Subject: Re: Renguard client 1.0323 does has serious problems
Posted by tonyrolm on Tue, 05 Jun 2007 03:53:57 GMT
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Goztow wrote on Mon, 04 June 2007 00:00The current Renguard version does not have a publically availlable bypass.

Renguard now automatically reconnects when it dc's. However, brenbot didn't recognise this until yesterday when the newest 1.51 beta got released. It now doesn't kick you for a disconnect anymore but checks if you reconnect within x seconds.

I hope there will be a 1.50 update coming out with this modification. This should solve the DC-problem.

The "unauthorised renegade instance" can usually be solved by waiting 20-30 seconds before clicking 'renegade'. The LAN-exploit message showing up more often now: don't know.

Gozy:
All you are saying is that this is the fix for the clients exiting the game from Brenbot related servers.

I can see where this would correct an issue with Brenbot ejecting the player but I can't see how a Brenbot fix will correct the other problems 'clients' are having exiting to their desktop.

This post was to point out that the BASIC function of Renguard is no longer reliable and BHS needs to get the CLIENT side back to performing reliably.
So to indicate that Brenbot premature ejections issue will fix this CLIENT side is mis-leading.

You state that the "unauthorised renegade instance" can be solved by having a little patience and waiting 20 to 30 seconds.
Did you read that back to yourself?
This is a software application that requires the CLIENT to wait 20 to 30 seconds before executing it again.. Come on.

BASIC function as it relates to NOT crashing to the desktop, NOT losing connection to Non-Reguard and Renguard related servers. Not to mention whatever server bot maybe running should not even be a factor in the client side of this application.

I give all respect to BHS for trying to improve Renguard but at what point do you take notice of your latest efforts and realize that something is just not right with this version and fall back to a more stable release until those errors can be corrected.
I appears you just keep letting the broken version continue to frustrate people until they just had enough.

Once again I plead with you guy's/gal's at BHS to restore the BASIC function back into this program.

Tony