
Subject: RenEvo RenGuard SSC v1.0 Features
Posted by [Dante](#) on Thu, 15 Apr 2004 00:22:08 GMT
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so i guess to clarify...

RenEvo's SSC was designed to prevent mass kicking, unintentional smapping (if someone went crazy and did decide to mass smap the globals), 0 interaction client side on the servers, and to be as fast as possible.

It wasn't designed to integrate an FDS into the RenGuard network like a station, but to connect & prevent cheating.
