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Subject: Blackhand Studios Update

Posted by [Crimson](#) on Tue, 04 Jan 2005 00:38:41 GMT

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Things have been moving and shaking over here at Blackhand Studios. We wanted to give you an update on where we are.

First off, Aircraftkiller is no longer a member of BHS and has been replaced with Laeubi as our official modder. Laeubi was a big help in getting Core Patch 1 off the ground, and he will continue to be a big help with our future projects.

Jonwil continues to be hard at work on scripts.dll modifications. Version 2.0 was released recently.

And, of course, Core Patch 1 has been a huge success. It has been downloaded over 15,000 times. The Server-side CP1 has had its "zero bug" problem fixed and is now stable and running on many servers. We are now working on things for Core Patch 2.

Work is also progressing on RenGuard 1.04. RenGuard has been experiencing record traffic levels, being used by nearly 4000 players daily. We also see 700-800 concurrent users during "peak times", close to 900 on the weekends. RenGuard 1.04 will include stronger protections against bypassing and a few fixes for "annoyances" such as the WOL nickname change difficulty. It will also run even more compact than before giving players less excuse to complain that "RenGuard makes [them] lag".

Finally, BRenBot 1.41 is being tested and will be released soon. Several bugs will be fixed, but a final list is still being composed.

For the official Blackhand Studios staff listing, please visit <http://www.renguard.com/staff.php> .

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Subject: Blackhand Studios Update

Posted by [kurt421](#) on Tue, 04 Jan 2005 00:43:36 GMT

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good stuff

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Subject: Blackhand Studios Update

Posted by [zunnie](#) on Tue, 04 Jan 2005 01:24:06 GMT

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Nice Very good work I hope it all goes well

[zunnie]

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Subject: Blackhand Studios Update  
Posted by [csskiller](#) on Tue, 04 Jan 2005 01:34:57 GMT  
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Yay maybe no more using a registry shortcut to change names.

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Subject: Blackhand Studios Update  
Posted by [jd422032101](#) on Tue, 04 Jan 2005 03:05:50 GMT  
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great job

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Subject: PROXY  
Posted by [MEisthe1](#) on Tue, 04 Jan 2005 06:25:03 GMT  
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Well renguard 1.04 work with proxy connections???  
cause none of the other ones work with my proxy connection!  
They say i can't connect to servers

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Subject: Blackhand Studios Update  
Posted by [warranto](#) on Tue, 04 Jan 2005 08:24:35 GMT  
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I appologise ahead of time, but I couldn't resist making fun of the topic presented

Quote:And, of course, Core Patch 1 has been a huge success. It has been downloaded over 15,000 times.

\*User Installs CP1\*

User: Stupid Program wont work!

\*Forum member gives support\*

User: darn it, I deleted the installer

\*User downloads installer again\*

Crimson: Woo hoo! 2 more downloads!

\*note that this is not intened as a flame, so I "request" that no one uses this joke as such.

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Subject: Blackhand Studios Update

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Posted by [mac](#) on Tue, 04 Jan 2005 09:12:37 GMT

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Proxy support is still undecided. It's not in our todo list ..

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Subject: Blackhand Studios Update

Posted by [Majiin Vegeta](#) on Tue, 04 Jan 2005 16:20:18 GMT

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nice work!

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Subject: Blackhand Studios Update

Posted by [MEisthe1](#) on Wed, 05 Jan 2005 14:13:01 GMT

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macProxy support is still undecided. It's not in our todo list ..

Why?!!

Am I the only renegade player who uses a proxy?

Or is butting proxy support in RG will make it insecure??

Or do think you will spend a lot of time coding it and then it may or may not work???

Or is it another reason?

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Subject: Blackhand Studios Update

Posted by [mac](#) on Wed, 05 Jan 2005 14:30:41 GMT

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I spoke to v00d00.

We're not sure how to do this - what kind of proxy is this? A http proxy? A Nat proxy?

Normally, to play renegade you need direct net (tcp/ip) access to play renegade. That is why we are a bit confused what you exactly mean. If you can tell us what exact kind of configuration you have, and give us some details how to reproduce that configuration maybe we can work something out..

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Subject: Blackhand Studios Update

Posted by [MEisthe1](#) on Wed, 05 Jan 2005 18:04:44 GMT

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I use dial up(ya i know it sucks)

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When i do the settings for any of my ISPs i have to enter the proxy address, its also called a proxy server its something like that:

proxy.\*\*\*\*\*.net.\*\*\*\*

then i enter the port number which is port 8080

Now if u ask why i must use proxy; its because my country censors the internet from unwanted sites...

For most of the programs i use i don't need to do anything to get updates or download stuff.. But some programs want.

Those programs that don't let me connect like ad-aware have an option for ppl who use proxy to enter the proxy name and port to be able to connect to their networks to get updates. Thats because proxys work as firewalls(not sure of that!)

I hope that you understand what i said cause thats most of what i know but u can ask me for more info if u need so...

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Subject: Blackhand Studios Update

Posted by [Crimson](#) on Wed, 05 Jan 2005 19:09:24 GMT

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So you only need the proxy for websites, correct?

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Subject: Blackhand Studios Update

Posted by [MEisthe1](#) on Wed, 05 Jan 2005 20:37:27 GMT

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CrimsonSo you only need the proxy for websites, correct?

No i need it to connect to the internet. I can't use anything in the internet if I don't write the proxy and the port. If I don't write them it will connect me to my ISP only but from there I can't go to any place on the net wheather its a site or a program like realplayer or a game like renegade.

It goes like this: if no proxy then no internet, if no internet then no renegade, if no renegade then no renguard, if no renguard then... lol  
you get my point?

