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Subject: The Pits allows cheaters on their server?

Posted by [msgtpain](#) on Mon, 28 Jun 2004 04:04:57 GMT

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The comments coming from an admin in my own community, IRC messages and conversations being had by those who I had considered my friends, and the attempt to place the responsibility of an application failing, on to our community..... basically has me speechless.

I've read plenty of logs in the last 48 hours, and seen how we are treated when we choose server stability over running an application as an "ethical responsibility".

I refuse to play games of politics, to see who can rub the most shoulders and get what they want. I will not let a few BHS members and their friends deride the good name of our community, because we are not doing something they wish that we were. I will make a public stand instead, and let everyone know why we don't condone these types of conversations. You believe you are making fun of the cheaters, but in reality, you are attempting to rub our noses in the fact that we aren't participating.

I am sorry for folks like mac, and others, who have spent countless hours attempting to provide a solution for the community as a whole. But even they will stand up and acknowledge that there are certain issues with the software which they do not have answers for.

Mac spent an entire evening last week, creating a version of the SSC for us which would go through the motions of kicking players, but not actually kick them, and the option to turn off the host messages on the server end too. He did this so we could work together to resolve the issue of the FDS kicking all 40 players and disconnecting the server 1 game after we start it up.

Crimson, did you happen to discuss the results of all this with him? Did he tell you that it worked just as he anticipated. until we turned on the flag to again kick the players? At which point, it emptied our server and rebooted it..(again)

You publicly proclaim that "The pits allows cheaters" and you'll be playing on another server. In the last few days, I've seen a number of comments from other "non regular" members who leave a game after a few minutes with the comment "I'm going to go see if anyone is in the n00b servers, at least they run renguard"

What you say rubs off on people, especially if you are not providing them with the complete and honest truth. Which is we HAVE tried to help you. we HAVE tried to work with you, to get Renguard to a stable and acceptable application. The FACT of the matter is, it is not. Not that "we just want to allow cheaters"

Even your own network is stumbling currently. Your servers can not handle the load as you originally anticipated. You have asked in every forum which you have been allowed, for contributions to expand the RG network. And yet today, you can't allow stats to be ran off the RG web site, because the servers are overloaded. <- These are not our problems, but I would be a fool to allow my own applications and programs to rely on them. I will not let an unstable, external application dictate whether or not my own server can be running and have players in it.

When you start telling the community these FACTS when you tell them that we allow cheaters, we'll have no problems.

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