Subject: Renguard having too many problems.
Posted by Alkaline on Fri, 09 Apr 2004 19:44:14 GMT
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His tripod website is down, he pmed me a link to int on my gsa :/ damn forgot to save...

Blazer I think the problem with renguard is the whole Renguard Network:

- I much rather have a renguard that deals directly between the server and client, I don't want to be connected to a network. My server should do the checking for cheats and report back to the client app. Connecting to a runguard network has some issues (at least for me):

- I don't like the fact that the my server is now dependant on yet another service, errors in that service directly effect player on my servers.

- I don't like the fact that the RG team can send out messages to all the servers at wiill, regardless of what the RG team says, you are basically getting acccess to my servers. I saw 2 "hey thanks for using renguard messages" while I don't mind, their is a splinter in the back of my head saying: "look somone else gets to send messages to your servers..."
You also have information on who's playing, when they are playing and as far I suspect even the output logs of servers revealing what goes on in the server. Wheter you use this information or not is irelavent, ITS THAT YOU HAVE ACCESS to this information that I have a problem with.

-This is yet another step for crimson to control renegade, every time renguard starts up she basically has the attention of everyone. I'm sorry but I'm not giving her that much power. Not to mention you and her are going around parading that if servers don't renguard, they will automatically be full of cheaters. Please, we ban the cheaters just like we did earlier, and atm after the first day, renguard has been compromised and cheaters (dedicated ones) are still cheating. Its almost as if renguad is presents itself as a challenge for hackers, its almost inviting people to hack it.

Even if renguard becaomes stable, I don't think I will be running it because of what I have outlined above. Had renguard been structured like this:

- Direct Communication between Server and its Clients ONLY, no renguard network.
- Server owners MAY choose to connect to the network, but it would not be required.

Perhaps then I would consider running it if it had those options above. But as of now, even with the problems fixed, I have no plans on running renguard.

Again, its not a matter of cheaters or not, its a matter of control, RG just wansts too much.