
Subject: RenGuard 1.04 update
Posted by [Crimson](#) on Mon, 31 Oct 2005 10:16:11 GMT
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It's been a very long time since we've had a RenGuard update for you. However, I am happy to announce (on behalf of the rest of BlackHand Studios) that RenGuard 1.04 is nearing completion. In fact, we are so close that we are hereby announcing the first private RenGuard 1.04 beta test in ONE WEEK. Our focus with this private beta is Windows 64bit OS compatibility and Windows 2000 buffer overrun issues.

Some of the other notable changes include:

- No longer using SVKP protection due to issues with Norton Anti-Virus and Windows 64-bit OS compatibility
- Auto-reconnect to Master Servers in the event of connection loss (players will no longer be kicked from the server they are playing on)
- Automatic detection of WOL nickname changes to prevent current hassles
- Less bandwidth, memory and CPU usage compared to 1.03
- Localized client messages and dialogs
- Fixed various crash/hang issues

RenGuard 1.04 will no longer be protected by SVKP. Instead we plan to use a new software protection that will be Windows XP64 compatible. This new protection software is going to cost us roughly \$300US (250 euros). Because of this, we are asking for donations to help offset this one-time cost of the protection software.

For donation information, please visit: <http://www.renguard.com/donate.php>

To send a donation through US Mail, please send to:
Blackhand Studios
P.O. Box 9003
Phoenix, AZ 85068-9003

If you would like to be considered for the private beta test (especially if you are using Windows XP64 or have the "buffer overrun" crash message), please check here often for the announcement with signup instructions. We will commence a public beta test once the private beta is complete.

Subject: Re: RenGuard 1.04 update
Posted by [Enforcer](#) on Mon, 31 Oct 2005 10:32:40 GMT
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good stuff,keep up the good work

Subject: Re: RenGuard 1.04 update
Posted by [Nightma12](#) on Mon, 31 Oct 2005 10:47:38 GMT

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i dont see why you should have to pay money for another protection package due to symantec

Subject: Re: RenGuard 1.04 update
Posted by [Crimson](#) on Mon, 31 Oct 2005 10:51:14 GMT

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Well, it's also for 64-bit OS compatibility and improved protection.

Subject: Re: RenGuard 1.04 update
Posted by [Goztow](#) on Mon, 31 Oct 2005 10:56:56 GMT

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Very good news!

Subject: Re: RenGuard 1.04 update
Posted by [Try_lee](#) on Mon, 31 Oct 2005 11:42:40 GMT

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That's a whole lot of cash to raise!

Subject: Re: RenGuard 1.04 update
Posted by [TD](#) on Mon, 31 Oct 2005 13:17:52 GMT

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Nice update, I've been waiting for this

Subject: Re: RenGuard 1.04 update
Posted by [Fifaheld](#) on Mon, 31 Oct 2005 13:46:47 GMT

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i wait for brenbot 1.42 and corepatch 1.4 or 2.0 for linux fds servers

Subject: Re: RenGuard 1.04 update
Posted by [Spoony_old](#) on Mon, 31 Oct 2005 15:25:54 GMT

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Crimson wrote on Mon, 31 October 2005 05:16

No longer using SVKP protection due to issues with Norton Anti-Virus and Windows 64-bit OS compatibility
Auto-reconnect to Master Servers in the event of connection loss (players will no longer be kicked from the server they are playing on)
Automatic detection of WOL nickname changes to prevent current hassles

Great stuff.

Subject: Re: RenGuard 1.04 update
Posted by [RTsa](#) on Mon, 31 Oct 2005 16:30:01 GMT
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Nice! Keep up the good work!

Subject: Re: RenGuard 1.04 update
Posted by [Cybie1111](#) on Mon, 31 Oct 2005 16:56:52 GMT
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Awsome news

/me waits for new Core Patch and Brenbot news.

Subject: Re: RenGuard 1.04 update
Posted by [dudley](#) on Mon, 31 Oct 2005 20:41:19 GMT
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very nice

Subject: Re: RenGuard 1.04 update
Posted by [cmatt42](#) on Mon, 31 Oct 2005 23:42:23 GMT
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Yay! Kick ass, keep it up.

Subject: Re: RenGuard 1.04 update
Posted by [Dave Mason](#) on Mon, 31 Oct 2005 23:54:14 GMT
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"RG made me ugly"

Nice work BHS, looking forward to it.

Subject: Re: RenGuard 1.04 update
Posted by [Crimson](#) on Tue, 01 Nov 2005 11:50:38 GMT
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We have received \$60 in donations so far. \$240 to go! Please note that donations of \$20 or more will receive an invite into the private beta test.

Subject: Re: RenGuard 1.04 update
Posted by [Dethdeath](#) on Tue, 01 Nov 2005 20:38:37 GMT
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I assume they're going to get this invite on top of the players that were having issues with previous versions?

Subject: Re: RenGuard 1.04 update
Posted by [Scorpio9a](#) on Wed, 02 Nov 2005 04:01:40 GMT
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Dethdeath wrote on Tue, 01 November 2005 15:38: I assume they're going to get this invite on top of the players that were having issues with previous versions?

Yes, but not everyone will get in the private beta that has had problems with previous versions.

Subject: Re: RenGuard 1.04 update
Posted by [Crimson](#) on Wed, 02 Nov 2005 06:46:21 GMT
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Yes, the primary goal of the beta is for compatibility testing. But the other features make a nice incentive for people to want to get to using 1.04 as soon as possible. The private beta is the soonest they can do that, and greasing our palms with a bit of moolah so I don't have to pay for the protection software out of my own pocket (like I do for the servers) would be great and MUCH appreciated.

Subject: Re: RenGuard 1.04 update
Posted by [mac](#) on Wed, 02 Nov 2005 09:03:33 GMT
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A note on the features..

