
Subject: Renguard Completely Screwed up for the 2 weeks...

Posted by [Alkaline](#) on Mon, 28 Nov 2005 19:52:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Renguard has been completely screwed up; Both for servers & players.

Latley, if you start renguard and join a server, thier is a 30% chane it will actually acknowledge you are running renguard. Most of the times, bots will say, You ARE NOT running renguard.

What is up with this? A lot of players re getting really confused on whats going on.

For the servers, it only shows 1/3-1/4 of the people actually using renguard on the RG client; however, irc shows correct numbers. (Brenbot)

Any word on whats going on?

Subject: Re: Renguard Completely Screwed up for the 2 weeks...

Posted by [Crimson](#) on Tue, 29 Nov 2005 20:18:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

I did some... fiddling today and I *think* I *might* have the stats back to normal. I'll have to keep watching it though. I have rolled one master server back to what I believe is the most stable recent version (before the stats problem) and I will roll the other ones back later on when traffic slows down.

Subject: Re: Renguard Completely Screwed up for the 2 weeks...

Posted by [Alkaline](#) on Tue, 29 Nov 2005 23:42:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

Still have a big problem with people !forcerg-ing people that are actually on renguard, but for some reason brenbot says they aren't; they get kicked after getting forcerged 3 time...

here is the ticket though, you can get forcerged and get kicked. Rejoin the server, and brenbot won't kick you for not having renguard but will still say the particular person is not using renguard.

Previously, when everything was kosher with RG, forcerg players were kicked if they didn't have renguard. Now it seems they can rejoin and have to be forcerged all over again Maybe only the false-positives that were forcerged earlier are the ones that aren't kicked?

Subject: Re: Renguard Completely Screwed up for the 2 weeks...

Posted by [Crimson](#) on Wed, 30 Nov 2005 11:25:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Let's just say that I, who know PHP very well and perl very little, am pretty much responsible for

fixing these problems now. I fixed a couple of minor problems and I'm getting close to figuring this other one out.

Subject: Re: Renguard Completely Screwed up for the 2 weeks...

Posted by [luv2pb](#) on Wed, 30 Nov 2005 18:30:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

Crimson wrote on Wed, 30 November 2005 06:25 Let's just say that I, who know PHP very well and perl very little, am pretty much responsible for fixing these problems now. I fixed a couple of minor problems and I'm getting close to figuring this other one out.

Ummmm those words you chose do not sound promising. I take it mac is no longer helping?

Subject: Re: Renguard Completely Screwed up for the 2 weeks...

Posted by [Crimson](#) on Wed, 30 Nov 2005 19:17:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

He's taken an extended vacation from all things Renegade.

Subject: Re: Renguard Completely Screwed up for the 2 weeks...

Posted by [luv2pb](#) on Thu, 01 Dec 2005 15:12:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

You would think then that at least he would fix his fuck ups then take his "extended vacation"

well then perhaps it's time for BHS to recruit someone new with some perl skills and time?

Subject: Re: Renguard Completely Screwed up for the 2 weeks...

Posted by [Crimson](#) on Fri, 02 Dec 2005 21:24:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

He didn't expect to have to take time off. Even mac agrees that this was very unfair to us. My own real job has been taking away more of my free time and I haven't had the chance to look at the most serious bug yet, though I am pretty close in my diagnosis of the problem.

Our real saving grace will be the complete re-write of the entire back-end RenGuard network, a project which is being completed by Scorpio, SK, and Kanezor.

Subject: Re: Renguard Completely Screwed up for the 2 weeks...

Posted by [Kanezor](#) on Sat, 03 Dec 2005 01:56:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

Crimson wrote on Fri, 02 December 2005 15:24 Our real saving grace will be the complete re-write of the entire back-end RenGuard network, a project which is being completed by Scorpio, SK, and Kanezor.

And while that's going along pretty well, it's still quite a bit of time away from being ready. So, we're stuck with our current (problematic) solutions for the time being.

Subject: Re: Renguard Completely Screwed up for the 2 weeks...

Posted by [Goztow](#) on Sat, 03 Dec 2005 12:48:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Donno if anyone noticed this too. Sometimes, my game.exe goes berserk, taking up 90+ % of my CPU.

Subject: Re: Renguard Completely Screwed up for the 2 weeks...

Posted by [Kanezor](#) on Sat, 03 Dec 2005 19:03:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Sat, 03 December 2005 06:48 Donno if anyone noticed this too. Sometimes, my game.exe goes berserk, taking up 90+ % of my CPU.

That's most likely a side effect of the buffer overrun problem -- no doubt your game.exe crashes a few moments later?

Subject: Re: Renguard Completely Screwed up for the 2 weeks...

Posted by [Raikk0n3n](#) on Sat, 03 Dec 2005 20:33:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Sat, 03 December 2005 06:48 Donno if anyone noticed this too. Sometimes, my game.exe goes berserk, taking up 90+ % of my CPU.

you get fps 2- 10 or something like that, because i have that problem....

Subject: Re: Renguard Completely Screwed up for the 2 weeks...

Posted by [RTsa](#) on Sun, 04 Dec 2005 11:48:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yup, I had that as well on some game..but it seemed like most people with RG on (not all though) had it as well. Half the server players crashed out leaving GDI base full of flame tanks

Subject: Re: Renguard Completely Screwed up for the 2 weeks...

Posted by [Goztow](#) on Mon, 05 Dec 2005 07:44:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Kanezor wrote on Sat, 03 December 2005 14:03Goztow wrote on Sat, 03 December 2005 06:48Donno if anyone noticed this too. Sometimes, my game.exe goes berserk, taking up 90+ % of my CPU.

That's most likely a side effect of the buffer overrun problem -- no doubt your game.exe crashes a few moments later?

It doesn't: I make it crash myself through ctrl-alt-del. And guess what: it doesn't even close my Renegade, though I ain't using rg anymore at that moment.
