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Subject: Re: Renguard + Linux?

Posted by [=HT=T-Bird](#) on Wed, 16 May 2007 11:22:56 GMT

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0x90 wrote on Wed, 16 May 2007 00:19der Papst wrote on Tue, 15 May 2007 23:14Why i can't edit this message?

I made a misstake in Last sentence:

But it's the first time, that a game run perfectly and an anti-cheat-software hinders us from playing it...

afaik you can edit your message just ~30minutes after posting it.

and are there PB, CD, VAC and so on for linux? oh wait.. i guess most modern games with anticheat soft wont even run on linux flawlessly, so... thats hardly a measure.

but then again im doing only console-based server-related stuff at work in linux, so i have no idea. but imho: if you wanna play games, use windows.

0x90

I'm pretty sure that America's Army (like many other UE2.x games) has a native Linux port of its client. What I'm not sure about is if PB got ported to Linux as well...

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