: Renguard client 1.0323 does has serious problems

Posted by [tonyrolm](#) on Tue, 05 Jun 2007 03:53:57 GMT

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Goztow wrote on Mon, 04 June 2007 00:00The current Renguard version does not have a publically available bypass.

Renguard now automatically reconnects when it dc's. However, brenbot didn't recognise this until yesterday when the newest 1.51 beta got released. It now doesn't kick you for a disconnect anymore but checks if you reconnect within x seconds.

I hope there will be a 1.50 update coming out with this modification. This should solve the DC-problem.

The "unauthorised renegade instance" can usually be solved by waiting 20-30 seconds before clicking 'renegade'. The LAN-exploit message showing up more often now: don't know.

Gozy:

All you are saying is that this is the fix for the clients exiting the game from Brenbot related servers.

I can see where this would correct an issue with Brenbot ejecting the player but I can't see how a Brenbot fix will correct the other problems 'clients' are having exiting to their desktop.

This post was to point out that the BASIC function of Renguard is no longer reliable and BHS needs to get the CLIENT side back to performing reliably.

So to indicate that Brenbot premature ejections issue will fix this CLIENT side is mis-leading.

You state that the "unauthorised renegade instance" can be solved by having a little patience and waiting 20 to 30 seconds.

Did you read that back to yourself?

This is a software application that requires the CLIENT to wait 20 to 30 seconds before executing it again.. Come on.

BASIC function as it relates to NOT crashing to the desktop, NOT losing connection to Non-Reguard and Renguard related servers. Not to mention whatever server bot maybe running should not even be a factor in the client side of this application.

I give all respect to BHS for trying to improve Renguard but at what point do you take notice of your latest efforts and realize that something is just not right with this version and fall back to a more stable release until those errors can be corrected.

I appears you just keep letting the broken version continue to frustrate people until they just had enough.

Once again I plead with you guy's/gal's at BHS to restore the BASIC function back into this program.

Tony

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Subject: Re: Renguard client 1.0323 does has serious problems  
Posted by [icedog90](#) on Tue, 05 Jun 2007 06:18:55 GMT  
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I was thinking that too - that the server bots shouldn't be fixed to help an unreliable client. I agree with the above.

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Subject: Re: Renguard client 1.0323 does has serious problems  
Posted by [Goztow](#) on Tue, 05 Jun 2007 06:28:47 GMT  
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I don't disagree and want to specify that I'm not a member of BHS. I just try to help people with their problems.

You are right principally speaking but practically speaking the player doesn't care if it's brenbot or the renguard client solving the problem.

I don't say wait 20-30 seconds before you relaunch renguard btw, I say launch it and wait a bit before clicking 'renegade' (do NOT use the automatically loadup renegade - function). This will allow Renguard to scan all your files before running. No, it's not elegant but it does the trick for now.

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Subject: Re: Renguard client 1.0323 does has serious problems  
Posted by [Carrierll](#) on Tue, 05 Jun 2007 12:27:38 GMT  
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I am still using the "Auto load Ren" option, no problems here.

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Subject: Re: Renguard client 1.0323 does has serious problems  
Posted by [cmatt42](#) on Tue, 05 Jun 2007 19:50:00 GMT  
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the17doctor wrote on Mon, 04 June 2007 09:38cmatt42 wrote on Mon, 04 June 2007 03:15So far,

more than you've been able to accomplish.  
I bet you wack off over RG at night  
Oh, boy, let me tell you...

You can't do it because you're sterile.

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Subject: Re: Renguard client 1.0323 does has serious problems  
Posted by [tonyroldm](#) on Thu, 21 Jun 2007 09:44:43 GMT  
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Ok stopped by to see whats new with the Renguard progress.  
I see the 'Song Remains the Same'  
other than this forum is full of problems.. hmm.  
I personally had to stop using the program due to the premature ejections

I have a few burning questions for the BHS staff

Why?

Why is this forum full of problems?  
Why have you guy's not reverted back to a working version?  
Why is the light on and nobody home?  
Why is it if you ignore all these posts the problem will fix itself?  
Why do you NOT feel these peoples pain?

Big Red truck....

if there is no wall for writing then there can't be a writing on the wall.

I'll shut up now.  
Last post on this issue.  
Enough of the sympathy.  
Wake up over there and smell the shit you handed out!  
T

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Subject: Re: Renguard client 1.0323 does has serious problems  
Posted by [Ghostshaw](#) on Thu, 21 Jun 2007 10:10:24 GMT  
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I suggest you reinstall and notice its all working pretty nicely now.

-Ghost-

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Subject: Re: Renguard client 1.0323 does has serious problems

Posted by [Crimson](#) on Thu, 21 Jun 2007 13:03:32 GMT

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I agree. Ghostshaw and I (and others) monitor the network all day (at least for the part where we're at our PCs), plus I watch my own server which is extremely busy, and there haven't been any serious issues with the network in quite a while. The few isolated threads here represent a very tiny fraction of the 2500+ players who use RenGuard in the average 24-hour period and are most likely localized issues.

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