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Subject: I R FIRST POST

Posted by [boma57](#) on Tue, 09 Sep 2003 20:51:45 GMT

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In addition to not knowing what the program does, RenGuard could still do more damage to the community than good...

I mean, face it. Let's say an average player who stopped playing a year ago. He decides to take it for a spin again, but then after logging on, finds out that he needs to find, download and install these extra components.

Regardless of whether or not someone is paranoid about what the program might do, I'd be willing to bet that 25%-50% of "returning" players would simply scrap the idea of playing again because they're too lazy to find and download the program.

In my opinion, the simplest and easiest solution is to just set up a network where people can submit names of suspected cheaters, and that's put on a list that can be accessed by server owners to put on a banlist or some such thing. Obviously it'd have to be more thought out to prevent false accusations, so just make it a voting system or something. You can call someone a cheater, but on the other hand, that person could appeal that claim.

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