
Subject: Re: The 5 Phases of RenGuard users

Posted by =HT=T-Bird on Mon, 02 Jan 2006 13:09:50 GMT

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NeWbSh0T wrote on Sun, 01 January 2006 11:32: Are you guys all really that slow? I will repeat once again that he IS NOT discrediting RG (someone else said this above) But he is just pointing out that just because individuals don't run RG doesn't mean they are cheating. That's where his problem is I will give you a few prime examples:

[09:59] <LTserv1> assk1ck66 killed elmow6 (Sakura VS Mobius)

[09:59] <LTserv1> AssK1ck22 killed NOS999 (Sakura VS Deadeye)

[09:59] <LTserv1> NOS999: so who are u guys

[09:59] <LTserv1> elmow6: !rg assk1ck66

[09:59] <LTserv1> jkillernl made mincemeat out of AssK1ck44 (Sakura VS Havoc)

[09:59] <LTserv1> assk1ck: masters

[09:59] <LTserv1> assk1ck66: lol

[09:59] <LTserv1> elmow6: !forcerg assk1ck66

[09:59] <LTserv1> assk1ck: lol

[10:00] <LTserv1> assk1ck66: n00b

[10:00] <LTserv1> elmow6: shut up n00bie hacker

<LTserv1> cpualex assassinated ixscopexi (Havoc VS Stealth Black Hand)

[11:50] <LTserv1> kazazkzak killed LeMeNaDiE{RT-E}#1 (Sakura VS Hotwire)

[11:50] <LTserv1> Nevanca: No.

[11:50] <LTserv1> s0megeeza assassinated Neoz5923 (Havoc VS Black Hand Sniper)

[11:50] <LTserv1> Nevanca: =p

[11:50] <LTserv1> ixscopexi: !rg cpu

[11:50] <LTserv1> Neoz5923: noo

[11:50] <LTserv1> ixscopexi: !forcerg cpu

This is his problem, assk1ck66 kills elmow6, instantly upon his death he checks renguard on the person who killed him; The server saying he is NOT running Renguard, elmow66 instantly tries to !forcerg assk1ck66. This same instance occurs in the second example as well. This continuous event that takes place is also what leads me to playing on servers I mod/admin for, or that I know the moderator and admins of. Being discredited by not running RG is a problematic issue with Renegade. Too many players believe that RenGuard is perfect and you all will admit it yourself that RG is not perfect, so why use it? People and moderators of many servers rely way too heavily on Renguard. I'm not sure what is so hard to grasp that concept, or get it to stick in any of your brains....

Keep in mind upon the release of the next version of RenGuard if it shows improvement I will run it...

I actually agree that some people (not me though) rely on RenGuard exclusively, which is totally wrong...Does someone have to write a working aimbot for Renegade to prove our points here? I hope not...
