Subject: Question.
Posted by JPNOD on Mon, 16 Aug 2004 13:56:00 GMT
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K, I downloaded BR.bot and i think i installed it properly, But renguard is in it and it keeps kicking people. Im running it on euro so my server will be empty 99% of the times just becuz those newbies/cheaters dont have it.

How do i turn it off?, ore do i remove a file

Thanks in advance.

Subject: Question.
Posted by Xtrm2Matt on Mon, 16 Aug 2004 14:48:10 GMT
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!set renguard off

In your IRC Channel, type that.

Subject: Question.
Posted by JPNOD on Mon, 16 Aug 2004 15:23:12 GMT
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OMG awsome

k thanks man

Subject: Re: Question.
Posted by zunnie on Mon, 16 Aug 2004 21:24:14 GMT
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Thats stange. Why is FanMaps7 always full then when it is on Euro?
And also: a00tfwsrv and a0WnxSrv are always full, and they BOTH have RenGuard on it.

NOT Running renguard sees to it that people refuse to download it because they can join a

cheaters-servers anyway.

[zunnie]

Subject: Re: Question.
Posted by by_ruddles on Mon, 16 Aug 2004 21:46:38 GMT
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[zunnie]

We run renguard for a day. Maximum of 4 people in all day. We turn renguard off, it fills withing 10 minutes and stays full. We turn it back on, everyone is kicked and server stays empty.

As much as we want to run renguard we are not paying for a server for it to sit empty.

Subject: Question.
Posted by mac on Mon, 16 Aug 2004 23:41:37 GMT
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Maybe some Euro Server admins should form an "alliance" of some sort, to switch RenGuard on on a specific day, and announce it weeks before that event happens.

If anyone is interested, I know a few german euro-admins that are in.

Subject: Question.
Posted by xptek on Tue, 17 Aug 2004 03:56:15 GMT
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The same thing needs to happen on the USA servers as well.

Subject: Question.
Posted by mac on Tue, 17 Aug 2004 05:28:28 GMT
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Maybe combine it with the release of CP1 (= release of brenbot 1.36), which is only a few weeks away (beta testing coming soon). Using CP1 on a server has many advantages for the user - mainly working sounds in multiplayer, like hearing the obelisk glowing up, and hearing custom CP1 sounds made by djlaptop for various ingame actions by brenbot.

And - new maps that everyone that RenGuard has. That means 4 new All War Out Maps that can run in any standard renegade maprotation.

If the server in question enforces RenGuard, that means that everyone using it will have CP1, which means that everyone using it has the new maps and engine features.

Maybe someone can be appointed for USA WOL and EURO WOL and GSA - design a website where interested server owners can get information, and sign in, so people see what server owners will switch.

Just my thoughts. Post if you're interested. I can help wherever I can.

Subject: Question.
Posted by [HLOW]Tomten on Tue, 17 Aug 2004 08:29:23 GMT
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I think this is an excellent idé.

Subject: Question.

Posted by **by_ruddles** on Tue, 17 Aug 2004 09:35:16 GMT
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Aye, im sure we would be up for that 2. Currently we have 2 servers, but after our host change we are planning on another server running the sniper mod.

Subject: Question.
Posted by **mac** on Tue, 17 Aug 2004 09:38:35 GMT
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I talked to a friend.. he will make a CP1 information site, which will have the ability that admins can register, so we see how many people in what network (USA, Europe, GSA) plan to switch to CP1 and renguard when CP1 comes out.

Talked to vloktboky today. May have a great new surprise for CP1.

Subject: Question.
Posted by **WNxPunk** on Tue, 17 Aug 2004 10:11:25 GMT
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I know what it is   <-- I think

Subject: Re: Question.
Posted by **JPNOD** on Tue, 17 Aug 2004 10:19:28 GMT
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Thats probly true, But my server is only 8 players.
And realy a server dies from running renguard, Unless it has a Community like Pits/ore ne like that.
Derfan1 used to run renguard. in the begin it was like filled till 40 players (with renguard) days/weeks later like 10-20 players in there.
TIll it was like empty everyday, So was for Renstation. It had his moments in the begin but later, more and more people left and joined the non renguard servers>like non00bs.

ITS NOT that i dont LIKE RenGuard its just im afraid that my server will die.
I DO Agree, IF all Servers Run renguard one day. That more people will get it but most of the time..As long as there is 3 renguard servers and 10 normal non rengaurdservers people keep goingt to the Non renguard servers. And a good way is to start it in all the large servers over 32 player with renguard cuz most of the time cheaters like hanging in big servers cuz its harder for them to get caught there.

Oh and thx on the tutorial Zunnie it helped alot

[zunnie]

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