Subject: Is Renguard a failure?
Posted by NeoX on Tue, 17 Aug 2004 03:18:35 GMT
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Well yes the program made it out but what a second all renguard servers are empty! or have less then 10 players. Was renguard a failure I think so not because of the programers but becuase of the stupid community not being able to download a small application. You cant play a decent game of renegade anymore without cheaters while you are running renguard and you know that you are clean but while others run free and cheat. Server owners refuse to use the renguard system due to the fact of empty servers. Well i think that is bullshit and they all are fucktards the n00bstories servers are pretty much empty... is this a sign that renegade is now coooked to its prime? Or is there still a chance please someone prove me wrong because this is killing me.

Subject: Re: Is Renguard a failure?
Posted by Dethdeath on Tue, 17 Aug 2004 04:34:54 GMT
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FULL RenGuard servers might be a failure, however there are allot of servers that use it partly. Most of the time the players don't even notice the server is running some form of RenGuard, because only the people in the IRC-channel can see it. RenGuard is being used in allot of different ways on servers...modified SSC's, scripts, whatever. THEY have definately not failed at using it.

If it weren't for the bugs in the FDS, servers like The Pits would still be running full RG today and they would be filled most of the time. How do I know? Because they used to run full RG and THE SERVER WAS FULL.

Atleast RenGuard has given server owners a way to see who is definately NOT cheating. Stop being so damn negative about it already. IMO the amount of people that are using it could only increase in the future.

Subject: Is Renguard a failure?
Posted by mac on Tue, 17 Aug 2004 05:32:04 GMT
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One of the servers I am hosting is almost full 24/7 (24 slots) with RenGuard enforced. It's not exactly a failure. Our community has accepted RenGuard and it runs just fine for me. I look forward to CP1.

Subject: Is Renguard a failure?
Posted by Crimson on Tue, 17 Aug 2004 06:05:18 GMT
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Using RenGuard without requiring every player to use it is pretty much a waste of time... but the

bigger problem is providers costs going down, now servers can be run by any idiot with a hundred bucks a month. There are more servers than players, and it's only natural that many players will choose the path of least resistance and play on non-RG servers.

However, there are several successful servers. Your job as a player is to insist on RenGuard on your favorite server. Also, look at the list I added at the top of the MOTD for RenGuard. It will list the top 5 WOL and/or GSA servers with RenGuard'ed players in them so you know where the action is. Make you own personal effort to try out a different server if your favorite refuses to RenGuard themselves. There are many, many server communities out there where you can get a good game in, and playing without cheaters, like back in the good old days, is a great thing.

Subject: Is Renguard a failure?
Posted by Aircraftkiller on Tue, 17 Aug 2004 07:14:46 GMT
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RenGuard isn't a failure, but you and Reborn are!

Subject: Is Renguard a failure?
Posted by sniper12345 on Tue, 17 Aug 2004 07:49:53 GMT
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I was going to say that to NeoX, minus the Reborn part

Subject: Is Renguard a failure?
Posted by ohnou812 on Tue, 17 Aug 2004 09:15:29 GMT
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Even though it's only 8 player Ohnouserv is a full Renguard server and it's always full during peak times of the day. We have gained new players by educating the community about Renguard and have helped people download and set it up. There is no way its a failure, If Renguard wasn't developed when it was. This community may have possibly been dead by now or it numbers would definitely be dwindling down! I have talked to several players who have returned to this community because of the presence of Renguard! Renguard A Failure?...I Think Not!

Subject: Is Renguard a failure?
Posted by egg098 on Tue, 17 Aug 2004 10:14:21 GMT
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I must say that from a moderator's point of view, moderating RenGuard servers is a lot easier than non-RenGuard servers, purely because of it! You know that no one is cheating, so you only have to worry about walljumpers/thieves etc.

Subject: Is Renguard a failure?
Posted by visorneon on Tue, 17 Aug 2004 12:26:18 GMT
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The only reason many renguard servers are empty is because half of the renegade population
cheat

Subject: Is Renguard a failure?
Posted by WNxCABAL on Tue, 17 Aug 2004 18:39:17 GMT
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Only half don't

Subject: Is Renguard a failure?
Posted by snipesimo on Tue, 17 Aug 2004 19:02:28 GMT
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I must say, RenGuard is technically a failure because of the programmers. I can honestly say that
a huge chunk of server owners/players voewd never to use RenGuard again after the botched
launch it was. Also, I can think of 3 servers off the top of my head that don't run RenGuard
because of SSC problems. To be blunt, both BHS SSC's are junk, and I can honstly say that the
RenEvo SSC isn't much better. But hopefully many of those owners will be running RenGuard
when BRenBot 136 comes out.

