
Subject: Just an Idea

Posted by [visorneon](#) on Sun, 09 May 2004 13:58:12 GMT

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i was thinking maybe taking RenGuard off 1 or 2 of the n00bsvrs? i have seen many times that all of the servers are completely desolate, maybe just try it without renguard for a week and see how much of a difference it makes? well as i said its only an idea, dont have a go at me

Subject: Just an Idea

Posted by [DaMax](#) on Sun, 09 May 2004 14:39:39 GMT

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I have seen similar ideas in a number of forums. On the one hand, obviously a server not protected by RenGuard is more likely to attract a larger number of players that might not have installed RenGuard yet. I am not going to discuss whether these players are more prone to cheat or not, because I think this would be an unwarranted generalization. I think the problem with removing RenGuard protection from a server is that it reduces the incentive for players to finally install RenGuard on their systems. Obviously it motivates a lot more if you cannot play without RenGuard in any of your favorite servers.

In that context, I am wondering if it is feasible to automate the RenGuard installation. I am thinking along the lines

- player joins RenGuard-protected server
- player gets popup-message Yes/No
- Yes shuts down Renegade and opens RenGuard download website, No returns to Advanced Game Selection Menu.

Alternatively, as the warning message "You need RenGuard" is rather quick, how about a popup message upon leaving the server "go to [http://www.renguard...](http://www.renguard.com) and download ..."

Just a thought

Subject: Just an Idea

Posted by [Phoenix - Aeon](#) on Sun, 09 May 2004 14:52:33 GMT

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Got to agree with ^ on the idea of somekind of installation pop-up, I've seen a couple of servers with the welcome message "Please go to [http://www.renguard.com...](http://www.renguard.com)" or words to that effect, you do seem to get less people joining and being kicked by renguard half a dozen times (seriously, by the second time you'd think that they'd realise something was up) on these servers.

There may be some use to de-activating RenGuard on a couple of the n00bsvrs, that way you get non-RenGuard users on and when the svrs go back to RenGuard the users have to install RenGuard to go on the servers, as it stands many people have simply moved to non-RenGuard

servers that aren't switching so there is simply no-incentive to install RenGuard.

I'm not entirely sure how well I just made my points as I'm still recovering from last night so you'll just have to bear with me if my post takes a couple of re-reads.

Subject: Just an Idea

Posted by [Infinint](#) on Sun, 09 May 2004 20:25:31 GMT

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Lots of people still wont go out of their way to play on a server protected by ren gaurd to get the the program when they can just go to another server, thats what I did untill recently.

Subject: Just an Idea

Posted by [Crimson](#) on Mon, 10 May 2004 18:02:43 GMT

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It's the servers who aren't installing RenGuard that are hurting those of us who don't want cheaters in our servers. Every server that goes RenGuard-only makes us stronger.

Subject: Just an Idea

Posted by [JadenStriker](#) on Mon, 10 May 2004 19:31:03 GMT

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So to say that It is the servers fault, you are also saying that enough clients have renguard that people not joing shouldn't be a problem?

If this is the case you are proposing, then maybe you should get a few of your dedicated admins to just sit and play around o the servers for a little while, and all the people with Renguard will see that the servers are occupided and join the game. I find most people don't come to a game I host, on the account that the server is just empty, and people like playing with a lot of other people.

Edit: If that is not the case, then at the very least the fact that your servers are ladderd will allow you co-workers to go up in rank as there stants get changed from messing around waiting for people to join, win or loose.

Subject: Just an Idea

Posted by [Crimson](#) on Mon, 10 May 2004 19:44:12 GMT

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Part of the problem -- one that I'm working on. We get hundreds of players on RenGuard but only a small fraction of them on protected servers. Players on RenGuard should make an effort to get on protected servers. I hope to help this problem by having a detailed server list so you know

who's running RenGuard.

Subject: Just an Idea

Posted by [Cpo64](#) on Mon, 10 May 2004 23:08:17 GMT

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Perhaps make a serverside option to allow someone to play for X amount of time before they get kicked?

So that people can still play, they get a taste of what's going on, and have the opportunity to ask about RenGuard before they get their arse booted.

Subject: Just an Idea

Posted by [YSLMuffins](#) on Mon, 10 May 2004 23:35:51 GMT

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Yeah, that really sounds like a good idea.

Subject: Just an Idea

Posted by [SuperFlyingEngi](#) on Tue, 11 May 2004 01:52:50 GMT

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Yeah, I think it's a good idea, too. Not everyone knows about RenGuard, and this would be a good way to show them.

Subject: Just an Idea

Posted by [visorneon](#) on Tue, 11 May 2004 17:26:55 GMT

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hm from what i have heard, either it is not possible to make a server side renuard, or it has to analyze every shot you fire, just imagine the lag with everyshot fired being analyzed

Subject: Just an Idea

Posted by [Crimson](#) on Tue, 11 May 2004 23:53:09 GMT

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We hope that through further research, we can augment RenGuard on the server-side with stuff like that, but everything we've come up with so far has used a LOT of processor.

Subject: Just an Idea

Posted by [SuperFlyingEngi](#) on Wed, 12 May 2004 01:13:29 GMT

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Be sure to have enough m3gahurtz!!!111
