
Subject: <edit>

Posted by [flyingfox](#) on Fri, 27 Aug 2004 23:58:34 GMT

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~edit

Subject: <edit>

Posted by [Crimson](#) on Sat, 28 Aug 2004 00:00:11 GMT

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That's what moderators are still around for. Don't blame RenGuard for your bad experience.

Subject: <edit>

Posted by [flyingfox](#) on Sat, 28 Aug 2004 00:03:18 GMT

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I haven't seen a single moderator in a renguard game. or one that gives a fuck about people that join just to kill.

Subject: <edit>

Posted by [warranto](#) on Sat, 28 Aug 2004 00:07:24 GMT

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People do that on most servers. I fail to see why Renguard is the cause of this.

Subject: <edit>

Posted by [zunnie](#) on Sat, 28 Aug 2004 00:58:47 GMT

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This is one of the most awesomely retarded topics i have ever read in a very long time.
It was a waste of my precious time.

What your telling there is exactly a reason why im happy RenGuard is on alot of servers.
People now can finally play again without being accused of cheating.

People dont need to miss one or two times with snipering on purpose anymore, there is
no need anymore to be affraid of being banned for playing good.

You dont have to worry you will be banned if you headshot a moderator a few times. (schakal11 is
a different story, this guy is just a dumb n00b that bans people who own his sorry ass)

[/edit]

[zunnie]

Subject: <edit>

Posted by [Blazer](#) on Sat, 28 Aug 2004 02:32:13 GMT

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LOL..."RenGuard makes people point whore"....now I've heard everything :twisted:

Subject: <edit>

Posted by [exnyte](#) on Sat, 28 Aug 2004 02:46:11 GMT

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Oh yeah? Well RenGuard abducted my aliens!

Subject: <edit>

Posted by [WNxCABAL](#) on Sat, 28 Aug 2004 11:50:08 GMT

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Renguard saved my life.

I claimed £5000 compensation from Norwich Union

Subject: <edit>

Posted by [NeoX](#) on Sat, 28 Aug 2004 12:21:40 GMT

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The following message is brought to you in part with Renguard "the anticheat system"

I killed my intire family becuase renguard let me play cheat free!

What they will come up with next is beyond me. :rolleyes:

Subject: <edit>

Posted by [cowmisfit](#) on Sat, 28 Aug 2004 13:16:03 GMT

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WARNING FUCKTARD ALERT *WARNING*

Shakuras are only n00bs that can't use a deadeye or blackhand, but how ever true that may be, ITS AOW EVERYTHING IS ALLOWED IF ITS IN THE GAME DEFAULT THEN YOU CAN USE IT, you don't seem to understand that. I join a game and go 40+ and 2 which is not only killing its helping my team because i keep an entire tunnle on field for example clear pretty much bymyself,

keeping the oposing team from tunnle becons or shooting our oblisk air or tib from the tunnle, i shoot off engines that are repairing enemie tanks.

the moral to the story is go away you stupid nub

Subject: <edit>
Posted by [cheesesoda](#) on Sat, 28 Aug 2004 14:04:57 GMT
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You know, the more servers that run renguard, the more dilluted the idiots will be. In other words, you get more renguard mandatory servers more good players will have to download renguard. When more renguard users are playing, you will see less an less idiots playing in a single server. So by downloading RenGuard, you'll actually be helping to FIX this problem.

Subject: <edit>
Posted by [flyingfox](#) on Sat, 28 Aug 2004 19:07:28 GMT
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~edit

Subject: <edit>
Posted by [zunnie](#) on Sat, 28 Aug 2004 19:53:53 GMT
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LOOOL

warranto: Sorry zunnie, I had to shorten that as it extended the post borders.

Subject: <edit>
Posted by [Vomancha](#) on Sat, 28 Aug 2004 20:05:22 GMT
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I've played on plenty of full Renguard enforced servers and havent experienced "kill whoring" anymore than normal. Anyway, surely if the other team are "kill whoring" with snipers, a good tank rush will decimate them in a few minutes and they wont have much time to whore. Quit crying about dying and if you dont like Renguard protected servers get off them, then we'll all have 1 less n00b to worry about when playing on our Renguard protected servers.

