Subject: renguard is a waste
Posted by mac on Wed, 14 Apr 2004 10:43:20 GMT
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gibberishCrimsonToo fast... ROFL

Two weeks ago it was "taking too long" and was a "pipe dream". Make up your mind.

IMO there are good reasons why renguard should have been released even if it didn't catch all cheats, but critical flaws in the network should have been caught in testing, before it was made into a production release.

Note: I understand that catching all bugs is rarely possible, however the simple solution would have been to call version 1.00 a public alpha.

You can't test a network designed for thousands of people with 25 people. Period. All the problems showed up AFTER we finished the beta. It's because of the network load.