Subject: Night Regulator
Posted by GoTWhisKéY   on Mon, 02 Jul 2007 17:36:37 GMT
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or is it like the new BrenBot and allows renguard to automatically reconnect without a kick?

Subject: Re: Night Regulator
Posted by CarrierII on Mon, 02 Jul 2007 19:26:15 GMT
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Since NR beta 7, NR behaves in a similar fashion to BR. Previous versions of NR work fine as well.

Subject: Re: Night Regulator
Posted by Nightma12 on Tue, 03 Jul 2007 12:21:08 GMT
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previous versions only kick if you are on full mode and for half mode it sends a message ingame saying you have disconnected.

The latest versions gives you time to reconnect again (15 seconds) before kicking/sending message ingame.

Subject: Re: Night Regulator
Posted by GoTWhisKéY   on Tue, 03 Jul 2007 16:49:04 GMT
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Thanks for the info.