Subject: Idea
Posted by Majiin Vegeta on Wed, 19 May 2004 02:31:54 GMT
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here is an idea

 server runs RG on Required mode (semi on)
Players with or without RG can join.. those who do not have RG installed will be paged where
and how to get it but wont be kicked.. they can play..

now those players who are really good who dont have RG can be kicked and told to go download
RG or they wont be coming back..

if the server gets full RG can auto kick anybody without RG to make room for those with

there can be a command to check if somebody has RG ingame like !rginfo dethmadx9
" DethMadx9 is not running RG - please download RG from blah.com "
"DethMadx9 is running RG - He cannot cheat on this server "

something like that
what ya think ?
this way our servers will be used.. and it is alot easier to see if somebody is cheating..

Subject: Idea
Posted by kadoosh on Wed, 19 May 2004 03:18:03 GMT
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i can't say if that's possible cause i just don't know that much about programing. However i do like
the idea.

Subject: Idea
Posted by mrpirate on Wed, 19 May 2004 05:01:25 GMT
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So basically all the non-cheaters are forced to have RenGuard, and the cheaters are welcome to
play without it, as long as they're inconspicuous?

Subject: Idea
Posted by gibberish on Wed, 19 May 2004 07:58:33 GMT
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I already have this implemented, basically I have the game limit (say 14 players) and the
Renguard limit (say 10 players).

When an 11th player joins the game a "Non-Renguard" player gets kicked.

This means that over time (if the server is busy) non renguard players get kicked, however if only a few people are on the server the server can be played by Non-Renguarders.

Note: Just because someone doesn't have Renguard doesn't mean they are a cheat.

However I had some issues with Renguard kicking players who were using Renguard so I stopped using RenGuard totally and didn't complete the rest of my changes.

The additional stuff I wanted to put in was that any "Renguard" player could kick any "Non-Reguard" player at will.

mrpirateSo basically all the non-cheaters are forced to have RenGuard, and the cheaters are welcome to play without it, as long as they're inconspicuous?

If they are inconspicous who cares? i.e. if they are not doing any better than an average player it really doesn't matter, however if they are playing well but don't have renguard they are likely to get booted by someone who does.

Subject: Idea
Posted by Majiin Vegeta on Wed, 19 May 2004 10:14:52 GMT
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mrpirateSo basically all the non-cheaters are forced to have RenGuard, and the cheaters are welcome to play without it, as long as they're inconspicuous?

yes cheaters can play but if your like me.. and suspicuous of everone.. they would be kicked eventually

---

Subject: Idea
Posted by mac on Wed, 19 May 2004 15:28:16 GMT
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gibberish - the Network synchronisation problems have been fixed for some time now - so please try again. We need more servers

I like the idea, and plan to add something like this into a future version of the SSC.

How do you determine what player is being kicked when the first non renguard player is being kicked?

A couple of warnings every X minutes or one warning for every 2 players that have joined should be included too. So people know they will be kicked eventually, if they do not have RenGuard installed.

Only one major problem I see - We'll be releasing core patch 1 very soon that includes a number of new maps that will be distributed though RenGuard (also available though the website). So everyone using RenGuard will have that patch.

Those people that do not download RenGuard in the first place, will not have these new maps to play with too - and I think Servers would run them, if a large userbase has them. So, getting as many people as possible to run RenGuard is the best way to ensure that these maps and enhancements are available to everyone..

Comments?

Subject: Idea
Posted by Crimson on Wed, 19 May 2004 16:32:34 GMT
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My biggest problem -- I don't want a cheater in my server. I don't want the outcome of any game in my servers changed by someone who has more than just skill on their side, whether I know it or not. And I am willing to wait as more and more players download RenGuard to have my servers fill back up. But I don't want to waste a single kilobyte of my bandwidth on someone who cheats.

Of course, your thoughts may vary, but that's me.

Subject: Idea
Posted by snipesimo on Wed, 19 May 2004 19:07:12 GMT
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This was implemented into Dante's SSC until he was pressured to remove it and did so.

Subject: Idea
Posted by gibberish on Wed, 19 May 2004 19:20:59 GMT
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macHow do you determine what player is being kicked when the first non renguard player is being kicked?

I rank the players based on a couple of factors, however the primary factor is cumulative game time (total since the reguator started recording it), hence players who are on my server a lot are likely to be left alone (even if they don't have renguard) but:

- New players without renguard
- Cheats who change their nicks a lot

Are likely to be booted first.

macA couple of warnings every X minutes or one warning for every 2 players that have joined should be included too. So people know they will be kicked eventually, if they do not have RenGuard installed.

I think its more effective to give the warning immediately after you boot someone.

The guy who you booted doesn't have a clue why, but everyone else knows you mean it

Subject: Idea
Posted by Crimson on Wed, 19 May 2004 22:04:25 GMT
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snipesimoThis was implemented into Dante's SSC until he was pressured to remove it and did so.

I re-read the thread and I don't see where that option was contested. I like it... I wouldn't use it, but I like it.

Subject: Idea
Posted by Majiin Vegeta on Wed, 19 May 2004 22:43:08 GMT
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mac
maybe an "amsg" at the start of each round give it maybe 10 seconds for people to load to remind them
i know amsgs are annoying but people DO read them
or you could random page those players who do not have it telling them to get it becuase they can and will be kicked at anytime

crimson i know you dont want cheats in your server but whats the point in a server if it is not in use.. atleast this way people are in the game long enuff to ask what RG is and how to get it.. atleast have 1 server with this mode enabled or something put all that money to use i will be in the servers.. i hate cheaters just as much as you the instant some non RG guy gets a fucked up kill on me.. bam! get RG kicked xD

also would it be possible to ask EA to change the message of the day to.. get renguard now!! lmao

Subject: Idea
Posted by Crimson on Wed, 19 May 2004 22:54:56 GMT

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Or someone gets a minute or two to spray their flamethrower across the field and wipe out an entire armada of tanks. Grief players WILL take every opportunity given to them to cause grief.

