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Subject: Re: @gamemodding

Posted by [danpaul88](#) on Thu, 31 May 2007 11:09:30 GMT

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I for one would be interested to know where you got the RenGuard protocol from in the first place. If you reverse engineered it from BRenBot you should know that is technically illegal, as BRenBot is not an open source project.

If your hundreds of connections from your test servers turn out to be the cause of the mass disconnects over the last few weeks you will find a lot of people will be very annoyed with you... next time you decide to hack a protocol at least implement the WHOLE protocol and not just the bits of it that you like.

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