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Subject: Blackhand Studios Update

Posted by [Crimson](#) on Tue, 04 Jan 2005 00:38:41 GMT

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Things have been moving and shaking over here at Blackhand Studios. We wanted to give you an update on where we are.

First off, Aircraftkiller is no longer a member of BHS and has been replaced with Laeubi as our official modder. Laeubi was a big help in getting Core Patch 1 off the ground, and he will continue to be a big help with our future projects.

Jonwil continues to be hard at work on scripts.dll modifications. Version 2.0 was released recently.

And, of course, Core Patch 1 has been a huge success. It has been downloaded over 15,000 times. The Server-side CP1 has had its "zero bug" problem fixed and is now stable and running on many servers. We are now working on things for Core Patch 2.

Work is also progressing on RenGuard 1.04. RenGuard has been experiencing record traffic levels, being used by nearly 4000 players daily. We also see 700-800 concurrent users during "peak times", close to 900 on the weekends. RenGuard 1.04 will include stronger protections against bypassing and a few fixes for "annoyances" such as the WOL nickname change difficulty. It will also run even more compact than before giving players less excuse to complain that "RenGuard makes [them] lag".

Finally, BRenBot 1.41 is being tested and will be released soon. Several bugs will be fixed, but a final list is still being composed.

For the official Blackhand Studios staff listing, please visit <http://www.renguard.com/staff.php> .

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