
Subject: Renegade Patch

Posted by [EA-DamageEverything](#) on Fri, 25 Feb 2005 12:27:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

As long as thousands of ppl log in every month on WOL, I think EA will not shutdown the server and install another Gamelisting Service on it.

You're right we cannot force players to use RG immediately and for the rest of their life. But we must do our homework today: Explain those newbies and RG-Haters in an understandable way why they should use this Tool. The reason is being showed in some RG-Messages: With RG you get unofficial patches....blah.....prevents you from being accused to cheat...blah!

The first step to acclimate Renegade users was the Half-RG mode. So far so good. Players can join without RG and can read why it would be better with RG. In some cases, good Snipers were accused of cheating although they didn't cheat. Just as an example...Some ppl were argueing RG causes bad lag issues. RG takes a minimum of kbits to hold a stable connection to the RG servers. In summary there are really NO facts against RG and my humble opinion is that it is just recommended to use it due to the fact there are more or less cheaters on WOL....ok on other games too.

I have Wolfenstein ET and for example, PunkBuster is implemented in the setup. Surely i can choose if I enable it or not but it's explained while installing the game why man should better use it. Sad , RG was released AFTER Renegade was out.

K dudes, any other ideas which can be done easier?
