Subject: Renguard 1.04
Posted by Flapstick on Mon, 30 Oct 2006 13:30:54 GMT
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Awaited since February, but still not out in November. Any clue when it will be released?

Subject: Re: Renguard 1.04
Posted by Goztow on Mon, 30 Oct 2006 14:09:04 GMT
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When the coder for the backend will have his coding finished. So no, no clue yet.

Subject: Re: Renguard 1.04
Posted by danpaul88 on Mon, 30 Oct 2006 17:30:41 GMT
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It's a shame they can't bring in mode coders to work on it... unfortunately too many people would abuse the trust of BHS and release the source code so moronic cheaters can modify it to not detect their retarded cheating...

Subject: Re: Renguard 1.04
Posted by Canadacdn on Wed, 01 Nov 2006 02:39:59 GMT
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Can't BHS just release small updates until 1.04 is done?

Subject: Re: Renguard 1.04
Posted by danpaul88 on Thu, 02 Nov 2006 13:08:44 GMT
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no. As has been explained before, the x64 / win 2000 problems are caused by the software which renguard is packaged in, its not renguard itself which is incompatible with x64 / win 2000, but the packaging software.

Therefore it needs pretty much rewriting completely to work in a new packager which IS x64 / win 2000 compatible.

as I understand it anyway...

Subject: Re: Renguard 1.04
Posted by 0x90 on Thu, 02 Nov 2006 14:10:34 GMT
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danpaul88 wrote on Thu, 02 November 2006 14:08no. As has been explained before, the x64 / win 2000 problems are caused by the software which renguard is packaged in, its not renguard itself which is incompatible with x64 / win 2000, but the packaging software.

Therefore it needs pretty much rewriting completely to work in a new packager which IS x64 / win 2000 compatible.

as I understand it anyway...

* Sensitive information removed by Administrator *

0x90

Subject: Re: Renguard 1.04
Posted by Crimson on Thu, 02 Nov 2006 15:36:18 GMT
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danpaul88 wrote on Thu, 02 November 2006 06:08no. As has been explained before, the x64 / win 2000 problems are caused by the software which renguard is packaged in, its not renguard itself which is incompatible with x64 / win 2000, but the packaging software.

Therefore it needs pretty much rewriting completely to work in a new packager which IS x64 / win 2000 compatible.

as I understand it anyway...

No, the executable itself can be easily repackaged, but everyone on our side who has worked on it doesn't have the original 1.03 version, only edited towards 1.04 versions. Besides, we don't want to give them a head start in defeating the security of the protection software we have changed to until we have a more secure version of the client software to package up.

Subject: Re: Renguard 1.04
Posted by sparks on Sat, 04 Nov 2006 02:52:49 GMT
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Crimson wrote on Thu, 02 November 2006 09:36
No, the executable itself can be easily repackaged, but everyone on our side who has worked on it doesn't have the original 1.03 version, only edited towards 1.04 versions. Besides, we don't want to give them a head start in defeating the security of the protection software we have changed to until we have a more secure version of the client software to package up.

A little disappointed to see that even Crimson doesn't have this thing in control.

Subject: Re: Renguard 1.04
Posted by scguy318 on Sat, 04 Nov 2006 04:13:33 GMT
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0x90 wrote on Thu, 02 November 2006 08:10danpaul88 wrote on Thu, 02 November 2006 14:08no. As has been explained before, the x64 / win 2000 problems are caused by the software which renguard is packaged in, its not renguard itself which is incompatible with x64 / win 2000, but the packaging software.

Therefore it needs pretty much rewriting completely to work in a new packager which IS x64 / win 2000 compatible.

as I understand it anyway...

* Sensitive information removed by Administrator *

0x90

Lolzers I know what you did 0x90. SVKP is bust, and I can name a billion busted packers lol. Don't get me wrong, not a fan of cheats.