
Subject: Segetion about upgrading RG....

Posted by [flyingfox](#) on Sat, 29 May 2004 05:48:59 GMT

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Crimson had it right, why use renguard if it isn't guarding? Just 10 seconds in a game and someone could grab a flamethrower, run out and pick off a barrage of mammoth tanks, or maybe even a soldier. That soldier could have used his last credits on a beacon. Supposing renguard kicked the cheater, the soldier might have made his run and got the ped win. I've been in games where one side lost out by the space of hundreds.. the other team won because a cheater was allowed to run loose and rack up thousands of points. I wouldn't spend the best part of a year developing an application that isn't functioning like it should. But if it's a host side thing I guess that could be your choice.
