Subject: The Pits allows cheaters on their server?
Posted by Crimson on Mon, 28 Jun 2004 06:00:40 GMT

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My brother's knowledge of the internals of RenGuard is limited at best, and Blazer and I often joke about people who blame everything on RenGuard. Someone was suspected to cheat on the Pits, someone else said "No, they run RenGuard", someone else corrected them, them my brother made some jokes about people who don't use RenGuard.

As a result, one of the pits admins made "RenGuard" a swear word so that anyone who said it would be kicked.

Personally I laughed my ass off at their jokes and thought it was over the line to start warning people for making jokes.

As for my "public announcement", it's on my away message when I play Renegade that I'm not going to play on the server until RenGuard is back. I do not find it fun to play on a server where I have to wonder if the person who killed me is cheating. It's a very simple fact.

Sometimes I am confused because my BRenBot can kick 20 players at a time when I restart it and I don't drop from WOL. When I don't experience the problem it makes it hard for us to troubleshoot it and you become the guinea pig since you're the only one with the problem.

The reason I suppressed stats is because mySQL uses too much processor when I run the stats and I haven't had a chance to fix the table structure. Big deal.

Now please stop blowing this out of proportion. I acknowledge that you are having problems with the SSC and we are working on the problem not with bandaid fixes, but with something that will improve the program and the network overall.