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Subject: Cheaters & RenGuard?

Posted by [YSLMuffins](#) on Tue, 24 Aug 2004 20:39:54 GMT

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The only reason why servers aren't populated is because there are servers without Renguard. If this attitude is kept up, people will just search for another server. But when there are no more servers without Renguard, players will finally start to use the program. So if you think about it, if you blame Renguard for depopulating your servers, you are actually blaming yourself, because you are contributing to the problem.

Renguard is flawed? The system doesn't block all cheats? I don't buy it. It's the moderating system that is flawed. How the hell are you supposed to pick out the cheater that randomly blows up vehicles on both teams, without a score jump at all? Or when beacons are magically disarmed? The ability to ban such obvious and idiotic cheaters only supports a false sense of security. A smart cheater isn't as much of an oxymoron as you think. It's the smart cheaters that can lurk past the moderating team.

That's why I haven't played in so long--I can't trust the majority of the teammates and opponents I don't know well to have such good sportsmanship, and it's just not enjoyable anymore. I am really itching to start up Renegade again, though, but if servers continue to choose to not require Renguard on their servers or only half solutions, then cheaters will still run rampant.

The only problem I see with Renguard is the SSC, and I just hope that this is resolved soon.

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