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Subject: Re: BHS "has proven themselves in the past" Discussion

Posted by [Kanezor](#) on Sun, 11 Sep 2005 04:13:15 GMT

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snipgod wrote on Sat, 10 September 2005 22:59hmm, most of you know me, some of you dont, ive played this game ever since it came out, i thank crimson and all them for creating RenGuard, but i am disgusted of what it has become. A good idea has been turned into a n00b hideout. I know what many of you will say to my next comment. "get renguard its not that hard". but to tell you the truth, renguard has crapped up my computer and ren several times, has gone on freak updating sprees that never stopped until i removed it, and it lags my ren, so please dont even say it. but i cant count the number of times i have walked into a server that has the command !force renguard and have been forced to have it after getting 1 HS. ive also walked in with a name iHAXuDONT, and names like it and get forced renguard 5 seconds after i join. also all the n00bs who say RenGuard is not able to be bypassed, its a load of BS, of course it can. as a long time player of ren and mod/admin of several servers over my time, i have caught and banned dozens of people who had renguard on and running. that is what disgusts me, not the program itself, but what the program has made available for cheaters. i dont know the amount of tests i have tried to perform that the first response from the cheater is "i have renguard" it does not fool me, but it fools the lesser experienced. i remember waiting forever for this program to come out. thought it was a great idea, and really wanted to see renegade once again cheat free. unfortunately it has not come to that, and i dare to say (not happily) RenGuard has done more harm then good to the renegade community.

Run two servers. One with RenGuard and one without. After three months, make an average of two things:

- 1) How many players each server has
- 2) How many cheaters, balanced against how many unique players (obviously a frequently full server could have more cheaters than a frequently empty server)

To do this, you'll first need to secure a CPU and bandwidth. Since Renegade's FDS is a CPU whore, you'll need 1 CPU per server. It is also a bandwidth whore, so a phat pipe is needed too. There's some \$\$\$.

Now you'll need to get a Renegade FDS in order for it to run. Whoops, those are all snagged up by a tard who took them all! Oh, and he's not even using them all! How could he? I don't see thousands of Renegade servers, do you?! Right, so you'll need to ask him kindly for one of those. Better hope you're not on his bad side.

Okay. Now that you have all of that set up, let's wait three months.

(three months later)

Okay. I'm sure you'll note that there's not many players on your servers. One, there's already a number of other servers to choose from. So why should they play on yours? Not only that, but those other servers are also defaulted at the top of the WOL list, since they have those fucking A000000xx names, so players have to either sort the list by something other than host account

names (game name and ping are common ... hope your ping is good and your name is fancy!) or specifically look for your server. That aside, let's count the number of cheaters. I'd be willing to bet that the server with RenGuard has a significantly smaller cheater/player ratio than the server without RenGuard. Sure, there might have been a few with RenGuard running that were cheating... but all in all, I'd say RenGuard is doing its purpose.

Edit:

Whoa, couple of new posts while I was writing mine, so I added a quote... :\

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