
Subject: Re: RenGuard 1.02, and my Patience
Posted by [warranto](#) on Fri, 23 Apr 2004 04:48:08 GMT
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mrDie69 You have to assemble beta test groups and make sure everything is PERFECT, because every lost player is pretty much lost forever.

This was done, I was part of the final testing group. As far as I know NO ONE on the beta test had any problems with the program (anything would have been fixed and retested had it happened). It wasn't until it was released that these problems occurred. So releasing it as they did was actually a good thing, as these problems became known of, and could be quickly acted upon. It's now only the rare person that I hear of that still have problems with the program.