Subject: Is Renguard a failure?
Posted by Renx on Tue, 17 Aug 2004 19:14:21 GMT
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I actually like the half renguard server better. If you're a mod, you still get to have some fun, and if
anyone is suspected they can just be forced to run it.

RenGuard saves my ass nearly everyday. I love it.

Subject: Is Renguard a failure?
Posted by WNxCABAL on Tue, 17 Aug 2004 19:22:05 GMT
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See, not only is RG an anti-cheat
it also saves peoples lives

Subject: Is Renguard a failure?
Posted by IceSword7 on Tue, 17 Aug 2004 19:43:39 GMT
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All clan games are now renguarded so atleast it wasnt a failure over at CW.

Subject: Is Renguard a failure?
Posted by Falco on Tue, 17 Aug 2004 20:02:49 GMT
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IceSword7All clan games are now renguarded so atleast it wasnt a failure over at CW.
Thats true, and also, RenGuard is not a failure, it works doesnt it, its the the lack of people that dont feal like downloading it that is a failure.

Subject: Is Renguard a failure?
Posted by Dan on Tue, 17 Aug 2004 20:28:53 GMT
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I think the main problem renguard had was the rocky start with crashes/not detecting cheats etc. But the current version is much more stable.

Subject: Is Renguard a failure?
Posted by flyingfox on Tue, 17 Aug 2004 21:41:08 GMT
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But the question here is the amount of larger servers running proper renguard. ohnouserv and egg's c&r server are just 8 players big. For c&r that's great but I get extremely bored in 8 player "aow"s. Renegade multiplay was designed for 7 players on each team at the least. To me an 8 player running a full all out war with basekill is about as fun as getting hit over the head with a hammer.

I notice a lot of you are saying "renguard a failure? no way!" but haven't really provided much if any evidence to that. I just checked the top 5 listings on renguard and, fair enough - there're a couple wol servers with decent amounts of players.

Quote:Top 5 Servers for GameSpy and Westwood Online
WOL
The Pits (renmaps.com) 20/40
[RG]www.WarriorNation.net [... 17/28
[RG]FANMAPS.NET FanMaps 11/32
[RG]FANMAPS.NET Mission Maps 11/20
[DS] Dark Angels - AOW 9/32
(Player counts shown are RenGuard-verified players. Actual counts may vary.)

But how many of those 5 are running full renguard (meaning, without renguard you can't join)? I know the pits doesn't, nor dark angels. I don't like fanmaps.net, much less mission maps. Warriornation wasn't even listed on wol and the rest of them are mediocre sized at best because there won't be any more than 9 players in them.

when was the last time you played in a large server running proper renguard? Ages ago, probably. most of us don't double click the renegade icon to wait for that "one in a blue moon" game, we just join any server with enough players in it. There have been a good few on a noobstories serv but renguard has been out since april and a few games in 4 months doesn't really cut it. and you could be waiting, what...10 minutes for someone to join you? the chance of a 2 player game going large is little to none. Sorry but most of the community doesn't have the patience or the will to bother doing that just so they can guarantee a 'cheat free' game, and I think it's something we'll have to live up to for good.

Quote:Total: 116 / 1196

Subject: Is Renguard a failure?
Posted by Blazer on Wed, 18 Aug 2004 04:23:54 GMT
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Who cares? Renguard stops cheating...If you want a cheat free game, play on a RG protected server, its that simple. All the "OMG Renguard sucks" threads are just people trying to stir up a fuss. Renguard stops cheating, plain and simple.

Subject: Is Renguard a failure?
Posted by WNxCABAL on Wed, 18 Aug 2004 05:04:10 GMT
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Quote:[RG]www.WarriorNation.net [... 17/28
That runs full RG

Subject: Is Renguard a failure?
Posted by zunnie on Wed, 18 Aug 2004 09:11:30 GMT
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No RG = qkick   with FanMaps servers, you have to have it or you will be kicked.

[zunnie]

Subject: Is Renguard a failure?
Posted by Alkaline on Wed, 18 Aug 2004 12:30:22 GMT
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This game is not worth having its own anticheat system becuase of all the other crap that outs thier like server exploits.

Ya you kick/ban somone, they crash your server how nice is that :rolleyes:
screw it mang, its not worth it anymore...

Subject: Is Renguard a failure?
Posted by cheesesoda on Wed, 18 Aug 2004 12:56:12 GMT
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AlkalineThis game is not worth having its own anticheat system becuase of all the other crap that outs thier like server exploits.

Ya you kick/ban somone, they crash your server how nice is that :rolleyes:
screw it mang, its not worth it anymore...
I don't take threats and punks like that lightly. I'd rather have more downtime than uptime rather than have to let a cheater stay in my server because he holds all of the cards. I'm putting RG on my server when I get it up.

