
Subject: RenGuard 1.03 scheduled for release!
Posted by [Crimson](#) on Wed, 12 May 2004 19:51:48 GMT
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That's right -- if you haven't already downloaded the beta version, your RenGuard will automatically update itself to version 1.03 in about 5-6 hours from the time I posted this.

RenGuard 1.03 features the following:

- * Enhanced scanning engine that eliminates virtually the entire delay between placing cheats in your data directory and your subsequent kick from RenGuard and the server.
- * Audio notification (courtesy of djlaptop) which gives you a noticable sound when you join a server protected by RenGuard.
- * Several tweaks and fixes that greatly reduce the amount of RAM/processor used by RenGuard.

Over 100 people have tried out this beta version, and the results from their feedback has been excellent. This version of RenGuard is the most stable yet!

Server MOTDs now available!

This component should go through enhancements and revisions as time passes, but there's enough completed to allow this to be released and available to server owners.

Simply register on RenGuard.com and check the box indicating you are a Server Owner. This will give you access to a control panel that lets you see all your servers at a glance (once you set everything up right) and give RenGuard players more information about your server than before.

Once you are registered on RenGuard.com, simply click "Home" under "Your Links". Click on "Add Server" to get started. Here, you can upload a small image to signify your servers (an avatar) and use basic HTML to create a detailed Message of the Day for your server/servers. If you own more than one server, you can create one MOTD for all the servers to share, or create one for each server individually.

Once you create an MOTD, your Home Page will give you a unique ID which you can put in your renguard.cfg file. When RenGuard players join your server, their RenGuard client will automatically load your MOTD which they can either alt-tab to view or see when they are done playing.

Soon, I will finish server listings that will allow players to see your MOTD before they even join the game. This also means that RenGuard players will be able to see which servers are running it.

Server MOTDs are already available, so if you run a server on RenGuard, create your MOTDs as soon as possible so players don't get an error message instead of information about your servers.
