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Subject: If only all servers would run RenGuard...  
Posted by [C4miner](#) on Sat, 29 May 2004 21:33:12 GMT  
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It annoys me to see that so many servers are withholding usage of Renguard because of personal issues with BHS and/or the consequential loss of players on the servers.

If every major server would run Renguard then the players problem would be solved, as players not running Renguard would not have a decent server to join.

Many people say they refuse to run Renguard because of some security issues or the possibility of BHS stealing their CD-Key. Well, as BHS said, all CD-Keys they receive are hashed and they cannot decrypt them.

Also, what do you consider worse: Cheaters running rampant and slowly sucking the life out of the game, or absolute RenGuard: all servers running RenGuard, creating an absolutely cheat-free game with only a mild risk of someone at BHS becoming abusive (and, they are all really nice people, and wouldn't do that).

Plus, think of all the other possibilities Renguard has to offer. It can upload patches to any client's data folder and auto-install mods. This means that any and all Renguard servers can become fanmaps servers without the consequence of lower player counts on the servers. It can release fixes to client and server vulnerabilities. I'm sure it can do many other positive things for the players and server-owners. Oh yeah, don't forget that it stops cheaters.

What I'm trying to say here is, I think the server owners should set aside their paranoid mindsets for the time-being in favor of the greater good for the entire Renegade community: Renguard. At least attempt to install Renguard on your servers in unison with the other major servers. See how it goes.

If BHS starts hacking into your server right away and deleting all your files or something, just stop running Renguard (although such a thing would most certainly not happen). If you hate Crimson and that's why you refuse to run RenGuard because of that, I think you need to set your emotions aside. Afterall, this is just the internet and Renegade is just a game. Why not do what's best for it and run Renguard? And possibly patch up some relationship problems...

Please, any and all major servers, do what you can to collaborate and universally run RenGuard. Imagine completely cheat-free game, where map-making is further promoted because a program like RenGuard can distribute it to all its clients in the form of patches.

Servers like NonN00bs and Blackcell really should try to get Renguard by June 1st.

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Subject: If only all servers would run RenGuard...  
Posted by [snipesimo](#) on Sat, 29 May 2004 22:15:51 GMT  
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Its called propaganda, appeal to your fears. Advertising is fine, propaganda is bad.

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Subject: If only all servers would run RenGuard...  
Posted by [visorneon](#) on Sat, 29 May 2004 22:22:00 GMT  
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The only reason i see people wont use RenGuard on there servers is because they dont want to lose visitors, but then again if everyone thinks like that its never going to change

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Subject: If only all servers would run RenGuard...  
Posted by [Crimson](#) on Sat, 29 May 2004 23:53:29 GMT  
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That'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.

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Subject: If only all servers would run RenGuard...  
Posted by [snipesimo](#) on Sun, 30 May 2004 03:37:49 GMT  
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Its nice to see that you PUSHED for the implementation of the RenEvo SSC after you posted AGAINST using it. Kinda ironic, eh?

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Subject: If only all servers would run RenGuard...  
Posted by [Crimson](#) on Sun, 30 May 2004 04:07:40 GMT  
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I didn't have a choice. I still recommend against using it unless there's no other option. Hopefully there will be another option soon.

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Subject: If only all servers would run RenGuard...  
Posted by [snipesimo](#) on Sun, 30 May 2004 04:15:02 GMT  
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Either that or this option gets fixed.

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Subject: If only all servers would run RenGuard...  
Posted by [Titan1x77](#) on Sun, 30 May 2004 06:27:38 GMT

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Renguard is a must for every server.

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Subject: If only all servers would run RenGuard...

Posted by [Nodbugger](#) on Sun, 30 May 2004 07:11:17 GMT

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Renguard is the worst thing to happen to Renegade.

You cannot use model replacements. And anyone who does not visit the forums is totally screwed. Because they won't find out how to get it.

Plus I have never seen a cheater in renegade. And there are so few people that still play I doubt a cheater would waste their time cheating in a game with 3 other people in it.

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Subject: If only all servers would run RenGuard...

Posted by [Aircraftkiller](#) on Sun, 30 May 2004 07:14:26 GMT

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1. Model replacements aren't necessary to play the game. Invalid argument.

2. RG tells people where to get it before kicking them, if you had any idea of what you were arguing about.

3. You don't play Renegade, or you suck so bad that it wouldn't matter if anyone cheated, you still get owned anyway.

4. There are plenty of people that play. There have been over 10,000 installations of RG - oh no, that's no one at all...

5. Cheaters usually frequent 40 player servers. You know, the ones you have no idea about, since you're a fucking clueless idiot.

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Subject: If only all servers would run RenGuard...

