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Subject: Idea

Posted by [gibberish](#) on Wed, 19 May 2004 07:58:33 GMT

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I already have this implemented, basically I have the game limit (say 14 players) and the Renguard limit (say 10 players).

When an 11th player joins the game a "Non-Renguard" player gets kicked.

This means that over time (if the server is busy) non renguard players get kicked, however if only a few people are on the server the server can be played by Non-Renguarders.

Note: Just because someone doesn't have Renguard doesn't mean they are a cheat.

However I had some issues with Renguard kicking players who were using Renguard so I stopped using RenGuard totally and didn't complete the rest of my changes.

The additional stuff I wanted to put in was that any "Renguard" player could kick any "Non-Reguard" player at will.

mrpirateSo basically all the non-cheaters are forced to have RenGuard, and the cheaters are welcome to play without it, as long as they're inconspicuous?

If they are inconspicuous who cares? i.e. if they are not doing any better than an average player it really doesn't matter, however if they are playing well but don't have renguard they are likely to get booted by someone who does.

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