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Subject: RenGuard update - 26 January 2004  
Posted by [mac](#) on Fri, 30 Jan 2004 13:47:46 GMT  
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It's about including the gametype (default, mod) in the server side client protocol. If I don't do it now, the protocol has to be changed when it's productive and will shut out all Server Side Clients that are running because their protocol is outdated.

SSCs do not have an auto update feature. Only the client does. That is why we're attempting to make the protocol as complete as possible. Updating the SSC is difficult.

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