Subject: Is Renguard a failure?
Posted by Renx on Wed, 18 Aug 2004 19:19:24 GMT
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_TFWxANDY_Quote:[RG]www.WarriorNation.net [... 17/28
That runs full RG

Yea, and 17/28 is actually pretty low for that server....It's full nearly every day

---

Subject: Is Renguard a failure?
Posted by Blazer on Thu, 19 Aug 2004 09:27:07 GMT
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AlkalineThis game is not worth having its own anticheat system becuase of all the other crap that outs thier like server exploits.

Ya you kick/ban somone, they crash your server how nice is that :rolleyes:
screw it mang, its not worth it anymore...

Then you are promoting terrorism by letting them get their way. I would rather my server be down for a week of DDOS than to let cheaters run rampant ruining everyones game.

Subject: Is Renguard a failure?

Posted by cheesesoda on Thu, 19 Aug 2004 11:51:46 GMT
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BlazerAlkalineThis game is not worth having its own anticheat system becuase of all the other crap that outs thier like server exploits.

Ya you kick/ban somone, they crash your server how nice is that :rolleyes:
screw it mang, its not worth it anymore...

Then you are promoting terrorism by letting them get their way. I would rather my server be down for a week of DDOS than to let cheaters run rampant ruining everyones game.
Blazer, my line of thinking EXACTLY.

j_ball430I don't take threats and punks like that lightly. I'd rather have more downtime than uptime rather than have to let a cheater stay in my server because he holds all of the cards. I'm putting RG on my server when I get it up.

Subject: Is Renguard a failure?
Posted by Sunwarr on Sat, 21 Aug 2004 00:50:42 GMT
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Only reason i play C&C Renegade is becuase of Rengaurd. I'm an old player back when it was just a demo.

I was turned of by it on 2003 when it started to get really crazy with cheaters on servers and the server admit couldn't even do crap about it.

Med tanks blowing up in one hit .
God mode where you can go to the enemy's base , blow it up and the defences wouldn't even shoot you.
Big heads
Using the snipergun to kill ordered vechiles in one shot wouldn't even get on the airstrip in time.
Only seeing explosions but no vechiles.
Pistols killing med tanks.
Aimbots
expliots
Killing black hands while they stand.
Cheaters crashing the servers.

This was on every server so i decided to quit then came back this year becuase i heard they made a new anti sofrware cheat for C&C Renegade.

I only play on RG servers now thanks to Rengaurd any other server with out Rengaurd is a cheat server.

Subject: Is Renguard a failure?
Posted by cowmisfit on Sat, 21 Aug 2004 01:44:03 GMT
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RenGuard is not a failure, it stops cheating and does its job. Yes a lot of servers have gone emptey since Renguard came out, BUT the way i look at it is this....

If you have nothing to hide it shouldn't be a problem. So anyone who says "Im not gonna play on that server because its Renguard" must have something to hide or are just a plain jackass.

Subject: Is Renguard a failure?
Posted by IceSword7 on Sat, 21 Aug 2004 04:18:42 GMT
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Wow nice sig, did you make that?

Subject: Is Renguard a failure?
Posted by cowmisfit on Sat, 21 Aug 2004 12:00:36 GMT
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yes i did, thank you.

Subject: Is Renguard a failure?
Posted by flyingfox on Sat, 21 Aug 2004 12:05:54 GMT
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Sunwarrany other server with out Rengaurd is a cheat server.

Ignorance at it's very finest. And by the way, renguard happens to hit your FPS by like 3, so there's 1 reason off-hand not to use it.

Subject: Is Renguard a failure?
Posted by cowmisfit on Sat, 21 Aug 2004 12:21:02 GMT
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Loosing 3 fps is not gonna effect your gameplay enough not to use it. Its jackasses like you who tell people stupid crap like taht that people won't use it.

Subject: Is Renguard a failure?
Posted by [RoC]Twix on Sat, 21 Aug 2004 13:45:44 GMT

Yes it was a failure, after 3 days of the release people had figured out how to cheat with it. and btw, ACK, your gay and so is renalert.

Subject: Is Renguard a failure?
Posted by [RoC]Twix on Sat, 21 Aug 2004 13:49:22 GMT

BlazerAlkalineThis game is not worth having its own anticheat system becuase of all the other crap that outs thier like server exploits.

Ya you kick/ban somone, they crash your server how nice is that :rolleyes:
screw it mang, its not worth it anymore...

Then you are promoting terrorism by letting them get their way. I would rather my server be down for a week of DDOS than to let cheaters run rampant ruining everyones game.

