
Subject: RenGuard update - 26 January 2004
Posted by [gibberish](#) on Sat, 31 Jan 2004 00:14:46 GMT
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There is one thing I don't understand about the Renguard development process.

Why does it have to be perfect first time?

An alternative would have been to release a first cut, (say) that only supported vanilla installations. Then the development team would have plenty of time to create version 2 (or 3) with all the bells and whistles.

This is especially true since according to the statuses that have been made public Renguard already has a working auto-update feature.

I know the SSC does not have an auto-update, but I don't see this as a major issue, as comparatively there will be a lot fewer SSC's than game clients. Additionally I would expect that the average person who runs a dedicated server is far more tech savy than the average gamer, hence manual server upgrades should be fairly painless.

Thanks,
Gib
