Subject: The Pits allows cheaters on their server?
Posted by msgtpain on Mon, 28 Jun 2004 05:25:34 GMT

YSLMuffins Renguard seemed to be working fine shortly after June 1st, or whenever it was. what caused the instability to start?

Because I have no working knowledge of Renguard, it's network, it's code, etc.. All I can do is describe symptoms which we see, and hope they can pinpoint where the problem is coming from.

If renguard is started when there are people in the server, it doesn't seem to be able to "scan" them all right when it's started up. it waits between 10-30 minutes, and all I can assume is that "something" is fired, which tells it there are X number of people that need to be kicked, and it sends all the commands at once. In one swoop, the server goes from 40 players to 15 and then we get Westwood Online Connection Loss, and a restart.

If the SSC loses connection to the master servers, the same happens when the connection is reestablished.

The ONLY way the RG SSC works correctly is when IT is started first, THEN then FDS is started, THEN players join, and nothing ever loses connection to anything. Once the FDS loses connection to WOL and reboots, or the RG SSC loses connection to the master server, it all crashes in whichever way it wants, until someone logs in to the server, shuts everything down, starts the SSC again, then starts the FDS.. etc..

Unfortunately, this is simply not a solution to the problem.. it would be considered a band aid, and one that I am not interested in considering; therefore "I" allow cheaters on my server.

Also.. it has to be said, for the benefit of those reading this thread, that I have absolutely NO contempt for the RG application, or those who have spent hundreds to thousands of hours to make it a reality. My problem lies in the way we (The Pits) are treated when we chose not to run this application, which we feel is simply not ready for prime time. If BHS and all of their wonderful coders chose to continue to spend their time working out the issues and eliminating these crashes, we have absolutely no qualms about running the application and supporting it's cause. I simply will not allow The Pits to be drug through the mud with public comments which attempt to place the applications "failure on our server" back in our laps, then be ostracized like some black sheep who doesn't want to be part of the "solution"