1.04 will auto update to 1.037 if it detects that the user is running any version previous to that

Thanks to the new stable downloader in RenGuard 1.04, it can easily handle 20mb downloads now.

Subject: Re: RenGuard 1.04 update
Posted by [Wyld1USA](#) on Wed, 02 Nov 2005 21:04:34 GMT
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All good stuff. Thanks!

Subject: Re: RenGuard 1.04 update
Posted by [Ma1kel](#) on Wed, 02 Nov 2005 21:21:44 GMT
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Could there be the ability added to use RenGuard when you direct connect? I myself direct connect to servers on GSA when WOL is down, but when I use game.exe for this it will not connect to RenGuard.

Subject: Re: RenGuard 1.04 update
Posted by [Kanezor](#) on Wed, 02 Nov 2005 22:19:09 GMT
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Ma1kel wrote on Wed, 02 November 2005 15:21 Could there be the ability added to use RenGuard when you direct connect? I myself direct connect to servers on GSA when WOL is down, but when I use game.exe for this it will not connect to RenGuard. That should work...? I've never had any trouble using RenGuard for "direct connect" via GSA or RenIP or similar software.

Subject: Re: RenGuard 1.04 update
Posted by [Ma1kel](#) on Thu, 03 Nov 2005 08:21:35 GMT
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Really? It never works for me, and I have tried RenIP.

Subject: Re: RenGuard 1.04 update
Posted by [dudley](#) on Fri, 04 Nov 2005 08:30:29 GMT

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Ma1kel wrote on Thu, 03 November 2005 03:21 Really? It never works for me, and I have tried RenIP.

never had a prob with that...

game.exe = renguard so there is no point why it shudnt work at all

Subject: Re: RenGuard 1.04 update

Posted by [trunkskgb](#) on Wed, 09 Nov 2005 14:56:22 GMT

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Cool, been along time. I'm glad it's now approaching.

Subject: Re: RenGuard 1.04 update

Posted by [omega79](#) on Fri, 18 Nov 2005 21:45:49 GMT

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did you find the reason for the "corrupt some renny file in your data folder" bug ?

i have that very often, atleast once a day.

most of the time it is the always2.dat or one of the other always.* files (i have a backup of all of them) but sometimes its an other file like the game2.exe or a mapfile

i mean its a bug what happens often and to many players.

Subject: Re: RenGuard 1.04 update

Posted by [Dethdeath](#) on Sat, 19 Nov 2005 12:11:53 GMT

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omega79 wrote on Fri, 18 November 2005 16:45 did you find the reason for the "corrupt some renny file in your data folder" bug ?

i have that very often, atleast once a day.

most of the time it is the always2.dat or one of the other always.* files (i have a backup of all of them) but sometimes its an other file like the game2.exe or a mapfile

i mean its a bug what happens often and to many players. AFAIK those corrupt files are caused by windows or a faulty harddrive. I doubt you'll be able to get rid of them any time soon, especially if it's a faulty hdd. My only solution would be a format and a complete reinstall of windows.

Subject: Re: RenGuard 1.04 update

Posted by [omega79](#) on Sat, 19 Nov 2005 16:39:15 GMT

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my windows is around 2 weeks old, and the hdd around 12 month.
i had a harddrive check befor i installed windows, no problems.

and its not just me who has this problem, there many ppl do have this problem ... thats why you can download the small always files from some servers.

but the main problem is that the file is not corrupt, its just renguard who says it is corrupt, and cuz of that it wont let you enter the rg servers.

the file is not damaged or corrupt, you still can play renny, just without renguard.

i also compared the "corrupt" files with the backup files i made, they have exactly the same filesize ...

Subject: Re: RenGuard 1.04 update

Posted by [Dethdeath](#) on Sat, 19 Nov 2005 18:43:55 GMT

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I know there's some people who have this problem and I also know just about everyone that plays Renegade uses windows. RenGuard uses MD5 to check files with. Even the slightest change in the file will make RenGuard think it's corrupt, the filesize wouldn't necessarily have to be larger or smaller. As long as the md5sum of the file doesn't match it will always be marked as corrupt.

Subject: Re: RenGuard 1.04 update

Posted by [omega79](#) on Sat, 19 Nov 2005 19:22:26 GMT

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but what causes such very small changes ?
and isnt it possible to use an other system to check the files ?

i mean bhs arent stupid people, they found ways to solve many problems, and there always ways to solve problems.

i guess thats a problem worth working on.

Subject: Re: RenGuard 1.04 update

Posted by [Tunaman](#) on Mon, 21 Nov 2005 08:14:23 GMT

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No more name bug! Yes!!! You guys rock!

And less bandwith means people have less reason to not run renguard because of "lag".

coughyeahrightcough

And the fix that will let Norton work is great! Now I can run Norton again. I just turned it off because it doesn't do anything really...

can't wait for it

Subject: Re: RenGuard 1.04 update
Posted by [dead6re](#) on Mon, 21 Nov 2005 10:42:23 GMT
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Just an interesting issue but, I run RenGuard and Norton, I don't get this virus alert. I haven't added it to exceptions so does this only concern different versions?

Subject: Re: RenGuard 1.04 update
Posted by [Kanezor](#) on Mon, 21 Nov 2005 22:13:05 GMT
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dead6re wrote on Mon, 21 November 2005 05:42: Just an interesting issue but, I run RenGuard and Norton, I don't get this virus alert. I haven't added it to exceptions so does this only concern different versions?

Versions 1.03 and older are affected. You might not experience the issue if you didn't use RenGuard when Symantec patched their stuff about a month ago, since it's entirely possible that Symantec has undone that patch (or, at least, made it not-so-intrusive).
