
Subject: RenGuard 1.04 update

Posted by [Crimson](#) on Mon, 31 Oct 2005 10:16:11 GMT

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It's been a very long time since we've had a RenGuard update for you. However, I am happy to announce (on behalf of the rest of BlackHand Studios) that RenGuard 1.04 is nearing completion. In fact, we are so close that we are hereby announcing the first private RenGuard 1.04 beta test in ONE WEEK. Our focus with this private beta is Windows 64bit OS compatibility and Windows 2000 buffer overrun issues.

Some of the other notable changes include:

No longer using SVKP protection due to issues with Norton Anti-Virus and Windows 64-bit OS compatibility

Auto-reconnect to Master Servers in the event of connection loss (players will no longer be kicked from the server they are playing on)

Automatic detection of WOL nickname changes to prevent current hassles

Less bandwidth, memory and CPU usage compared to 1.03

Localized client messages and dialogs

Fixed various crash/hang issues

RenGuard 1.04 will no longer be protected by SVKP. Instead we plan to use a new software protection that will be Windows XP64 compatible. This new protection software is going to cost us roughly \$300US (250 euros). Because of this, we are asking for donations to help offset this one-time cost of the protection software.

For donation information, please visit: <http://www.renguard.com/donate.php>

To send a donation through US Mail, please send to:

Blackhand Studios

P.O. Box 9003

Phoenix, AZ 85068-9003

If you would like to be considered for the private beta test (especially if you are using Windows XP64 or have the "buffer overrun" crash message), please check here often for the announcement with signup instructions. We will commence a public beta test once the private beta is complete.
