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Subject: Question: What causes RenGuard shutdowns?

Posted by [DaMax](#) on Sat, 28 Aug 2004 00:04:36 GMT

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IRC: August 27, 2004, around 9 p.m. Eastern time:

[0201Z] neocry has shutdown Renguard.

I was wondering what could cause players to shut down RenGuard? Is this exclusively a manual act by which the player deactivates the program or is this also related to a loss of connectivity to the RenGuard network or some other event? Thanks in advance, Max.

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