Posted by [DarkFish](#) on Sun, 30 May 2004 07:14:36 GMT

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TwA is now running WhiteDragon's half-Renguard thingy:

(TwAServ2) GDI players: krimlin07, HTCCanada®, exnavyew3®, angelofca, sigo9, heathpac, knivesl, singh6789, Sabin789®, njamnky, pzagas69®, mrmrg®

(TwAServ2) Nod players: majrtom®, blackcry9, hctibu, xxkenshin®, dash444, de4thd3ns, DODGixxer, ace2047, Epzor, Altrix®, akrules®, rambon3, shaide®

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EDIT: Nodbugger, have you ever played a game called Command and Conquer: Renegade?

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Subject: If only all servers would run RenGuard...  
Posted by [C4miner](#) on Sun, 30 May 2004 07:31:13 GMT  
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NodbuggerRenguard is the worst thing to happen to Renegade.

You cannot use model replacements. And anyone who does not visit the forums is totally screwed. Because they won't find out how to get it.

Plus I have never seen a cheater in renegade. And there are so few people that still play I doubt a cheater would waste their time cheating in a game with 3 other people in it.  
You are officially retarded.

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Subject: If only all servers would run RenGuard...  
Posted by [Nodbugger](#) on Sun, 30 May 2004 07:41:45 GMT  
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Aircraftkiller1. Model replacements aren't necessary to play the game. Invalid argument.

2. RG tells people where to get it before kicking them, if you had any idea of what you were arguing about.

3. You don't play Renegade, or you suck so bad that it wouldn't matter if anyone cheated, you still get owned anyway.

4. There are plenty of people that play. There have been over 10,000 installations of RG - oh no, that's no one at all...

5. Cheaters usually frequent 40 player servers. You know, the ones you have no idea about, since you're a fucking clueless idiot.

Model replacement make the game better. You just ruined the entire game for alot of people that liked to use them. Having their rifle look different or they made the bullets shooting look like paint balls.

And how many people will actually go there to get it? How many people are just ocasional gamers and they look and say renguard? What is that. I don't have it so I can't play.

And I have never seen a cheater in renegade. I have played it since it came out. I have never met anyone I could not kill at least once. And if I kill them their cheats must not be working.

10k installations? And you can prove this how? Just wondering.

And I haven't seen a 40 person server in a while. And if a server did allow 40 people only about 10 were in there.

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Subject: If only all servers would run RenGuard...  
Posted by [Crimson](#) on Sun, 30 May 2004 08:05:26 GMT  
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You obviously play some different game.

We know how many installations because we can see how many unique serial hashes have accessed the network. That number is nearly 15,000.

Custom models are not disallowed. We didn't realize how many people make their own and didn't release them publically.

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Subject: If only all servers would run RenGuard...  
Posted by [Uberfah](#) on Sun, 30 May 2004 10:58:52 GMT  
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C4Miner, I completely agree to your statement. As long as there are servers running without Renguard, the players wont use RG frequently. I am not sure about the situation in the US, but in Europe there are some 20 players servers and even 40+ servers not connected to the RG network. Whats worse: some excellent lag minimised 28+ servers are empty all the time, because RG is needed (for example the TTC server).

In my opinion, a large part (maybe even the majority) of the Renegade community consists of childish noobs, cheaters or simply idiots (no offence to anyone on this board!). These players somehow even dont know how to install a simple application like Renguard. 15.000 installations you say? Where are these players? These noobs even dont know what a serial hash is or the performance loss they probably get. So why do they refuse to join RG protected servers?

Two things could happen after June 1st:

- a) Most of the servers will run RG => the majority will stop playing Renegade. Server admins will have to react and switch off RG.
- b) Some server admins do not participate in the June 1st mission. The situation will not change.

Also I am highly pessimistic, I am going to try to be constructive. WE MUST PARTICIPATE AND INSTALL RG on our servers!! Then, RG has to run for weeks even if your server is empty all the time. If players really like Renegade they cannot stop forever. They will come back and are forced to install Renguard.

No matter what we HAVE to! There is no alternative. Just a slow death of Renegade.

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Subject: If only all servers would run RenGuard...  
Posted by [visorneon](#) on Sun, 30 May 2004 11:04:53 GMT  
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NodbuggerPlus I have never seen a cheater in renegade. And there are so few people that still play I doubt a cheater would waste their time cheating in a game with 3 other people in it.

Where the hell have you been then?

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Subject: If only all servers would run RenGuard...  
Posted by [DarkFish](#) on Sun, 30 May 2004 11:57:03 GMT  
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I think he must have been playing Halo...max 16 player servers and netcode which makes it impossible to cheat (almost completely server side).

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Subject: If only all servers would run RenGuard...  
Posted by [Crimson](#) on Sun, 30 May 2004 20:59:11 GMT  
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We hit a record number of users today... Plus the pits has been pretty damn successful... over 20 players most of the day.

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Subject: If only all servers would run RenGuard...  
Posted by [Renx](#) on Sun, 30 May 2004 21:07:49 GMT  
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There is usually 10+ people running renguard in the TwA server, it doesn't require RG, but it is running WD's modded version of RG for Dragonserv.

