
Subject: Question

Posted by [Crimson](#) on Sun, 21 Dec 2003 11:46:01 GMT

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IRON-FARTQuote:

Yeah, it will take a LOT to be banned from RenGuard servers, and only RenGuard staff will be able to do it.

I don't think only allowing RenGuard staff to place a global is fair in any situation. That player, although stupid enough not to catch the hint of not cheating the first time, will not be able to play on any renguard servers in WOL or GSA. And thats a bit too far, and unnecesary. Especially seeing as a player with cheats won't be able to join an RG server, there is no need to ban.

I'm sure many would disagree with having a select few having power to ban globally.

ROFL LMAO OMG *catches breath*

OK, once again, I said it would take a lot. I didn't say what it would take a lot *OF*. Your reply implies you think one time being caught with cheats = global ban. Well, you couldn't be more wrong.

Also, let's look at all the systems that have "a select few [with] power to ban globally"...

n00bstories IRC, a trusted few can ban you from the network...

Any state/country/entity with a police force, omg "a select few" ie. police, judge, jury, can ban you from the state/country/entity by sending you to jail...

Need I go on, really? If we created the RenGuard network, then we can determine who can and can't use said network. It's our right.

It's also the right of a server owner to participate in this. As a server owner, it's within your rights to determine the rules of your server, who can play in your server, and who's banned. If I'm paying for my bandwidth and I don't want you using it, it's well within my rights to say you can't use it. Now, if a server owner says that they only want RenGuard-verified players in their servers, that's their right.

What I want to know is WHY every time we tell you the slightest bit about how RenGuard works, someone has to jump on our asses. Get over it. We're not here to screw you all over and control you for fuck's sake. It's just a game. We just want the fucking cheating assholes out of our servers. It's quite simple. We spend several hours a day talking about RenGuard and we're pretty sure we're doing this the best we can given what we have to work with.

Now please, quit nitpicking.
