Subject: Re: RenGuard version 1.032 released!
Posted by mjolner88 on Tue, 24 Apr 2007 21:51:10 GMT
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Quote:RenGuard version 1.032 has passed all beta testing and is now available as a MANDATORY forced upgrade! When you launch RenGuard, whether you are using version 1.03 or one of our beta test clients, you will automatically be upgraded to version 1.032.
Quote:Its primary purpose is wider compatibility (Now supports Win 64 and 2000) and stopping the bypass / aimbot
This would be fine if that's all it was.
But instead, RenGuard is also forcing (downloading upon load without consent or permission) CP1 or 2 onto players.
Don't get me wrong: I appreciate the work of the CP1 developers.

But, why should we players be obligated into the extent of extra's and modifications CP1 (exclaimations over my and others heads - blocking my and other's views, noisy sound effects that cover up important sounds and add to all the repetitious commands of other players, along with all the other "un-necessary to gameplay" extra's) includes, if we don't want it??

If players found it to be usefull - would be one thing. But we have never been given a choice. I've been playing since late 2001, and never thought it come down to the developers of a anti-cheat program making up rules on what you'll have added to your Renegade Client, in order to play. RenGuard was initially embraced by all of us to stop cheaters, not force "MANDATORY" alterations.
Has the REN community come to a monocracy?

This is no "upgrade"!   _____   But rather a downgrade.

RenGuard by itself is GREAT, and I'm all for a program that stops people from cheating. But, using RenGuard to implement CP1 use is wrong when it so dramatically changes the gameplay.
I know I speak for many hundreds of voiceless players.

Mjolner