Subject: RenGuard 1.03 Stresstesting
Posted by mac on Sun, 25 Apr 2004 14:38:16 GMT
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So far, we have fixed all the crash issues that 1.02 people were having, and have improved small details in the client application.

We're almost ready to ship this as 1.03, but we have to make sure this build can be run by everyone who downloads it.

We need to do a real stress testing, with a much larger test audience than previous builds..

If you are interested, please go to http://www.renguard.com and register as "Beta Tester". We'll send you an email as soon as the new build is ready for testing with further instructions.

Anyone who has already registered can PM him, and I will add you to the list.

Thanks,
mac

Subject: RenGuard 1.03 Stresstesting
Posted by Try_lee on Mon, 26 Apr 2004 01:40:31 GMT
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Hopefully this will ensure there's as few problems as possible.

Subject: RenGuard 1.03 Stresstesting
Posted by cokemaster on Mon, 26 Apr 2004 04:30:39 GMT
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Mac check your pm

Subject: RenGuard 1.03 Stresstesting
Posted by Renx on Mon, 26 Apr 2004 11:09:37 GMT
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We're all still beta testers, right? (n00bsvr mods)

Subject: RenGuard 1.03 Stresstesting
Posted by mac on Mon, 26 Apr 2004 11:22:24 GMT
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RenxWe're all still beta testers, right? (n00bsvr mods)
Yeah, but you need to register..

Subject: RenGuard 1.03 Stresstesting
Posted by Crimson on Mon, 26 Apr 2004 20:37:08 GMT
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We've had 11 people try out the beta. All have worked, but if don't want to be whining again when RenGuard doesn't work for you, come test out the next Release Candidate and make sure it works for you before we release it.

It's VERY easy! Just create an account on RenGuard.com (all we ask for is your email address) then click "Beta Test" on the left. Download a small ZIP file, back up your existing game.exe, try the new one, and check the "yes" or "no" box on the site to tell us if it worked. It only takes about 5 minutes of your time.

Thanks for you support in improving RenGuard!

Subject: RG v1.03
Posted by Jarhead on Wed, 28 Apr 2004 04:46:09 GMT
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Crimmy, you can add me. It works now, only tried it a couple of times, but it loads up fine. Good job guys!.

Subject: RenGuard 1.03 Stresstesting
Posted by Falconxl on Wed, 28 Apr 2004 06:34:09 GMT
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I'm ready to test. I helped test the game so I figured I should help keep it cheat free.

Subject: RenGuard 1.03 Stresstesting
Posted by Crimson on Wed, 28 Apr 2004 06:43:05 GMT
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Just sign up on RenGuard.com and once you're logged in, there's a "Beta Test" link on the right.

Subject: RenGuard 1.03 Stresstesting
Posted by TnTANDY on Wed, 28 Apr 2004 23:56:36 GMT
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Works fine for me, couldn't really tell the difference betwwen 1.02 and 1.03, but I guess the fixes and stuff are in the hard coding in which we cannot see

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Subject: RenGuard 1.03 Stresstesting
Posted by Crimson on Thu, 29 Apr 2004 01:54:32 GMT
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Yes, the scanning code has changed greatly... that 60 second delay is gone, so you can't even cheat for 60 seconds now. It also uses about half the RAM (estimated) and we added a sound for when you connect to a RenGuard server.

Subject: RenGuard 1.03 Stresstesting
Posted by Zep on Thu, 29 Apr 2004 13:20:28 GMT
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Shurg, I dont feel like reading everything, but I got the 1,03 and it works great for me. The earlier versions didnt tho. v00d00 was the one that gave it to me, and its great!

k thats all.

Subject: RenGuard 1.03 Stresstesting
Posted by flyingfox on Thu, 29 Apr 2004 14:02:00 GMT
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CrimsonIt's VERY easy! Just create an account on RenGuard.com (all we ask for is your email address) then click "Beta Test" on the left. Download a small ZIP file..

I signed up and didn't get an activation e-mail. Are some e-mail addresses blocked?

Subject: Great Sound
Posted by DaMax on Thu, 29 Apr 2004 14:40:25 GMT
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Last night I logged on to the Cugsworld server which runs RenGuard. I was so surprised by the RenGuard announcement!!! It definitely sounds great, and I was most impressed. Good job, RenGuard team, and keep up the great work. Max.

Subject: RenGuard 1.03 Stresstesting
Posted by Crimson on Thu, 29 Apr 2004 20:42:56 GMT
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I manually activated several accounts. Please email me crimson@blackhand-studios.org if you are still not activated.

Subject: RenGuard 1.03 Stresstesting
Posted by TnTANDY on Thu, 29 Apr 2004 22:59:16 GMT
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Is it just one sound then on the newer 1.3?
Just when you log onto a RG server?
Or is there one when you leave the server?
Haven't really been on many servers as they are either running pure mode, or the servers and alot of the time full :rolleyes:

Subject: RenGuard 1.03 Stresstesting
Posted by Crimson on Fri, 30 Apr 2004 00:09:14 GMT
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Just the one sound when you connect to a RenGuard protected server. Where else do you think you'd want audio notification?

Subject: RenGuard 1.03 Stresstesting
Posted by Madtone on Fri, 30 Apr 2004 01:14:26 GMT
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Yay, i gave Blazer the idea of Audio notifaction!

cough

Works great here, submitted the form saying all is ok.

Good job!