
Subject: Re: RenGuard bug/crash
Posted by [CarrierII](#) on Thu, 24 May 2007 07:13:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

What must have happened is that your game2.exe (Renegade) loaded without Renguard checking things first, as a result, it terminates that copy, insuring you're not bypassing Renguard, when you then use the "Renegade" button, Renguard has finished scanning, and doesn't terminate that instance of game2.exe.

In short, your PC is too fast.