Subject: <edit>
Posted by [warranto](#) on Sat, 28 Aug 2004 20:48:42 GMT

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flyingfoxBlazerLOL..."RenGuard makes people point whore"....now I've heard everything :twisted:

Change that to "renguard lets people kill whore, and they will because they'll get away with being assholes" and you'd be about right.

Again I say.... people do this in servers without RenGuard. I fail to see how RenGuard causes this.

Subject: <edit>

Posted by [cheesesoda](#) on Sat, 28 Aug 2004 20:58:10 GMT

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It's to make him sound smart. He doesn't like to use RenGuard so he's trying to make up bullshit reasons not to have RenGuard servers so that he can continue to play on his normal servers without having to get RenGuard. There's no point to his bitching.

Subject: <edit>

Posted by [Blazer](#) on Sat, 28 Aug 2004 23:57:25 GMT

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Once I had a havoc in the tunnel and 4 Nod guys were running in a straight line towards me...I strafed out and BAM...got them all in one shot. If that were a non RG server, I would probably be kicked for "cheating". But since it was an RG server everyone realized how lucky I had been. I think his point is that on RG servers nobody questions someones kills, so they actually get credit for skill or in my case, a lucky shot. Terrible huh?

Subject: <edit>

Posted by [cheesesoda](#) on Sun, 29 Aug 2004 00:26:34 GMT

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OH THE JUSTICE....IT'S TOO UNBEARABLE.

Subject: <edit>

Posted by [xptek](#) on Sun, 29 Aug 2004 00:30:28 GMT

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RENGRD BRAKE MY MASHEEN!

Subject: <edit>

Posted by [c0nFuZ0r](#) on Sun, 29 Aug 2004 05:00:08 GMT

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I enjoy running people over with my APC.

Subject: <edit>

Posted by [stahlei](#) on Mon, 30 Aug 2004 07:12:40 GMT

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Renguard killed my dog

Subject: <edit>

Posted by [exnyte](#) on Mon, 30 Aug 2004 07:19:48 GMT

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That is what happens when you don't install it in the correct order...

Subject: <edit>

Posted by [flyingfox](#) on Mon, 06 Sep 2004 20:40:21 GMT

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No blazer, and nobody has really grasped the point. I'm going to try to put this in simple terms. (warranto, it doesn't happen nearly as much as it happens in a renguard server. vomancha, you're lucky if you haven't. doing a tank rush is easier said than done and by no means justifies the crap. if you want to be forced to tank rush every game go for it soldier.)

so, okay, you team up with a group of people to make an action game. you want to include a lot of badass guns, vehicles, models, a good storyline, etcetra. you want people to enjoy your game. but you also want to create game modes to make things a little more enjoyable still. everybody knows that a deathmatch is, by it's very definition a match of mindless killing, death and carnage. so, let's create a deathmatch where people can make use of the weapons and their skills to score a shitload of kills without any real purpose other than to enjoy themselves. but wait...not everyone'll like that. so, let's make a game mode with an objective (so we can attract a bigger group of players and make a bigger profit from our game). let's make 2 teams, and give them each a base. the object will be to attack and destroy the other team's base. we'll include all the weapons, vehicles, and so forth. but the difference this time, is that while there'll be elements of a deathmatch the game will be centred around everyone doing something productive to help win the game for their team. people (such as older or maturer gamers) will like this because they can put elements of thought into their game for added enjoyment. for both sides there will have to be a sense of planning and communication. now the game makes sense. what could be more fun than a serious war game requiring strategy and good old fashioned slaughter to win? I mean hell, the game might turn into a war of attrition, throwing more in the way of strategy to make our game unique in that sense. people can make use of their skills and experience to create new ways of

playing and winning the game. the possibilities are quite wide and the more people play the better they'll become.

this is how I see this game. I think these scrubs should take the initiative to host their own server with pure deathmatch mode maps. then, not only does everyone stand a fair chance they are all playing against one another for the same purpose. in an all out war game you could have half of each team deviating from the objective to turn the game into a deathmatch themselves. do you see why this is irritating? to an extent, I don't blame these people. there wasn't actually a deathmatch mode included in the game, just some levels made without structures. but that doesn't mean it is okay to do it.

anyways, hope I shed some light on my topic.

