
Subject: RenGuard 1.01 upcoming
Posted by [mac](#) on Mon, 12 Apr 2004 19:12:28 GMT
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Will soon update all RenGuard clients to 1.01 ..

Includes a number of security related fixes, and fixes all known holes that were used to bypass RenGuard.

Also, I'll be preparing brenbot 1.34 and standalone SSC 1.01 that fixes the "getting kicked by renguard when I have renguard" problem, and adds !rglocate and serial hash banning on the FDS via brenbot.

Should be out today. .I'll be making sure the update will not disrupt current clients first..

Subject: RenGuard 1.01 upcoming
Posted by [rm5248](#) on Mon, 12 Apr 2004 19:14:17 GMT
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GJ mac and the Renguard team!

Subject: RenGuard 1.01 upcoming
Posted by [zunnie](#) on Mon, 12 Apr 2004 19:47:52 GMT
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Very nice Mac, Luv-It.

[zunnie]

Subject: RenGuard 1.01 upcoming
Posted by [Homey](#) on Mon, 12 Apr 2004 19:52:37 GMT
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still some files you need to allow, check you mail =o

Subject: RenGuard 1.01 upcoming
Posted by [Renx](#) on Mon, 12 Apr 2004 20:14:32 GMT
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wait, does that mean that anyone with mod powers will be able to ban serial hashes?

Subject: RenGuard 1.01 upcoming
Posted by [Alkaline](#) on Tue, 13 Apr 2004 05:53:11 GMT
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hey mac, we can dissable renguard support on it right? I.e just run the bot and not renguard?

Oh ya also, the IRC lag thingy..

Also the CDKEY ban, is that the same thing as the has hash ban your talking about? Will it work on WOL?

what about the paypal donation, thing, you guys should set up an account so you can have a beer on me

Subject: RenGuard 1.01 upcoming
Posted by [sniper12345](#) on Tue, 13 Apr 2004 08:32:58 GMT
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why would you actually want to disable it though?

Subject: RenGuard 1.01 upcoming
Posted by [zunnie](#) on Tue, 13 Apr 2004 15:45:38 GMT
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Yes alkaline you can disable the integrated RenGuard from IRC by:

`!set renguard on/off`

If you turn OFF renguard via IRC, you do not need to restart the bot.
If you turn ON renguard via IRC, you MUST restart the bot for changes to take effect.

The lagproblem will be fixed in v 1.34

About this serial-ban i am pretty sure that this type of banning will only work on servers connected to the RenGuard network. Its RenGuard making serial-bans possible, not WOL. So not running RenGuard will probablu rule-out the possibility to Serial-ban on your servers.

[zunnie]

Subject: RenGuard 1.01 upcoming
Posted by [unf00ks](#) on Tue, 13 Apr 2004 21:07:19 GMT
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i take it there will also be a fix to stop the lag renguard causes

my cpu usage goes over 50 % when renguard launches

Subject: RenGuard 1.01 upcoming
Posted by [gibberish](#) on Tue, 13 Apr 2004 22:53:44 GMT
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unf00ks

I take it there will also be a fix to stop the lag renguard causes
my cpu usage goes over 50 % when renguard launches

I doubt it, thats when renguard does its stuff.
It has to validate all the files in your renegade directory.

I assume from the fact it only went to 50% that you have a Pentium 4.
The Renguard team may be able to fix that, so that it goes to 100%

Subject: RenGuard 1.01 upcoming
Posted by [Neo](#) on Tue, 13 Apr 2004 23:00:38 GMT
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That is only for a second, I am pretty sure that Crimson metioned it before the release. It's not that big of a deal.

Subject: RenGuard 1.01 upcoming
Posted by [Alkaline](#) on Wed, 14 Apr 2004 00:22:01 GMT
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mac, does the serial ban work only if you are connected to RG network or can it work if you are not connected? I'm guessing maybe the new scripts.dll allows serial banning... gsa mode always allowed cdkey banning.

Subject: RenGuard 1.01 upcoming
Posted by [xptek_disabled](#) on Wed, 14 Apr 2004 00:25:45 GMT
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Alkalinamac, does the serial ban work only if you are connected to RG network or can it work if you are not connected? I'm guessing maybe the new scripts.dll allows serial banning... gsa mode always allowed cdkey banning.

Wondering the same thing. I don't plan on running Renguard for awhile on my AOW server until I see how thing go on my CTF server. But, I'd still love to ban by CD-key.

Subject: RenGuard 1.01 upcoming
Posted by [mac](#) on Wed, 14 Apr 2004 02:31:22 GMT
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Alkalinamac, does the serial ban work only if you are connected to RG network or can it work if you are not connected? I'm guessing maybe the new scripts.dll allows serial banning... gsa mode always allowed cdkey banning.

Serial ban works with the serial hash supplied by the RenGuard network that is supplied to brenbot..

Subject: Question: how do clients update?
Posted by [Swami](#) on Wed, 14 Apr 2004 20:30:39 GMT
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Do the clients get updated automatically or do the players need to download Renguard again and reinstall?

Thanks!
Swami

Subject: RenGuard 1.01 upcoming
Posted by [Falconxl](#) on Wed, 14 Apr 2004 20:47:49 GMT
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unf00ksi take it there will also be a fix to stop the lag renguard causes

my cpu usage goes over 50 % when renguard launches

On start up Renguard only pulls about 5% on my Athlon Xp 2800+ Barton and on my 1Gig T-bird its about 10%. After start up it settles down to 1% on the Barton and 2% on the T-bird.

Subject: RenGuard 1.01 upcoming
Posted by [Crimson](#) on Wed, 14 Apr 2004 20:49:35 GMT
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RenGuard will automatically update itself. You'll get a couple notices when it does that. It will be a minor interruption to your game time but it's necessary.
