

Just a few random thoughts:

1. Banning cheaters from XWIS is useless. Honestly most people that I have personally caught cheating were not connected from XWIS, and using names like "LOL I Hax".
2. There is definitely a *current* problem with people using RG bypasses. BHS is working hard on getting RG 1.04 out which will stop all of the current bypasses and also close up other vulnerabilities (and lots of other things like new features and compatibility with win2k and 64bit systems).
3. Server-side cheat detection is definitely a plus. While server side cheat detection cannot do everything RenGuard can, I think its definitely the way to go. This is one of the reasons that BHS is coordinating with EA on getting access to the FDS source code so that we can release an FDS that has enhanced anti-cheat capabilities and other bug fixes. Some folks like Whitedragon and BI are already testing server-side cheat detection via scripts.dll mods.
4. BHS is working on a fix for the FDS that will allow true cdkey banning. This combined with an IP ban should make it easier for server owners to ban people and keep them gone.
5. I believe Spoonys proposal (of banning cheaters from XWIS) is, how do you say...he means well and its a good idea, but as I noted in #1, it just will not be effective, since they can just direct connect, or come from gamespy, etc. I havn't actually talked to Olaf about the XWIS banning protocols, but I was under the impression that XWIS bans were more for people who were abusing XWIS itself (page flooding, loading bots, etc). I dont know where all this talk of "spoony should be made an XWIS admin so that he can ban people because Crimson isn't doing her job" came from. Like I said Crimson and/or strike-team could place an xwis ban on every known cheater, and it would make little to no difference in stoping the current cheating in renegade, because most of the cheaters already connect via Gamespy or direct connect (or, if they don't know, they would once they were banned).
6. The Renegade community of players is "too small" to ban everyone who has ever done anything wrong. You would be surprised how many people load a cheat just to see how it works, or just to test it, or to try and counter another cheater. I think the best anti-cheat mechanism is to simply BLOCK them from cheating - make their cheats not work. This is pretty much the goal of RenGuard. If they have cheats or modified files, they simply cannot play on RG-protected servers. The only people we actually ban from RenGuard are people who attack RenGuard itself, (usually people caught testing or creating a bypass). I've noticed that BI's server-side anti-cheat works in a similar manner...instead of detecting that someone is cheating and kicking the player, it detects that they are doing more damage than they should and just *ignores* the extra damage, thus nullifying their cheat. This is a much better way to stop cheating - make the cheats simply not work, no ban lists to manage, no "my brother/friend/neighbor/dog did it" excuses, etc. Of course it is still up to server owners if they want to ban someone, which is why BHS is working on the cdkey ban fix.

Thats it...sorry for the randomness, like I said, just thinking out loud.