Subject: <edit>
Posted by [Traingye](#) on Tue, 07 Sep 2004 00:12:21 GMT
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It sounds like your pissed off at the game, not Renguard.

Subject: <edit>
Posted by [cowmisfit](#) on Tue, 07 Sep 2004 00:42:51 GMT
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He's just a moron who wants cheats to rule renegade.

Subject: <edit>
Posted by [warranto](#) on Tue, 07 Sep 2004 02:14:46 GMT
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flyingfoxNo blazer, and nobody has really grasped the point. I'm going to try to put this in simple terms. (warranto, it doesn't happen nearly as much as it happens in a renguard server. vomancha, you're lucky if you haven't. doing a tank rush is easier said than done and by no means justifies the crap. if you want to be forced to tank rush every game go for it soldier.)

Thanks for that proof. It happens in non-guarded servers, therefor it must be something else that causes it. Hmm... what could that be. Server owners/moderators maybe? Hey! Here's a new one for you!

RENGUARD CAUSES SERVER OWNERS AND MODERATORS TO NOT DO THEIR JOB!!!!oneone11eivin!(et cetera)

:rolleyes:

Putting the blame on everyone and everything else but the problem, huh?

Subject: <edit>

Posted by [flyingfox](#) on Tue, 07 Sep 2004 15:42:18 GMT

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~whoops~

Subject: <edit>

Posted by [cowmisfit](#) on Tue, 07 Sep 2004 18:29:20 GMT

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Well lets start by looking at the topic title HMMMM, stupid shits who post stuff like this are going to turn people away from Renguard no matter how stupid of a comment it is. By doing that your almost incuriging people not to use it. HMMM Now lets think about this for a second, your education system must not be THAT bad. Mine just didn't teach me how to spell properly :rolleyes: Yours didn't show you how to think , its an even trade.

Subject: <edit>

Posted by [stahlei](#) on Wed, 08 Sep 2004 11:17:05 GMT

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flyingfoxQuote:He's just a moron who wants cheats to rule renegade.
renguard doesn't "cause" it, you just see it a lot more on renguard servers.
Lets see, what is the Objective of the game? Win the the game by points or base destruction.
Ok, its the same on renguard servers too.

The only difference i can see is that the RG-Servers are mostly newbie-free (not n00b free)

Subject: <edit>

Posted by [Jason8765](#) on Wed, 08 Sep 2004 11:59:18 GMT

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flyingfoxthis is how I see this game. I think these scrubs should take the initiative to host their own server with pure deathmatch mode maps. then, not only does everyone stand a fair chance they are all playing against one another for the same purpose. in an all out war game you could have half of each team deviating from the objective to turn the game into a deathmatch themselves. do you see why this is irritating? to an extent, I don't blame these people. there wasn't actually a deathmatch mode included in the game, just some levels made without structures. but that doesn't mean it is okay to do it.

sooo, no vehicles left cause the limit reached, wot we to do, sit in the base at the PT attempting to buy a vehicle as one gets destroyed...

or pick up a sakura and do sommat else for that game
and since when is there NOT a fair chance?
apc in yur base... wots flamer and engineers c4 for

Subject: <edit>

Posted by [Sunwarr](#) on Thu, 09 Sep 2004 13:02:49 GMT

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So your saying that non Renguard servers are not better in what way and servers not running Renguard are.?

The mods can make allot of mistake on acusing players saying they cheat with out any prrof but an anti cheat program won't let you cheat. The mods can never test for cheats only anti cheat program can do that even the log file ain't good enough becuase if your not log on the network you won't have an r next to your name thats on server not running Renguard even if you have Renguard becuase your not on the network for Renguard but in a Renguard servers it will tell you that you not running it go download it.then it boots you.Two things can cuase this not running Renguard or you have Rengurad but the program is not log on the network. I would know this is how i got temptry banned from a server not running Renguard.The server in question is [DS] black-Cell.net mamamoth server 32 player max but was still able to join the Renguard protected server.Right befoire the ban i got private messege from a player saying that he wanted to test me. When i join the server there was no mod there i used this command to make sure !mods no mod in game.When i tried to eplian it to them they perm banned me. Now i can even join their [DS] rengurad server ether -_- . I always get acuse in servers not running Renguard and acusers spam private messege with no end so this mod was not log in as a mod at the time so was another person who just didn't like getting owen by skilled play and decide to spam. this is on a 32 max server how in hell you sapose to read all that . I ignore private messeges.

