
Subject: Who would you ban?

Posted by [Crimson](#) on Mon, 12 Apr 2004 00:37:05 GMT

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Umbral_DelaFlareScrumfyThey have the ability to "globally ban" people from every server connected to the RG network

Why would they have a reason to globally ban someone? The only thing that would even consider a global ban is someone who is attempting to exploit Renguard itself.

Exactly right. The bans are there for people who try to exploit RenGuard. We're not banning people we don't like or any other childish immature tactic.

Umbral_DelaFlareScrumfy as well as the ability to send messages to each

The same message is sent to ALL the servers, it doesn't simply target one. Besides, I don't think Crimson or anybody in Renguard are going to send a global saying "OMG LEIK SCRUMFY SUX BECUZ HE H8S RENGUARD!!!11"

We can send messages to individuals as well, but that's not really any different from me logging into WOL and paging a user or a server.

Umbral_DelaFlareScrumfy and probably to get the detailed game info from each.

And what is so wrong about getting detailed game info?

We plan to have a RenGuard ladder soon, so we receive your results.txt file after each game. The details of the ladder are still being figured out. I don't really see how this is a problem.

Umbral_DelaFlareScrumfyI don't even see why a master server is needed, RG is supposed to catch everyone anyway...It must be another control thing.

A master server is needed to auto update Renguard, to fix any new bugs that may arise and implement new features. It would be very annoying to tell everybody to redownload the new version of Renguard when they can simply have the master server auto-update it for them.

The master servers serve several purposes:

- 1) Minimizes the amount of bandwidth a server owner must use when they are on the RenGuard network.
 - 2) If the server-side client and the player's client were the only software we had, it would be a lot easier for others to find exploits. With the global network monitoring everything there are several exploits that are easily detected. (just ask c4prox)
 - 3) The Renegade community has been floundering around with no real home ever since Westwood went away. We hope RenGuard will help unify the community and provide a better way for map makers and artists to share their work with other gamers and servers. (The details of this are still being formulated as well, but we won't ever make you auto-download maps.)
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