Posted by Chronojam on Sun, 20 Feb 2005 23:54:59 GMT
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The problem with Renegade is that there's no autokick if you violate the ROE... like in AAOps =D
That'd make it playable.

And I know for a fact you cannot have a large decent server without lots of mods watching or a password required. Look at the ion-then-leave bug of the old days. Lots of people before leaving a game would drop a beacon then get out, leaving it to kill off a building on their own team. And people kept trying to do that for months after the patch fixed it even...