I for one don't like servers that don't run Renguard . I still see cheaters play on those type of servers and they ruin good servers.

Clean Poeple do get banned of them serves or kicked becuase the mods think they cheat and don't really have prrof. That not really there fault humans can't tell if someone is cheating only anti cheat programs can.

these are the cons for running server with out Renguard.

Freedom to acuse poeple that they are cheating.

Freedom for cheaters to play with out gettting kicked or booted.

Freedom for mods to boot players at will for no reason other than getting owned and not liking it.

Renguard server cons please fill in the blank i see no cons what so ever.

I just homor you

Can't cheat no more

Getting owned by reall skilled players

Mods can't kick poeple they don't like now becuase Renguard is their to prove they don't cheat.

wooties.

What happen to me will also heppen to you. I know for a fact you play on renguard becuae you as me don't like cheaters and explioters those are the no skill players.

I never had any problems with Renguard servers just the one not running it. Server not running Renguard failed when it come for checking for cheats and hacks and bigheads.

Here a screenshot if you don't beleive me. This all came from a server not running Renguard. Just becuae i said i will never play on a server that don't run Renguard. They made sure i don't play on their [DS] Renguard prtected server ether

Subject: <edit>
Posted by [spoonyrat](#) on Thu, 09 Sep 2004 16:32:28 GMT
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BlazerOnce I had a havoc in the tunnel and 4 Nod guys were running in a straight line towards me...I strafed out and BAM...got them all in one shot.
I'm afraid that isn't possible.

Subject: <edit>
Posted by [c0nFuZ0r](#) on Thu, 09 Sep 2004 20:53:42 GMT
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spoonyratBlazerOnce I had a havoc in the tunnel and 4 Nod guys were running in a straight line towards me...I strafed out and BAM...got them all in one shot.
I'm afraid that isn't possible.
GG

Subject: <edit>
Posted by [spoonyrat](#) on Thu, 09 Sep 2004 21:12:17 GMT
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Sorry, no spamming allowed, you have been warned.

Subject: <edit>
Posted by [c0nFuZ0r](#) on Thu, 09 Sep 2004 21:14:11 GMT
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:rolleyes:

Subject: <edit>

Posted by [xptek](#) on Thu, 09 Sep 2004 21:14:36 GMT

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They're running partial RG.

Subject: <edit>
Posted by [Sunwarr](#) on Fri, 10 Sep 2004 00:28:40 GMT
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I thought they run one or 2 Renguard server and 3 that aren't .I didn't know about that.

Subject: <edit>
Posted by [prox](#) on Fri, 10 Sep 2004 01:38:01 GMT
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Renguard made my girlfriend leave me

Subject: <edit>
Posted by [spoonyrat](#) on Fri, 10 Sep 2004 01:45:29 GMT
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Nah, that's just what I told her to tell you.

Subject: <edit>
Posted by [prox](#) on Fri, 10 Sep 2004 01:53:23 GMT
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That's not all, ever since I've been reinguarded, I lost my ability to talk to girls. Renguard made me gay!

Subject: <edit>

Posted by [Slash0x](#) on Fri, 10 Sep 2004 08:15:56 GMT

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Wow, umm...that was a topic tangent.....

Subject: <edit>

Posted by [afrog2](#) on Sun, 12 Sep 2004 18:38:01 GMT

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why does renguard have to have an open tab? or window? can't u just let it run without a window? and just let it run in a dll in renegade? can't you? or why can't u guys make it so u rewrite the renegades .dll's so that it doesn't read the objects file..... your guys make small things so big, why? it's just n00bish. and second, it sucks up your VM

Subject: <edit>

Posted by [mac](#) on Sun, 12 Sep 2004 18:44:33 GMT

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Be my guest, go ahead and create what you are talking about, afrog2.

There are reasons why it has been made like it is.
