
Subject: RenGuard update - 26 January 2004
Posted by [Crimson](#) on Tue, 27 Jan 2004 02:56:41 GMT
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Here's a bit on our latest progress with RenGuard... Some of these items overlap because they're from two different lists.

- BRenBot Win32 support for RenGuard is now working.
 - Started support for other games like RenAlert which have altered log output
 - Site redesign nearly completed
 - Development on Community Motd/ Server Motd has been started
 - Protocol for SSCs greatly enhanced to submit gameinfo/playerinfo
 - All games data being stored in a MySQL database to enhance the site with tools such as ladder, statistics, locator that works for both GSA and WOL players...
 - RenGuard.com website will feature server lists from all servers connected to the network along with current gameinfo
 - We now have 6 test servers connected to the network 24/7 for performance tests
 - Encryption for the client in preparation (We made some changes from the original plan)
-

Subject: RenGuard update - 26 January 2004
Posted by [Madtone](#) on Tue, 27 Jan 2004 03:18:22 GMT
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I love you guys!

Sloppy kiss's for all!

Subject: RenGuard update - 26 January 2004
Posted by [IRON FART](#) on Tue, 27 Jan 2004 05:09:04 GMT
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I'll sell my sloppy kiss on eBay.
Ty 4 update

Subject: RenGuard update - 26 January 2004
Posted by [Majiin Vegeta](#) on Tue, 27 Jan 2004 05:35:53 GMT
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Great news guys..
if you need any other testers.. i always got a an FDS that can be put up for a while

keep up the good work.. cant wait to see the release
might stick up a server title Renguard.com .. coming soon.. get some more publicity going

Subject: RenGuard update - 26 January 2004
Posted by [gendres](#) on Tue, 27 Jan 2004 12:25:10 GMT
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It's good to see that RenGuard is coming out pretty well

Subject: RenGuard update - 26 January 2004
Posted by [Twi\\$Ta](#) on Wed, 28 Jan 2004 03:27:05 GMT
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so renguard is only for dedicated servers?..is there any way it could work on non-dedicated servers?

Subject: RenGuard update - 26 January 2004
Posted by [mac](#) on Wed, 28 Jan 2004 07:21:56 GMT
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There is no support for non dedicated servers, because it does not provide any logfiles to get playerinfo/playerjoins from. Do a search, please.

Subject: RenGuard update - 26 January 2004
Posted by [rm5248](#) on Wed, 28 Jan 2004 13:59:19 GMT
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about how much (percentage wise) is done?

Subject: RenGuard update - 26 January 2004
Posted by [KumbaZ](#) on Wed, 28 Jan 2004 22:51:16 GMT
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Cool

Subject: Re: RenGuard update - 26 January 2004
Posted by [England](#) on Thu, 29 Jan 2004 03:27:47 GMT
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Crimson- Started support for other games like RenAlert which have altered log output

Even though this is great, considering RenAlert and other mods are still beta, i believe i speak for a few people when i say "fuck them at the minute"

Im sure people would much rather have the app working for Renegade first, the mods later..

Release already woman!!

Subject: RenGuard update - 26 January 2004
Posted by [Homey](#) on Thu, 29 Jan 2004 04:25:23 GMT
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I agree ^^

Subject: RenGuard update - 26 January 2004
Posted by [w1ley](#) on Thu, 29 Jan 2004 14:50:27 GMT
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Well,
I have a dedicated server([UN] Server O' Love) that is SUPER fast and would be more than happy to beta test as well.

Subject: RenGuard update - 26 January 2004
Posted by [Chevyman](#) on Fri, 30 Jan 2004 00:04:56 GMT
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I agree too, no Clan runs RenAlert or Reborn yet.

Subject: RenGuard update - 26 January 2004
Posted by [mac](#) on Fri, 30 Jan 2004 13:47:46 GMT
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It's about including the gametype (default, mod) in the server side client protocol. If I don't do it now, the protocol has to be changed when it's productive and will shut out all Server Side Clients that are running because their protocol is outdated.

SSCs do not have an auto update feature. Only the client does. That is why we're attempting to make the protocol as complete as possible. Updating the SSC is difficult.

Subject: RenGuard update - 26 January 2004
Posted by [DeathRIP](#) on Fri, 30 Jan 2004 20:01:14 GMT
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Excellent.

Subject: RenGuard update - 26 January 2004
Posted by [Majiin Vegeta](#) on Fri, 30 Jan 2004 23:59:23 GMT
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InvaderAlright, How long are we talking? This is taking forever!

Be lucky your getting anything.. stop your bitching!

Subject: RenGuard update - 26 January 2004
Posted by [gibberish](#) on Sat, 31 Jan 2004 00:14:46 GMT
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There is one thing I don't understand about the Renguard development process.

Why does it have to be perfect first time?

An alternative would have been to release a first cut, (say) that only supported vanilla installations. Then the development team would have plenty of time to create version 2 (or 3) with all the bells and whistles.

This is especially true since according to the statuses that have been made public Renguard already has a working auto-update feature.

I know the SSC does not have an auto-update, but I don't see this as a major issue, as comparatively there will be a lot fewer SSC's than game clients. Additionally I would expect that the average person who runs a dedicated server is far more tech savy than the average gamer, hence manual server upgrades should be fairly painless.

Thanks,
Gib

Subject: RenGuard update - 26 January 2004
Posted by [mac](#) on Sat, 31 Jan 2004 03:53:17 GMT
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It has to be perfect first time for a number of reasons:

If it's not perfect it'll cracked and exploited within a few days.

If it's productive you can't change much on the master codebase without shutting down the entire network for a number of minutes, disconnecting all clients. Network disruption is something I want to avoid. Seamless updates are preferred.

