The fourth iteration (version 1.03) of RenGuard is a huge success. From the ashes of instability arises our best version yet. Our support channel has been a ghost town. (that's a good thing!)

Dozens of servers already run RenGuard -- with several more getting ready to launch (such as RenStation aka fastc0nn). Many servers are just waiting for "other servers" to run it.

With that, we are launching "RenGuard by June 1st -- Cheat Free is the Way to Be!"

The goal with this campaign is to help all servers who want to use RenGuard but can't decide when -- May 31st is your day. The idea for this campaign came from "Slash0x", a gamer on The Pits. He has also designed an emblem that supporters of this campaign can place in their forum signatures or on their websites.

http://www.renguard.com/images/rgsig.gif

For those of you with ANY questions or concerns, we invite you to visit our support channel on the n00bstories IRC network:

Server: irc.n00bstories.com
Channel: #renguard_support

If you don't have a program to log into an IRC server, visit http://www.n00bstories.com/irc.php to use our web interface.

Please visit the channel to talk directly with the team and several individuals with knowledge on RenGuard. We can help you get RenGuard working for you as a player or for server owners.

Along with this announcement, I want to shatter a couple myths I've heard mentioned about RenGuard.

- Myth: RenGuard doesn't work with GameSpy
- Truth: RenGuard works with GameSpy, ASE, WOL, RenIP and works with both Windows and Linux servers.

- Myth: You have to delete all your skins to use RenGuard
- Truth: Only servers marked "Pure" require you to move your skins. Pure mode is intended for tournaments and "pro" servers, not day-to-day use. Only W3D files are checked against a database of known non-cheat files. If RenGuard marks them as unknown, they will have to deleted or moved before you can log into the network.