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Subject: Suggestion

Posted by [exnyte](#) on Tue, 20 Apr 2004 19:43:59 GMT

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You don't seem to be getting it. In order for RenGuard to work, it must wrap itself around the instance of Renegade it creates. It kills all other instances of Renegade because when RenGuard is running, only the instance that RenGuard creates of Renegade is "valid" at that time. If you want to join a RenGuard enabled server, the only instance that would be "valid" would be the instance that RenGuard produced. If you want to join a non-RenGuard server, then just don't load RenGuard. Instead, load game2.exe in your Renegade directory without loading RenGuard at all. It will then not kill any instances of Renegade because it's not running.

Simple enough?

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