
Subject: If only all servers would run RenGuard...
Posted by [C4miner](#) on Sat, 29 May 2004 21:33:12 GMT
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It annoys me to see that so many servers are withholding usage of Renguard because of personal issues with BHS and/or the consequential loss of players on the servers.

If every major server would run Renguard then the players problem would be solved, as players not running Renguard would not have a decent server to join.

Many people say they refuse to run Renguard because of some security issues or the possibility of BHS stealing their CD-Key. Well, as BHS said, all CD-Keys they receive are hashed and they cannot decrypt them.

Also, what do you consider worse: Cheaters running rampant and slowly sucking the life out of the game, or absolute RenGuard: all servers running RenGuard, creating an absolutely cheat-free game with only a mild risk of someone at BHS becoming abusive (and, they are all really nice people, and wouldn't do that).

Plus, think of all the other possibilities Renguard has to offer. It can upload patches to any client's data folder and auto-install mods. This means that any and all Renguard servers can become fanmaps servers without the consequence of lower player counts on the servers. It can release fixes to client and server vulnerabilities. I'm sure it can do many other positive things for the players and server-owners. Oh yeah, don't forget that it stops cheaters.

What I'm trying to say here is, I think the server owners should set aside their paranoid mindsets for the time-being in favor of the greater good for the entire Renegade community: Renguard. At least attempt to install Renguard on your servers in unison with the other major servers. See how it goes.

If BHS starts hacking into your server right away and deleting all your files or something, just stop running Renguard (although such a thing would most certainly not happen). If you hate Crimson and that's why you refuse to run RenGuard because of that, I think you need to set your emotions aside. Afterall, this is just the internet and Renegade is just a game. Why not do what's best for it and run Renguard? And possibly patch up some relationship problems...

Please, any and all major servers, do what you can to collaborate and universally run RenGuard. Imagine completely cheat-free game, where map-making is further promoted because a program like RenGuard can distribute it to all its clients in the form of patches.

Servers like NonN00bs and Blackcell really should try to get Renguard by June 1st.
