Subject: The Pits allows cheaters on their server?
Posted by Blazer on Mon, 28 Jun 2004 06:04:50 GMT
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I just thought I would mention that RG does have several issues which are known to us, and they should be fixed in the soon to be released version. Among the SSC-specific fixes are:
1. A kick delay, so that when more than 1 person is kicked at a time the commands are not sent so fast as to disrupt the FDS.
2. pamsg notification of kicks. pamsg is basically a private "amsg", which is the FDS command that pops up a full screen message that you have to click OK on. pamsg will do this same thing except only to the person being kicked. This allows us to use this much more effective way of communicating with the person being kicked, instead of the current spamming of "player is being kicked for..." 3 times.

RenGuard 1.1 along with Core Patch 1 is going to be a major improvement in both RG and Renegade gameplay itself, as CP1 will be fixing many engine bugs.

I know this has nothing to do with the issue in this thread, but I wanted to post it anyway to let folks like Shane know that we do realize RG has some issues and we are striving to fix them and make RG stable enough for anyone to use it and feel comfortable about it.

As for the issue itself, msgtpain probably doesn't realize that RG causing problems is a sensitive spot with BHS, as we are constantly plagued with users reporting problems that are definitely not RG related...people have even claimed that RG literally destroyed their computer...as in smoke came out of it and it shut down! So, being bombarded with that kind of stuff all the time probably makes us more apt to poke fun at it and be passionate about the subject.

BHS is dedicated to supporting Renegade and we will do whatever it takes to make RG stable.