
Subject: RenGuard update - 26 January 2004
Posted by [Crimson](#) on Tue, 27 Jan 2004 02:56:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Here's a bit on our latest progress with RenGuard... Some of these items overlap because they're from two different lists.

- BRenBot Win32 support for RenGuard is now working.
 - Started support for other games like RenAlert which have altered log output
 - Site redesign nearly completed
 - Development on Community Motd/ Server Motd has been started
 - Protocol for SSCs greatly enhanced to submit gameinfo/playerinfo
 - All games data being stored in a MySQL database to enhance the site with tools such as ladder, statistics, locator that works for both GSA and WOL players...
 - RenGuard.com website will feature server lists from all servers connected to the network along with current gameinfo
 - We now have 6 test servers connected to the network 24/7 for performance tests
 - Encryption for the client in preparation (We made some changes from the original plan)
-