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Subject: Re: Renegade dying?

Posted by [light](#) on Sat, 26 Aug 2006 04:23:29 GMT

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RenGuard didn't save Renegade, it just made moderators lazy (in my opinion). It did initially give protection, but where there is a system there is a bypass, and that's exactly what's happened with 1.03. (Leading to the false sense of security people had with 1.03, followed by the realisation that RG wasn't foolproof)

There are also heaps of servers that don't require it, I haven't had it for ages and have always been able to find a server to play in.

But no, Renegade isn't dying. I play in RG-free servers, and it's still as fun as ever.

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