Plus the problems with debugging a distributed network. This is what RenGuard essentially is. I'm getting multiple master servers up, and I'm testing how well it works in real life, and how to prevent any raise conditions. That stress testing & debugging needs to take place now, not in production.

The size of this entire application is quite big. It isn't just that pure cheat prevention.. to accomplish that, it needs a network that is capable of surviving network splits, data loss and any other kind of disruption.

Oh yeah.. that mod option in the SSC protocol took me about 30 minutes and an additional 15 minutes of coding it into the brenbot SSC. Will have Crimson's RenAlert Servers up this weekend

Subject: RenGuard update - 26 January 2004
Posted by [RenSolaria](#) on Tue, 03 Feb 2004 12:07:49 GMT
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After getting a email from a friend about this site and about Renguard I just had to look it up. Wow it is about time someone came up with something to reduce the rampant cheating in renegade. I used to play Renegade and quit after 9 months online. Gotten tired of dealing with cheating players and cheating server hosts and other hosts who drop server connection when they are losing badly.

Am currently on other games online like SWG or ENB where use of bug exploits aka cheating is there but they are cracking down hard on cheaters.

I personally feel that if EA/Westwood had made C&C games pay to play the online cheaters would have found it most difficult if not outright impossible to cheat.

Will not be posting much here in these forums since RL is more important to me than online games, but will check back again every now and then and see what the progress is for this Renguard of yours. It would be refreshing start to play renegade again without dealing with all those rampant online renegade cheaters.

Thx.

Subject: RenGuard update - 26 January 2004
Posted by [gam3rj](#) on Thu, 05 Feb 2004 05:17:48 GMT
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Keep up the good work Renguard staff. I give you all the support

Subject: Thanks to the Renguard Staff
Posted by [ohnou812](#) on Mon, 09 Feb 2004 11:45:22 GMT

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Thanks for all the hard work you guys have put into this anti cheat program. It amazes me the amount of time and money you guys are willing to spend on these programs for the Renegade Community, while looking for nothing more than better gaming for all in return.
Thanks again and keep up the good work.

Subject: RenGuard update - 26 January 2004
Posted by [sterps](#) on Mon, 09 Feb 2004 23:09:44 GMT
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woohoo

Subject: RenGuard update - 26 January 2004
Posted by [sniper12345](#) on Tue, 10 Feb 2004 10:44:54 GMT
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ChevymanI agree too, no Clan runs RenAlert or Reborn yet.

n00bstories runs Renalert....renstation used to....

Subject: RenGuard update - 26 January 2004
Posted by [Alkaline](#) on Sun, 15 Feb 2004 06:41:38 GMT
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last time I checked n00bstories wasn't a clan...
wait... maybe it is, I saw some poeple on gsa with the [N00B] tag, maybe that is the n00bstories clan?

Subject: RenGuard update - 26 January 2004
Posted by [Crimson](#) on Sun, 15 Feb 2004 08:00:03 GMT
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No, n00bstories doesn't have a clan.

Subject: RenGuard update - 26 January 2004
Posted by [skater910](#) on Mon, 16 Feb 2004 05:41:30 GMT
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if they have a [N00B] tag, they are just n00bs themselves.

Subject: RenGuard update - 26 January 2004
Posted by [Battousai](#) on Mon, 16 Feb 2004 20:51:39 GMT
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Is it time for another Renguard update yet?

Subject: RenGuard update - 26 January 2004
Posted by [Ripintou](#) on Sat, 28 Feb 2004 18:50:29 GMT
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Did I see RenGuard 1.3 or something like that kick in last night 27 Feb 04. Cool if it was. One flaw though, it caused my ping to double and game was choppy. Is this an expected tollerance?

Game On

Rippin'

Subject: RenGuard update - 26 January 2004
Posted by [Crimson](#) on Sat, 28 Feb 2004 22:52:58 GMT
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I have been running BRenBot with RenGuard support on all my servers for 2 months now...

Subject: RenGuard update - 26 January 2004
Posted by [warranto](#) on Sat, 28 Feb 2004 23:19:31 GMT
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How can you be running it when so many people KNOW it's a hoax?

Now... gimme gimme!

Subject: RenGuard update - 26 January 2004
Posted by [Ripintou](#) on Sun, 29 Feb 2004 22:36:27 GMT
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Gawd all this RenGuard anti-cheat chatter has got me all tangled up. I don't know anyone that just has the original Renegade installed and has not adjusted some of the characters or items in the game. I have a coloured nuke/ion, Danger on my C4, different sounds, a nice GDI Deadeye outfit, and a colourful ion explosions. I don't consider myself a cheater or having an unfair advantage because I have these thing. Please, please don't block them, l/many just have them because they

are cool and a change from the boring outfits/items that the original has.
I can understand counteracting the FinRen cheat and BigHead cheats, that makes sense.

So my only question is: will I be able to play with these small adjustments or not?

Game On

Subject: RenGuard update - 26 January 2004
Posted by [snipesimo](#) on Sun, 29 Feb 2004 23:45:45 GMT
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I have made many non-gameplay related mods, but I have no skins at all and only one sound mod.

Subject: RenGuard update - 26 January 2004
Posted by [mrpirate](#) on Mon, 01 Mar 2004 01:47:40 GMT
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I use the default sounds/models/skins for Renegade. I have for a long time. Fact is, the game looked good enough originally; I have no reason to change it.

Subject: RenGuard update - 26 January 2004
Posted by [NHJ BV](#) on Mon, 01 Mar 2004 10:01:03 GMT
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I only have the beacon countdown thingie, an alternative Mobius skin, and the Matrix stealth effect which looks really great
