Subject: Re: Server-sided issues wrt CWs and training
Posted by =HT=T-Bird on Fri, 06 Jul 2007 15:40:31 GMT
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IR4p3dy0u wrote on Thu, 05 July 2007 20:09Normal problems (substitutions, disconnects, hopelessly stuck players, vehicle theft?) Vehicle theft, your your own clanmates steal your vehicle, you got a gay clan.
-- Intruders (how to prevent them and what to do about one)Thats why we have mods in about every active clan
-- RenGuard issues (RG kicked me for some odd reason) RG sucks dont use it
-- Server outages (somebody pulled the plug out of the wall, ...)Most servers arent based from home, so not normally an issue
-- Auditing (what is enough?)Explain?
-- Avoiding abuse (just how should we define this in different environments?)Explain?
2) Modifications
-- What is allowed and what isn't: Most clanwars.cc server are pretty much standard AOW no stupid game mods.
-- SSGM/SSAOW setup: Standard AOW without any crates or donate
-- Regulators, the RG SSC, and WOLSpy: Bot doesnt really effect gameplay
-- BIATCH: To my knowledge all clanwars.cc server run BIATCH
-- The clientside (scripts.dll, RenD3D9, ...): Scripts that are run dont really effect the overall outcome of the game due to clanwars.cc servers are strictly Standard AOW usually
3) Environmental issues (training vs. funwar/scrimmage vs. CW.cc match)You play a clanwars.cc clan in a slap server, its considered a clanwar pretty much
4) What should be done and what is being done (break down by environment)Renadmins oversee things for clanwars.cc, if we have suggestrions we take it to them or spoony, Clanwars outside of clanwars.cc Its for fun.

Also Im not aware of to many in game mods that make an advantage for 1 side or the other. IMHO all clanwars should be played at 2 credits per second no vehicle crates or any other dumb crates, No crates is best.

Again, some good stuff pointed out here.

As for the auditing and avoiding abuse things, SLAP takes care of most of 'em. There is one point we haven't quite gotten to in this thread yet: Which logs should be used as evidence (and which shouldn't), as there is no single log file that contains everything needed to reconstruct what happened.

Auditing = recording what happened (one way or another) in case an admin needs to look at it later, btw