
Subject: RenGuard issues with XP64
Posted by [ProbablyX](#) on Tue, 03 May 2005 11:18:06 GMT
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Hello,

I know this has been mentioned before but I thought I'd ask again since Windows XP x64 Edition has reached final now and is shipping.

Do you know what's causing RenGuard to crash on Windows x64? And is it possible to fix? Renegade's game2.exe is working perfectly

Thanks

Subject: RenGuard issues with XP64
Posted by [mac](#) on Tue, 03 May 2005 12:14:01 GMT
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RenGuard does NOT support any 64bit operation system.

Subject: RenGuard issues with XP64
Posted by [Goztow](#) on Tue, 03 May 2005 13:46:58 GMT
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Isn't there some compatibility mode possible? Just loud thinking...

Subject: RenGuard issues with XP64
Posted by [mac](#) on Tue, 03 May 2005 14:03:50 GMT
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We are not sure what it crashes, might be the software protection. Noone is investigating it, because RenGuard is not a priority now.

Subject: RenGuard issues with XP64
Posted by [HTGunny](#) on Wed, 04 May 2005 09:17:45 GMT
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what is priority now then - i mean you guys made a product and want everybody to use it but now there is a real issue with it and you say

"We are not sure what it crashes, might be the software protection. Noone is investigating it, because RenGuard is not a priority now."

Subject: RenGuard issues with XP64
Posted by [mac](#) on Wed, 04 May 2005 09:35:59 GMT
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CP2.

Not enough staff to do any kind of RenGuard development. Missing a key developer.

Subject: RenGuard issues with XP64
Posted by [ProbablyX](#) on Wed, 04 May 2005 17:46:25 GMT
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would it help if I ran some kind of debugging on it and sent you the log?

Subject: RenGuard issues with XP64
Posted by [Blazer](#) on Wed, 04 May 2005 20:56:14 GMT
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One of RenGuards protection modules has a 16bit function call in it and thus will crash on XP64. Same problem with many MIRC plugins etc. 16Bit calls/code do not work on XP64.

Subject: RenGuard issues with XP64
Posted by [Renx](#) on Wed, 04 May 2005 21:07:22 GMT
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It's going to need to be looked at sooner or later :S 64bit machines are getting more and more popular. As of right now, more people using x64 = less people using RG.

Subject: RenGuard issues with XP64
Posted by [dead6re](#) on Thu, 05 May 2005 12:07:45 GMT
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v00d00 is still missing, :/

Subject: RenGuard issues with XP64
Posted by [ProbablyX](#) on Sat, 07 May 2005 22:35:16 GMT
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is RenGuard written in visual c++? in that case perhaps you could install MS' x64 libraries and compilers (runs on x86 I believe) and see what it says when you try to compile

Subject: RenGuard issues with XP64
Posted by [WNxCABAL](#) on Sun, 08 May 2005 11:45:10 GMT
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Renxlt's going to need to be looked at sooner or later :S 64bit machines are getting more and more popular. As of right now, more people using x64 = less people using RG.

Aye...

http://news.bbc.co.uk/2/hi/programmes/click_online/4521013.stm

Subject: RenGuard issues with XP64
Posted by [dead6re](#) on Wed, 11 May 2005 20:50:35 GMT
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Last time i checked, it was done in vb.

Subject: RenGuard issues with XP64
Posted by [mac](#) on Wed, 11 May 2005 21:15:10 GMT
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dead6reLast time i checked, it was done in vb.

ROFL. Pure c.

Subject: RenGuard issues with XP64
Posted by [dead6re](#) on Thu, 12 May 2005 07:16:17 GMT
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Meh, Someone from bhs on irc said it was done in vb. oh well.

Subject: Re: RenGuard issues with XP64
Posted by [Weirdo](#) on Sun, 26 Jun 2005 15:51:45 GMT
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I think that was BR, or one of the other IRC bots.

Subject: Re: RenGuard issues with XP64
Posted by [Sven](#) on Wed, 14 Dec 2005 10:04:06 GMT
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Any update regarding XP 64bit support?

Subject: Re: RenGuard issues with XP64
Posted by [Goztow](#) on Wed, 14 Dec 2005 10:32:07 GMT
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Yes, version 1.04 will support it. No release date out: it's in beta testing but unfortunately one of the key members of BHS is now taking a break so it might get some delay.