Blazer, dont even compare a cheater in renegade to terrorists. my god.

Subject: Is Renguard a failure?
Posted by WNxCABAL on Sat, 21 Aug 2004 19:00:58 GMT

[RoCTwix]and btw, ACK, your gay and so is renalert.

Can I buy you a beer?

Subject: Is Renguard a failure?
Posted by icedog90 on Sat, 21 Aug 2004 20:26:47 GMT

RenGuard is not a failure. It used to be a ton worse with the amount of people who had it. Notice that every new patch brings more and more players to RenGuard.

I know someone who claims a friend of his sent him a cheat that gets through RenGuard. I'll have ask him more about it.

Subject: Is Renguard a failure?
Posted by Blazer on Sat, 21 Aug 2004 22:33:39 GMT

[RoCTwix]BlazerAlkalineThis game is not worth having its own anticheat system becuase of all the other crap that outs thier like server exploits.

Ya you kick/ban somone, they crash your server how nice is that :rolleyes:
screw it mang, its not worth it anymore...

Then you are promoting terrorism by letting them get their way. I would rather my server be down for a week of DDOS than to let cheaters run rampant ruining everyones game.

Blazer, dont even compare a cheater in renegade to terrorists. my god.

Terrorism is just a word, so is terrorists. It has a very broad meaning that can apply to a number of situations, just becasue someone says "terrorist" does not mean it has anything to do with Sept 11 and the like. :rolleyes:

By terrorism I meant the basic premise of someone using violence or threats of violence to ensure their desired outcome. If someone says "free all the iraqi hostages or we will behead this prisoner", thats terrorism. If someone says "let me cheat in your server or I will crash it", that is also terrorism. There was no comparison made.

Subject: Is Renguard a failure?
Posted by cheesesoda on Sat, 21 Aug 2004 23:21:41 GMT
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[RoCTwix]Yes it was a failure, after 3 days of the release people had figured out how to cheat with it. and btw, ACK, your gay and so is renalert.
Thank you for that post. Now I remember why I think you're an idiot.

Subject: Is Renguard a failure?
Posted by [RoC]Twix on Sun, 22 Aug 2004 02:23:24 GMT
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Blazer[RoCTwix]BlazerAlkalineThis game is not worth having its own anticheat system becuase of all the other crap that outs thier like server exploits.

Ya you kick/ban somone, they crash your server how nice is that :rolleyes:
screw it mang, its not worth it anymore...

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11 and the like. :rolleyes:

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i understand what you mean now but i still disagree. i see how alk would rather have a cheater for a game or 2 than his server getting DDOS attack and going down for a while, they pay money for the servers so i agree with alk

---

Subject: Is Renguard a failure?
Posted by cheesesoda on Sun, 22 Aug 2004 02:45:58 GMT
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Other server owners pay money for their servers too. It's just the principle of it. No cheaters, period. By telling people that you'd rather have a cheater than DDoSing a site, you're letting cheaters hold all the cards. They know that you don't want the server down, so they'll throw it in your face. They may just come out and say, "don't kick me and I won't crash your server."

It happened one time at UGIN server 4. Some guy promised that he would crash the server if he was kicked. He was eventually banned for cheating, and crashed the server. I chose not to let him to push me around. There's no reason to let people openly cheat in fear your server is going down. Your server probably will be crashed, but you'll at least know that you didn't let him push you around. I took a stand and I'd do it again.

Subject: Is Renguard a failure?
Posted by Dethdeath on Sun, 22 Aug 2004 16:29:32 GMT
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I'd rather have no server than to be forced to play with cheaters in the game... Simply because it takes the whole reason of me playing away.

Subject: Is Renguard a failure?
Posted by Crimson on Sun, 22 Aug 2004 19:04:51 GMT
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Me, too. I don't want to host servers for cheaters.

Subject: Is Renguard a failure?
Posted by [RoC]Twix on Sun, 22 Aug 2004 19:10:53 GMT
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j_ball430, your face is so far up the renguards teams ass its amazing

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Subject: Is Renguard a failure?
Posted by U927 on Sun, 22 Aug 2004 20:02:15 GMT
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Aww, resorting to ad hominem so early in the argument?

Subject: Is Renguard a failure?
Posted by cowmisfit on Sun, 22 Aug 2004 23:01:52 GMT
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[RoCTwix]j_ball430, your face is so far up the renguards teams ass its amazing

Go to hell kthx.

He's just not a moron and relizes what is and is not a failure, moron.

Subject: Is Renguard a failure?
Posted by Blazer on Mon, 23 Aug 2004 00:27:22 GMT
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Okay this is turning into flamefest so I must perform lockage. Final word: Renguard is certainly not a failure. It stops cheating.