Subject: If only all servers would run RenGuard...
Posted by OnfireUK on Sun, 06 Jun 2004 11:35:43 GMT
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CrimsonThat's the goal of the June 1st initiative. We transitioned the pits and Renstation this weekend and it's going VERY well. I will post some detailed stats today after midnight.

Thank you SO much for this nice post about RenGuard. I know that it's going well, and thousands of gamers are using it daily without a problem, but if you're one of those people, please verbalize it more. Others who are waiting need to hear good things to be motivated.

I agree its going great, i've had some really good games at the Pitts, but I am very disappointed with the european players who continue to play on non-renguarded servers. As you may know the server known as "Dethserv" www.moonlightshakers.net was VERY and i mean VERY popular, and since its return recently it saw lots of people joining and it was often full.
Despite the fact that we kept giving notice that Renguard would be set up beforehand, people didnt seem to really give it any thought. When we implemented renguard on the 31st of May . The first day went well and now we're getting no players because people prefer to play on servers without renguard...

WNxTillyI've been trying to get my clan to start running renguard on our 20 player EuroServer. Even though the server is hosted in US we get a very low non lagged game. Our server is empty when RG has been on and fairly full when RG is off. This is because many many servers in Euro don't run RG. So people just go and play their instead.

Crimson I think you should look at trying to advertise more over on the Euro servers because there is a massive, I mean massive player base over here and thousands of players every day who might not even know what RG is.

Tilly

I also agree with this, and I think its important to keep the european servers cheat free as well as the American ones. If there's any way that renguard's influence can reach the european servers I'd like to hear it and would appreciate it greatly Crimson..

Thanks

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edit: .net , thanks hav0c :oops: