Subject: Cheaters & RenGuard? Posted by Crimson on Tue, 24 Aug 2004 17:38:18 GMT

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Relying on moderators to protect your server is like having a police force that won't respond to your 911 call until after you're dead. All the cheat detection force in the world doesn't stop the fact that the outcome of the game is already changed. That one vehicle he destroyed might have taken out the ref, which would have prevented someone from affording a Mobius... which would have prevented him from successfully beaconing the pedestal and defending it... every missed shot, every wrong step, can change the winner of a game.

And it IS my business when other servers don't run RenGuard. Because it's those servers that aren't encouraging gamers to download it. However, at a given time, only 10-20% of people using RenGuard are playing on servers that take advantage of it. That means that during the day there are 400-500 gamers who have taken their step to be cheat-free, but the server they like to play on isn't taking the next step to protect them.

There are currently 613 players logged into RenGuard, 150 of which are currently playing on RenGuard-protected servers.

That means there are 463 players who are playing somewhere else. It could be that a lot of your community is already using it and you just don't know it.

I have made a couple posts in the Renguard MOTD encouraging those gamers to try out some RenGuarded servers instead of their usual one. I think it's working, because the numbers of players on protected servers have been increasing a lot lately.

And before you insult zunnie, he runs all of the "FANMAPS" servers and pays a couple hundred bucks a month to run them, and he's had a lot of success with them.

It is no fun for me to have to take time out of playing to investigate a cheater. I have more respect for my moderators than that. They are back in the good ol' days when you only had to kick tank theives, general rule breakers, and people who lose their temper.

BRenBot 1.35 works great for me...