
Subject: Re: RenGuard version 1.032 released!
Posted by [Wyld1USA](#) on Thu, 26 Apr 2007 01:45:11 GMT
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mac wrote on Wed, 25 April 2007 17:52Enforcer wrote on Wed, 25 April 2007 17:43stability
certainly seems to be a problem
can't play a single map without renguard stopping running and getting kicked from servers

Currently adressing this issue, the load on the servers is incredibly high, which causes instability.
Fixed it for now.

I love you all and the effort you are making, but this doesn't seem ready for release. Nothing is fixed. I'm watching peeps 6 to 8 at a time being kicked for rg not running any more. They don't know it is the rg server and not ours. Then I get yelled at and our community blamed. I have gotten more pms just tonight than I do in a week. Personally I can't stay in a game more than 5 mins without it kicking me for rg stop running. I've given the enemy 4 vehicles already.

In addition, if I go away for a long period ren exits, goes back to the rg screen with a "not compatible with your firewall" error message and I have to restart my pc to get back in.

Not sure what changed other than more users on 1.032 but I never had this problem as a beta tester. Only since the release.

Good luck