
Subject: Server-sided issues wrt CWs and training
Posted by =HT=T-Bird on Thu, 05 Jul 2007 23:00:23 GMT
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I want to head off the ugly, flame-filled 20-page forum thread over some clan gaining an unfair advantage over another clan using server-side stuff; hence, this thread.

Moderator/administrator abuse is a problem for any server; however, when the stakes become higher, the problem is simply magnified. What is worse is when a server-side modification introduces something that can be abused by one side or another. Hence, a consensus is needed on 1) what is this problem about and 2) what needs to be done/is being done about it. A rough outline of how I see this issue follows.

1) Administration

- Normal problems (substitutions, disconnects, hopelessly stuck players, vehicle theft?)
- Intruders (how to prevent them and what to do about one)
- RenGuard issues (RG kicked me for some odd reason)
- Server outages (somebody pulled the plug out of the wall, ...)
- Auditing (what is enough?)
- Avoiding abuse (just how should we define this in different environments?)

2) Modifications

- What is allowed and what isn't
- SSGM/SSAOW setup
- Regulators, the RG SSC, and WOLSpy
- BIATCH
- The clientside (scripts.dll, RenD3D9, ...)

3) Environmental issues (training vs. funwar/scrimmage vs. CW.cc match)

4) What should be done and what is being done (break down by environment)

I hope that

- 1) this discussion will be constructive and
 - 2) that this thread can be stickied for future reference
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