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Subject: Explanation?

Posted by [exnyte](#) on Wed, 13 Oct 2004 08:06:09 GMT

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I was playing in LTROUSH's CTF server which has recently switched to RG only. It kicks players on a regular basis for not having RG. This is why I am confused to why it didn't kick in this particular instance, and I was curious to find if the RenGuard team could assist?

The time was around 1:57 Central time. Give or take 30 min (that is the game time limit). 1:57 CST was when we found that although all players w/o RenGuard were being kicked, oxs76 was playing w/o RenGuard.

The server has the !rg script to check in game if the player is running RenGuard, which it said they were not. I also Alt+Tabbed out and checked RenGuard.com which confirmed. I also tested RenGuard was working properly by logging out, searching for myself, then logging back in, and searching where it correctly identified if I were in the network or not.

He was qkicked and re-entered the game, still without RenGuard, and was not kicked again. He was in the game for another 5-7 minutes or so, then was kicked again for not having RG, where he didn't return.

ScreenShot (Given as link to save load thread load time):

<http://www.n00bstories.com/image.fetch.php?id=1016557837>

Is it possible for a member of the RenGuard team to see if/when a RenGuard user enters a server at a certain time? (The server hostname is 'aLTServ1', time was approx 1:27-2:25 CST, noticed it at 1:57 where he was soon qkicked after and re-joined.)

Could you check to see if a SERVER was logged into the network properly at that time in any way?

Just curious to what might have gone wrong, and bring it into the light.

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