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Subject: Idea

Posted by [mac](#) on Wed, 19 May 2004 15:28:16 GMT

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gibberish - the Network synchronisation problems have been fixed for some time now - so please try again. We need more servers

I like the idea, and plan to add something like this into a future version of the SSC.

How do you determine what player is being kicked when the first non renguard player is being kicked?

A couple of warnings every X minutes or one warning for every 2 players that have joined should be included too. So people know they will be kicked eventually, if they do not have RenGuard installed.

Only one major problem I see - We'll be releasing core patch 1 very soon that includes a number of new maps that will be distributed though RenGuard (also available though the website). So everyone using RenGuard will have that patch.

Those people that do not download RenGuard in the first place, will not have these new maps to play with too - and I think Servers would run them, if a large userbase has them. So, getting as many people as possible to run RenGuard is the best way to ensure that these maps and enhancements are available to everyone..

Comments?

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