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Subject: Suggestion: Future Renguard features

Posted by [MATTHEW80](#) on Wed, 28 Apr 2004 01:07:12 GMT

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Hey all,

RG looks great, as I was brainstorming last night I came up with a few ideas

-RG already has total number of people connected

-Implement actual account name of people online (so you can check for a person online)

Also a quick question regarding the core updates, will these alter the game so that wol won't detect my game version as 1.037 (thus limiting us to only RG servers)

-Matthew

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Subject: Suggestion: Future Renguard features

Posted by [Crimson](#) on Wed, 28 Apr 2004 06:44:48 GMT

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I actually plan to do that feature next. Should help when you're on a non-RG server.

The updates won't affect the versioning.

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Subject: Suggestion: Future Renguard features

Posted by [TnTANDY](#) on Wed, 28 Apr 2004 23:58:33 GMT

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Won't adding extra features to renguard increase the system usage?

I think you should make some kinda add on software, so it is optional for the player/user to have on there system, as it could cause more problems for more users (will lag and all)

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Subject: Suggestion: Future Renguard features

Posted by [Crimson](#) on Thu, 29 Apr 2004 01:55:45 GMT

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RenGuard IS add-on software. The fixes we plan to give you don't involve adding more strain on your computer.

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