
Subject: Renguard update idea... how bout this?

Posted by [\[A1\]BlackDiamond](#) on Fri, 09 Apr 2004 04:02:32 GMT

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The way your auto update works is really awfull.. auto kick, tells us were cheating, that we have modified files ect... how bout setting it up to at leaste give us a global message saying you are running the auto update at so and so time ? Or even better set a time and have a notice letting us know days in advance? Just a thought.

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Posted by [Drkpwn3r](#) on Fri, 09 Apr 2004 07:01:38 GMT

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I agree...it could use that, yesterday morning right after I got RenGuard, it went to update and it crashed Ren, in the middle of a game, it should wait till we like close Renegade or go to start it up (start up sounds great for the only time for updates)...then again...it auto updates servers at the same time right? so it is kinda good as it is...perhaps only auto update the client-side software at Renegade boot up? :rolleyes:
Just a thought

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Posted by [Crimson](#) on Fri, 09 Apr 2004 20:33:06 GMT

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We will be changing the application to not update when you're in the middle of a game. And I agree that we should send a global message to you when that happens. Thanks for the feedback.

Subject: Renguard update idea... how bout this?

Posted by [\[A1\]BlackDiamond](#) on Mon, 12 Apr 2004 20:02:30 GMT

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Just want to say thanx for the responce.
