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Subject: Re: FPS Drop, with RenGuard - Game Exiting on Random

Posted by =HT=T-Bird on Sun, 24 Sep 2006 11:40:44 GMT

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light wrote on Sun, 24 September 2006 06:12Blazer wrote on Sun, 24 September 2006

19:10Thats like saying to remove the airbags from your car because you might die in an accident anyway.

But then you get idiots claiming that airbags will prevent anyone from dying and that everyone should have airbags, and that if you don't have airbags you shouldn't be allowed to drive your car in their country.

THAT is the problem with RenGuard. Idiotic n00bs have mis-used and abused current incarnations of the RenGuard SSC to no end, as BRenBot's implementation of the RG SSC is, well, half-baked. (As in moderators cannot stop a !forcerg in progress or bar an abuser from !forcerg'ing players without kicking/banning them.) I need more experience with NR 0.3.x to quantify its SSC though. (Why didn't a !haltforcerg moderator command make it into BRenBot? I really want to know.)

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