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.

Subject: RenGuard 1.03 scheduled for release!

Posted by Founder of YASA on Wed, 12 May 2004 21:30:21 GMT
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ok Crimmy
/me hopes this release goes well.

Subject: RenGuard 1.03 scheduled for release!
Posted by Majiin Vegeta on Thu, 13 May 2004 01:29:19 GMT
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great !!

 hope to see the servers fuller now

Subject: RenGuard 1.03 scheduled for release!
Posted by WNxTilly on Thu, 13 May 2004 11:21:25 GMT
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Sweet,

nice work Crimmy. Madx I hope the servers get full now cos ours does tend to stay empty a lot
more than I thought it would when we turn it on.

Tilly

Subject: RenGuard 1.03 scheduled for release!
Posted by Crimson on Thu, 13 May 2004 15:35:56 GMT
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Sorry for the delay -- couldn't get the whole team together at the right time with us being in
differednt hemispheres.

We'll get this out very shortly.

Subject: RenGuard 1.03 scheduled for release!
Posted by OnfireUK on Thu, 13 May 2004 16:37:07 GMT
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Nice to hear the news

People who have the beta already will ours update automatically too?

Subject: RenGuard 1.03 scheduled for release!
Posted by Crimson on Thu, 13 May 2004 17:49:17 GMT
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The beta release is the same one, so you already have it.

Subject: RenGuard 1.03 scheduled for release!
Posted by Falconxl on Thu, 13 May 2004 22:20:25 GMT
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/me does half assed Mr. Burns impression "Excelent"

Subject: RenGuard 1.03 scheduled for release!
Posted by TnTANDY on Thu, 13 May 2004 23:59:11 GMT
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Sweet
Great Job

Subject: RenGuard 1.03 scheduled for release!
Posted by mrdie69 on Fri, 14 May 2004 06:04:11 GMT
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Any hope of getting the installer for 1.03 up soon? 1.02 crashes on my machine every time, so I can't depend on the update feature.

Subject: RenGuard 1.03 scheduled for release!
Posted by Crimson on Fri, 14 May 2004 07:43:12 GMT
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If you want to jump the gun, sign up on the website and download the beta version.

Subject: RenGuard 1.03 scheduled for release!
Posted by nastym4n on Fri, 14 May 2004 09:51:38 GMT
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good good. Great application, massively appreciated.

Can u make it send smaller packets?

Anytime I have more than like 1 skin in Data it lags me out really bad sending the data to the

server.
As soon as I remove my skins the lagging (mainly) stops.

I assumed (please no-one give me the ass me u shit or ill hav to kill you) that big lag with skins, but no lag without meant (ahem) big packets.

Whats the score?

Subject: RenGuard 1.03 scheduled for release!
Posted by Blazer on Fri, 14 May 2004 16:14:08 GMT
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AFAIK there are no packets sent per skin, in fact skins are ignored unless pure mode is on.

Subject: RenGuard 1.03 scheduled for release!
Posted by Crimson on Fri, 14 May 2004 18:57:56 GMT
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Your RenGuard client should upgrade itself automatically to 1.03 now. If you don't have RenGuard, or had problems before, click "Download" on the left on RenGuard.com to perform a fresh install.

Included in RenGuard 1.03 is:
- Sound notification when you join a RenGuard-protected server
- Rewritten scanning engine to dramatically increase performance of the software and the speed at which it detects cheats.

1.03 has been tested on over 120 different systems and has passed with flying colors! But if you have any questions, please visit our support chat!