
Subject: Another RenGuard update... it's good news!
Posted by [Crimson](#) on Tue, 25 Nov 2003 21:35:15 GMT
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Since the last time I updated you on our progress, a LOT has happened.

The protocol that is used for communication between the various parts of the system is complete. The complex algorithms used for validating your files are also complete. The RenGuard client (running on the gamer's system), server-side client (running on the Renegade FDS), and the master servers all talk to each other. RenGuard support has been added to BRenBot, which is also nearing public release, and djlaptop is hard at work on the Server-Side client for those using their own server management solutions, such as GameBot and IRC scripts.

Still to be completed is the GUI (graphical interface) for the RenGuard client which will include such necessities as version checking and automatic upgrades. A command-line version of the RenGuard Client is already working.

As for time estimates, I don't want to give any specifics, but considering we've come this far in only a couple weeks, you can make your own estimates as to how long it will take for the remaining parts.

Scorpio9a and mac have been doing excellent, speedy work on this project and I am amazed by their work every day. The time is drawing near...