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Subject: If only all servers would run RenGuard...  
Posted by [Weirdo](#) on Sun, 30 May 2004 22:24:18 GMT  
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CrimsonWe hit a record number of users today... Plus the pits has been pretty damn successful... over 20 players most of the day.

Although the pits has some problems with crashing lately, I had some good RG defended games on the pits. I was actually very amazed to join a full pits server and hear the announcement of RG being on.

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Subject: If only all servers would run RenGuard...  
Posted by [cowmisfit](#) on Sun, 30 May 2004 22:58:48 GMT  
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CrimsonWe hit a record number of users today... Plus the pits has been pretty damn successful... over 20 players most of the day.

so whats the record??

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Subject: If only all servers would run RenGuard...  
Posted by [SS217](#) on Mon, 31 May 2004 00:52:26 GMT  
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<http://ircd2.lomag.net/~wtdragon5/forum/index.php?showtopic=1856&st=0&#entry16694>

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Subject: If only all servers would run RenGuard...  
Posted by [dal11](#) on Mon, 31 May 2004 20:17:13 GMT  
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CrimsonWe hit a record number of users today... Plus the pits has been pretty damn successful... over 20 players most of the day.

Was pleasantly suprised at how full the server has been since we rengaured.

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Subject: If only all servers would run RenGuard...  
Posted by [Try\\_lee](#) on Mon, 31 May 2004 20:31:13 GMT  
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RenxThere is usually 10+ people running renguard in the TwA server, it doesn't require RG, but it is running WD's modded version of RG for Dragonserv.

What's even the point of having RenGuard if it isn't needed to play there?

Do I need to download a different version of RenGuard, I haven't heard of a new one by WD?

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Subject: If only all servers would run RenGuard...  
Posted by [Crimson](#) on Mon, 31 May 2004 20:54:01 GMT  
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He's talking about the server-side RenGuard.

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Subject: If only all servers would run RenGuard...

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Posted by [WNxTilly](#) on Tue, 01 Jun 2004 09:40:59 GMT

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I'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

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Subject: If only all servers would run RenGuard...

Posted by [WNxGoztow](#) on Tue, 01 Jun 2004 10:39:13 GMT

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I must agree with Tilly! Too little people know about renguard on Euro servers :( Some actually don't have a clue what is is good for and most just wait untill the servers say it is needed but then again the servers wait untill the players get it...

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Subject: If only all servers would run RenGuard...

Posted by [Nightma12](#) on Tue, 01 Jun 2004 12:36:45 GMT

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try putting RenGuard on, on your server now

it should be full

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Subject: If only all servers would run RenGuard...

Posted by [WNxTilly](#) on Tue, 01 Jun 2004 14:42:56 GMT

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I'll speak to the section leaders of C&C Ren and see what I can do.

I think we need to put it on now even if it stays empty. As long as us and TnT fill up our server other people will come

Tilly

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Subject: If only all servers would run RenGuard...

Posted by [Uberfah](#) on Sun, 06 Jun 2004 08:53:50 GMT

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I would like to get a status update: was the June 1st mission successful so far? What do you think?

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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](http://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:

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Subject: If only all servers would run RenGuard...  
Posted by [Hav0c](#) on Sun, 06 Jun 2004 13:00:09 GMT  
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Its <http://www.moonlightshakers.net> Nfire

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Subject: If only all servers would run RenGuard...  
Posted by [Crimson](#) on Sun, 06 Jun 2004 23:11:48 GMT  
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mac has concentrated on the Euro servers. Our most difficult niche is GameSpy. If you've ever visited the lobby there, it's usually conversation between the biggest bunch of cheaters, script kiddies, and losers I've ever seen. Of course they have no use for something that stops them from cheating. :rolleyes:

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Subject: If only all servers would run RenGuard...  
Posted by [OnfireUK](#) on Sun, 06 Jun 2004 23:22:21 GMT  
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Crimsonmac has concentrated on the Euro servers. Our most difficult niche is GameSpy. If you've ever visited the lobby there, it's usually conversation between the biggest bunch of cheaters, script kiddies, and losers I've ever seen. Of course they have no use for something that stops them from cheating. :rolleyes:

Yeah im not too fond of gamespy either i've only played a few times using gamespy and I dont like to ... well play with them because like you said, most of them are moronic. However like WNxTilly said there is a massive WOL player base in the euro servers too ...

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Subject: If only all servers would run RenGuard...  
Posted by [mrpirate](#) on Sun, 06 Jun 2004 23:43:43 GMT  
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Crimsonmac has concentrated on the Euro servers. Our most difficult niche is GameSpy. If you've ever visited the lobby there, it's usually conversation between the biggest bunch of cheaters, script kiddies, and losers I've ever seen. Of course they have no use for something that stops them from cheating. :rolleyes:

I represent that remark!

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