Subject: Idea
Posted by Majiin Vegeta on Wed, 19 May 2004 23:02:23 GMT
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hmm mac is this possible

 make the SCC read players scores / kills as soon as either one reaches 5 kills or 500 points they get told to get RG and get kicked? ^_^

also crimson it is rare that players do that nowdays
and they would get banned as usual

Subject: Idea
Posted by snipesimo on Wed, 19 May 2004 23:09:48 GMT
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Read the topic again Crimson, look at his code for the config.

;Set the minimum RenGuard Players to start Guarding the server
MinimumPlayers=32

Subject: Idea
Posted by Crimson on Wed, 19 May 2004 23:43:44 GMT
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And did I ever say anything about the MinimumPlayers option? No, I didn't.

500 points still changes the outcome of the game. I consider cheating anything that changes the outcome of the game. Destroy one tank, kill one guy, make one guy have to run back to base to heal... you've changed the outcome of the game. Like a butterfly flapping its wings on one side of the world... every action has a reaction.

Subject: Idea
Posted by Slash0x on Thu, 20 May 2004 00:06:02 GMT
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I agree. A lot of the games on the pits get that close of games. 1256 to 1267 and watching the

points jump over eachother suspensefully and if we allow it, THEN!!!....some n00b that cheats attacks harvy or 1 or 2 tanks and blow them up with a few shots. Now ur team is screwed and you will never know "fairly" what team would of won. Plus, you get docked points for being on the loser team.

Subject: Idea
Posted by snipesimo on Thu, 20 May 2004 00:14:29 GMT
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CrimsonAnd did I ever say anything about the MinimumPlayers option? No, I didn't.

500 points still changes the outcome of the game. I consider cheating anything that changes the outcome of the game. Destroy one tank, kill one guy, make one guy have to run back to base to heal... you've changed the outcome of the game. Like a butterfly flapping its wings on one side of the world... every action has a reaction.

Isn't that what hes asking for? It makes it so the server has at least that many people before it kicks for not having RG. isn't that what we're talkin about?

Subject: Idea
Posted by Crimson on Thu, 20 May 2004 00:15:42 GMT
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Yes, that's what we're talking about. But I never tried to talk anyone out of having that option available! I personally wouldn't use it, but that doesn't mean everyone else has to do the same.

Subject: Idea
Posted by snipesimo on Thu, 20 May 2004 00:20:57 GMT
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I will try getting it added back but I doubt I will be able to ask until he solves his virus problems.

Subject: Idea
Posted by Crimson on Thu, 20 May 2004 00:22:07 GMT
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It doesn't matter. We need either the SSC or a teeny tiny fix in the logfile handling for BR.NET more than some option. Not that I'm saying you can't have it...

Subject: Idea

Posted by snipesimo on Thu, 20 May 2004 00:42:48 GMT
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Or get both.

Subject: Idea
Posted by Crimson on Thu, 20 May 2004 00:52:33 GMT
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Both would encompass the "either" so that's fine too.

Subject: Idea
Posted by snipesimo on Thu, 20 May 2004 01:49:50 GMT
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Just pointing out both is better than one

Subject: Idea
Posted by eh4canada on Thu, 20 May 2004 01:51:17 GMT
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i think the original idea is a good one...half the reason many ppl want to get renguard is because they are tired of being accused of cheats, so if there was some sort of program on the server that could tell wether or not a person was using renguard, it could be confirmed that they dont cheat without the long boring screenshot process which takes forever and half the time ends up with the person leaving...the other reason servers dont run renguard is the fear of the server being empty all the time...with a program like this ppl without renguard could play and the server would have at least the same or more ppl
im not too sure i like the idea of non-renguard ppl being kicked for room though, the "disputing ban" forums for many servers could be flooded with "ive been kicked for no reason" topics...probably better to page them every few minutes and tell them where they can get renguard...that is probably one of the best ways to encourage ppl to get renguard...once a good percentage of the ppl playing in a server are using renguard they can set it to not let anyone who doesnt have renguard play in the server like renguard servers are now

Subject: Idea
Posted by Majiin Vegeta on Thu, 20 May 2004 01:55:02 GMT
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eh4canada
"ive been kicked for no reason"

Get RenGuard

standard answer

 not to hard to understand..

Subject: Idea
Posted by kadoosh on Thu, 20 May 2004 02:13:47 GMT
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could you make a command such as:
!ren playername and the responce be if the player is using renguard or not?

Subject: Idea
Posted by gibberish on Thu, 20 May 2004 03:56:33 GMT
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kadooshcould you make a command such as:
!ren playername and the responce be if the player is using renguard or not?

Just done that (Well actually it !renguard).

Additionally I thought some more about it and decided it would be a good idea to always kick from the side that had the most players.

Subject: Idea
Posted by snipesimo on Thu, 20 May 2004 23:25:13 GMT
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http://www.renegadeforums.com/viewtopic.php?p=89065#89065

The SSC has been released, and has full support of this idea. It has an option of Minimum RenGuard players that must be present before it starts enforcing RenGuard.