
Subject: If only all servers would run RenGuard...
Posted by [Uberfahr](#) on Sun, 30 May 2004 10:58:52 GMT
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C4Miner, I completely agree to your statement. As long as there are servers running without Renguard, the players wont use RG frequently. I am not sure about the situation in the US, but in Europe there are some 20 players servers and even 40+ servers not connected to the RG network. Whats worse: some excellent lag minimised 28+ servers are empty all the time, because RG is needed (for example the TTC server).

In my opinion, a large part (maybe even the majority) of the Renegade community consists of childish noobs, cheaters or simply idiots (no offence to anyone on this board!). These players somehow even dont know how to install a simple application like Renguard. 15.000 installations you say? Where are these players? These noobs even dont know what a serial hash is or the performance loss they probably get. So why do they refuse to join RG protected servers?

Two things could happen after June 1st:

- a) Most of the servers will run RG => the majority will stop playing Renegade. Server admins will have to react and switch off RG.
- b) Some server admins do not participate in the June 1st mission. The situation will not change.

Also I am highly pessimistic, I am going to try to be constructive. WE MUST PARTICIPATE AND INSTALL RG on our servers!! Then, RG has to run for weeks even if your server is empty all the time. If players really like Renegade they cannot stop forever. They will come back and are forced to install Renguard.

No matter what we HAVE to! There is no alternative. Just a slow death of Renegade.
