
Subject: Re: Renguard has too many issues with TFD
Posted by [Kanezor](#) on Sun, 16 Apr 2006 23:05:30 GMT

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Olaf, we're working on it. More specifically, I'm working on it, since it seems that I'm the only one that's working on the new RenGuard back-end stuff during the recent months. That's on top of what little social life I have, on top of the schooling I'm doing, on top of the clan stuff I do, and on top of my chores. Rewriting the whole of the back-end network takes time.

One might ask "Why re-write the back-end rather than just fix the issue you've mentioned?" Well, for starters, there are workarounds for the woldata.key issue -- v00d00's CD key utility being one of them. However, there are no workarounds for RenGuard 1.03's Windows 2000 or Windows 64-bit Edition problems. There are no workarounds for RenGuard 1.03's massive memory hemorrhaging, especially if you've got optional commandline stuff such as "/multi" passed to it. RenGuard 1.03 has some major issues that 1.04 already should and does solve -- but for 1.04 to be completely ready, we need the new back-end since there's a few issues and bypasses that 1.04 solves which requires it. The current back-end isn't very stable and in fact seemed to get less stable as we (mac) added 1.04-necessary features. Thus, it was time for a rewrite.

I hope this doesn't come across the wrong way. I've had a bad day and am holding a lot of bitter comments back. But at least we're trying to fix these issues, even if it's not in a timely manner.
