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Subject: RenGuard update - 26 January 2004  
Posted by [mac](#) on Sat, 31 Jan 2004 03:53:17 GMT  
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It has to be perfect first time for a number of reasons:

If it's not perfect it'll cracked and exploited within a few days.

If it's productive you can't change much on the master codebase without shutting down the entire network for a number of minutes, disconnecting all clients. Network disruption is something I want to avoid. Seamless updates are preferred.

Plus the problems with debugging a distributed network. This is what RenGuard essentially is. I'm getting multiple master servers up, and I'm testing how well it works in real life, and how to prevent any raise conditions. That stress testing & debugging needs to take place now, not in production.

The size of this entire application is quite big. It isn't just that pure cheat prevention.. to accomplish that, it needs a network that is capable of surviving network splits, data loss and any other kind of disruption.

Oh yeah.. that mod option in the SSC protocol took me about 30 minutes and an additional 15 minutes of coding it into the brenbot SSC. Will have Crimson's RenAlert Servers up this weekend

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