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Subject: Idea

Posted by [gibberish](#) on Wed, 19 May 2004 19:20:59 GMT

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

I rank the players based on a couple of factors, however the primary factor is cumulative game time (total since the reguator started recording it), hence players who are on my server a lot are likely to be left alone (even if they don't have renguard) but:

- New players without renguard
- Cheats who change their nicks a lot

Are likely to be booted first.

macA 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.

I think its more effective to give the warning immediately after you boot someone.

The guy who you booted doesn't have a clue why, but everyone else knows you mean it

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