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Subject: No RG = kick on join.  
Posted by [zunnie](#) on Thu, 05 Aug 2004 22:43:24 GMT  
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It would be better if RG had an option to kick players who dont have RenGuard straight away. Instead of waiting 10 seconds before RenGuard does an auto-kick.

The reason is simple as this happened today:

[06-08|00:58] <AngryC4> zunnie  
[06-08|00:58] <AngryC4> how did spyd have FR?  
[06-08|00:58] <AngryC4> :\n[06-08|01:01] <FMzunnie> well:  
[06-08|01:01] <FMzunnie> when people join a RG server without RG they can play for about 10 seconds  
[06-08|01:01] <FMzunnie> so in these 10 seconds they can cheat  
[06-08|01:01] <FMzunnie> before RG kicks them for not having RG

They can cheat for like 10 seconds when they join before renguard kicks :/

[zunnie]

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Subject: No RG = kick on join.  
Posted by [snipesimo](#) on Fri, 06 Aug 2004 00:18:50 GMT  
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I will be doing something similar to this, but since its mIRC, its closed release.

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Subject: No RG = kick on join.  
Posted by [Majiin Vegeta](#) on Fri, 06 Aug 2004 21:10:03 GMT  
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heh everything nowadays is closed whats the point of telling people

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Subject: No RG = kick on join.  
Posted by [Alkaline](#) on Tue, 10 Aug 2004 05:13:18 GMT  
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how will people know what to download if they get kicked as soon as they join? With the 10 second window at least they know where to go to get renguard.

Maybe a kick followed by a "pamsg" go to renguard.com and install it before you can play on this server I'm guessing :/

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Subject: No RG = kick on join.  
Posted by [zunnie](#) on Sat, 14 Aug 2004 11:31:38 GMT  
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Make renguard do a page AFTER they are kicked.

[zunnie]

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Subject: No RG = kick on join.  
Posted by [Jason8765](#) on Thu, 19 Aug 2004 09:10:18 GMT  
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zunnieMake renguard do a page AFTER they are kicked.

[zunnie]  
you cant see pages if youve just been kicked...

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Subject: No RG = kick on join.  
Posted by [Blazer](#) on Thu, 19 Aug 2004 09:27:42 GMT  
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pamsg solves all of this.

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Subject: No RG = kick on join.  
Posted by [Jason8765](#) on Thu, 19 Aug 2004 10:01:49 GMT  
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Blazerpamsg solves all of this.  
so i assume the admin message will stay even if uve been kciked?  
and the "you was kicked" dialog will appear under it?

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Subject: No RG = kick on join.  
Posted by [Dethdeath](#) on Thu, 19 Aug 2004 10:50:44 GMT  
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Jason8765Blazerpamsg solves all of this.  
so i assume the admin message will stay even if uve been kciked?  
and the "you was kicked" dialog will appear under it? Or maybe they should just get spammed  
with it on join, so they can't play in those 10 seconds

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Subject: No RG = kick on join.  
Posted by [Deactivated](#) on Thu, 19 Aug 2004 11:19:41 GMT  
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DethdeathJason8765Blazerpamsg solves all of this.  
so i assume the admin message will stay even if uve been kciked?  
and the "you was kicked" dialog will appear under it? Or maybe they should just get spammed  
with it on join, so they can't play in those 10 seconds

That will flood the server..

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Subject: No RG = kick on join.  
Posted by [Alkaline](#) on Fri, 20 Aug 2004 04:37:46 GMT  
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Or turn them into a chicken and let them hop around till they realize they need renguard.

Hey, I saw a SK script with this...

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Subject: No RG = kick on join.  
Posted by [Pavla](#) on Sun, 26 Sep 2004 11:13:13 GMT  
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me 2

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