
Subject: Ren Guard Vs. Punkbuster
Posted by [NeoX](#) on Wed, 24 Mar 2004 04:06:19 GMT
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Which will be better??? Have you guys ever thought of bringing your technology to new games and maybe get money for your hard work???

Subject: Re: Ren Guard Vs. Punkbuster
Posted by [xptek_disabled](#) on Wed, 24 Mar 2004 04:08:28 GMT
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NeoXWhich will be better??? Have you guys ever thought of bringing your technology to new games and maybe get money for your hard work???

I dont think they can compare simply because Renguard hasn't been released yet.

Subject: Ren Guard Vs. Punkbuster
Posted by [IRON FART](#) on Wed, 24 Mar 2004 05:02:09 GMT
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It's not a competition...

And like Ape said, RG isn't released yet, and furthermore, they both work the same way.

Subject: Ren Guard Vs. Punkbuster
Posted by [Blazer](#) on Wed, 24 Mar 2004 08:41:20 GMT
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PunkBuster is tried and true and used in many games. RenGuard is a brand new product, and frankly, as complex as it is, I doubt the team would want to make more versions of it

Subject: Ren Guard Vs. Punkbuster
Posted by [Vitaminous](#) on Sat, 27 Mar 2004 07:39:12 GMT
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IRON-FARTIt's not a competition...

And like Ape said, RG isn't released yet, and furthermore, they both work the same way.

He's not me...

Subject: Ren Guard Vs. Punkbuster

Posted by [xptek_disabled](#) on Sat, 27 Mar 2004 18:51:18 GMT

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AprimeIRON-FARTIt's not a competition...

And like Ape said, RG isn't released yet, and furthermore, they both work the same way.

He's not me...

Noo... I get to be Ape, and you get to be Prime.