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Subject: Blackhand Studios Update

Posted by [mac](#) on Wed, 05 Jan 2005 20:42:02 GMT

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You can't put proxy settings into Renegade either!

Do this:

in a command line

type: ipconfig /all when being connected

also type: ping http://www.renguard.com

And give us the results.-

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Subject: Blackhand Studios Update  
Posted by [MEisthe1](#) on Wed, 05 Jan 2005 21:05:03 GMT  
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Since I already have the proxy in my internet explorer typed most programs don't need to know that they work fine like renegade, Norton anti-virus and all my other games... However only a few programs will need to have the proxy written in them as well, for example ad-aware, download acclerator plus, Spybot S&D and Renguard.

Now i typed ipconfig in Run and a black DOS window will popup and close fast so i can't type anything in it!!!  
but when i type ping http://www.renguard.com it says this:

```
Pinging renguard.com [69.93.155.220] with 32 bytes of data:  
Replay from 69.93.155.220: bytes=32 time=375ms TTL=44  
Replay from 69.93.155.220: bytes=32 time=515ms TTL=44  
Replay from 69.93.155.220: bytes=32 time=390ms TTL=44
```

i think it types to other lines after that but it closes so fast

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Subject: Blackhand Studios Update  
Posted by [MEisthe1](#) on Wed, 05 Jan 2005 21:06:59 GMT  
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Just to let u know i have windos XP pro

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Subject: Blackhand Studios Update  
Posted by [mac](#) on Wed, 05 Jan 2005 22:34:30 GMT  
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Do start -> run -> "cmd.exe" first, and then do ip-config

I think we can easily do http proxy support.. I think that is what you are refering to...

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Subject: Blackhand Studios Update  
Posted by [MEisthe1](#) on Thu, 06 Jan 2005 10:10:38 GMT  
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ok here is what i go when i do ipconfig:

Windows IP configuration

PPP adabter (name of my ISP, i wont wright it here unless u want me to):

```
Connection-specific DNS Suffix . :  
IP Address. . . . . : 84.235.**.***  
Subnet Mask . . . . . : 255.255.255.255  
Default Gateway . . . . . : 84.235.**.***
```

I but starts inplace of the last 5 numbers. IP address and default gateway have the same numbers.

Quote:I think we can easily do http proxy support.. I think that is what you are refering to...

LOL I don't realy now the problem so i guess you are right...  
But here is what i think RG does(I could be wrong or right i am not a pc wiz): I think RG is forcing my internet to connect to RG master servers before going through my ISP proxy server and thats why I never get connected to RG servers!

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Subject: Blackhand Studios Update  
Posted by [WNxCABAL](#) on Thu, 06 Jan 2005 12:45:45 GMT  
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macDo start -> run -> "cmd.exe" first, and then do ip-config  
Or even better, type CMD

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Subject: Blackhand Studios Update  
Posted by [visorneon](#) on Fri, 07 Jan 2005 16:08:32 GMT  
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where can we download scripts.dll 2.0?

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Subject: Blackhand Studios Update  
Posted by [egg098](#) on Fri, 07 Jan 2005 19:47:01 GMT  
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/me slaps visorneon into the Mod Forum

<http://sourceforge.net/projects/rentools/>  
<http://prdownloads.sourceforge.net/rentools/scripts20.zip?download> <--direct link

Subject: Blackhand Studios Update  
Posted by [JPNOD](#) on Sat, 08 Jan 2005 21:03:23 GMT  
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Nice to hear, u guys are fixing some things on Renguard and better protection

KEEP THE great work going!

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Subject: Blackhand Studios Update  
Posted by [Aaron](#) on Thu, 13 Jan 2005 20:01:47 GMT  
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nice job guys!

I was wondering in the next patch if you guys can fix the "start" bug(thats what I heard its called) This has happened to me and a few other people I talked to on WOL. Here is what happens. I want to join a server and say its a 8 player server and there is 4/8 players in the games so I click on the server to join it and it is totally empty it shows no players in the game and the start button is not highlighted so I cant join the server. Have you ever heard of this bug?

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Subject: Blackhand Studios Update  
Posted by [WNxCABAL](#) on Fri, 14 Jan 2005 00:12:48 GMT  
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Aaron nice job guys!

I was wondering in the next patch if you guys can fix the "start" bug(thats what I heard its called) This has happened to me and a few other people I talked to on WOL. Here is what happens. I want to join a server and say its a 8 player server and there is 4/8 players in the games so I click on the server to join it and it is totally empty it shows no players in the game and the start button is not highlighted so I cant join the server. Have you ever heard of this bug?

Thats WOL, probably nothing we can do.

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Subject: Blackhand Studios Update  
Posted by [Titan1x77](#) on Fri, 14 Jan 2005 10:06:09 GMT  
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Is it possible to have pop-up occur on start up asking you if you would like to d-load fanmaps for a certain server.

Would be great if it could scan your data folder (which it can already do) and if your missing a

map in the servers rotation (If you can have it read a file serverside with it's rotation or even intergrated with br.net and it's rotation.cfg) it will download it from a specific location (.zip or .exe files would have to be named exactly as the .mix)

This would just be a window with a drop-down box with all different servers that participate.

so lets say I connect to RG and the window pops up in the drop-down list I choose The-Pits...it will scan the servers rotation then check my data folder for missing .mix files then proceed to d-load and install them.

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Subject: Blackhand Studios Update  
Posted by [mac](#) on Fri, 14 Jan 2005 10:07:22 GMT  
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Auto downloading of maps in RenGuard is planned, but it's still quite far away.

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