
Subject: !forcerg abuse

Posted by [Chronojam](#) on Sat, 25 Dec 2004 02:28:22 GMT

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Sometimes a server will not recognize that you're running RG, as I'm sure some people have noticed.

Today SniperNXC got pissed after I killed him several times, and kept going on other names on the PistolServ AOW server to !forcerg me until I was kicked. Everybody playing knows I don't cheat, as I'm sure most people here also know.

Could we:

- a) get !forcerg's logged and tied to serial numbers, so bastards cannot do this?
 - b) blacklist this fucker? ^^
-

Subject: !forcerg abuse

Posted by [codemancq](#) on Sat, 25 Dec 2004 03:10:56 GMT

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No but we can have him banned from that server...

Subject: !forcerg abuse

Posted by [\[RoC\]Twix](#) on Sat, 25 Dec 2004 05:22:27 GMT

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Your a n00b in the first place. USE RG SO THERES NO DOUBT. K?

Subject: !forcerg abuse

Posted by [csskiller](#) on Sat, 25 Dec 2004 05:43:16 GMT

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The only problem I see with !forcerg is that if you're too good and don't use rg the you get kicked. And simple solution use rg.

Subject: !forcerg abuse

Posted by [Rex](#) on Sat, 25 Dec 2004 08:34:15 GMT

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OMG, can't you guys read?

Chronojam said: "Sometimes it won't recognize that you're using RG."

I will try to explain it to the 'slower' people: A person is using RG, but the server thinks he is not.

Then a smartass finds out and when he gets pissed at you, then he can kick you with some !forcerg's. (I have had it in the past too...)

I think the only solution would be to tell the server mods/owners.
Or maybe an other solution could be that you only get kicked if several DIFFERENT persons type !forcerg.

Subject: !forcerg abuse
Posted by [Nightma12](#) on Sat, 25 Dec 2004 09:51:55 GMT
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!forcerg should only be able to be used by RenGuard users

Subject: !forcerg abuse
Posted by [zunnie](#) on Sat, 25 Dec 2004 12:03:44 GMT
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Nightma12!forcerg should only be able to be used by RenGuard users

It is. non-RG users cant do it.

And a note for as far as i am aware:

- The bot shows only in game your not using RG sometimes.
- !forcerg user will still say you are using RG even though the bot thinks your not.
- If the bot on IRC responds that 'user was not found on the RG network' it means you are not running RG, or it somehow got disconnected from the network.

!forcerg from irc is always instantly for that matter, dont need multiple votes then.

Subject: Re: !forcerg abuse
Posted by [flyingfox](#) on Sat, 25 Dec 2004 14:50:35 GMT
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Chronojama) get !forcerg's logged and tied to serial numbers, so bastards cannot do this?
b) blacklist this fucker? ^^

That's not necessarily unfair. Supposing you /were/ cheating, and he was the only one to notice it.
That's the only way he'd be able to stop you from cheating, aside from paging the server

Subject: !forcerg abuse
Posted by [codemancq](#) on Mon, 27 Dec 2004 10:06:12 GMT

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The forcerg command is pretty retarded.

I was playing in ctf, and I killed a n00b at a pct, and he accused me of wallhacks, so I told him he was at a pt of the hand of nod and the door was open, and he still didnt beleive me, so he !forcerg'd me. Then all of the other players were sticking up for me, and he got pissed, and !forcerg'd all of them on 3 different accounts, and the server was cleaned out for except like 5 people. After I got the download, I went into a different ctf server to play, and this game had 14 people in it, and about 4 of them werent n00bs. The same dude that forcerg'd me before decided to be a n00b again, and said "o its teh fucxin cheetzer!" on f2 chat. I told him to go f*** himself, and I kept playing. I killed him, and one another sniper on the base named lex(numbers). The sniper on base got pissed off beacause I shot him, and said "u f***** sucky n00b a**hole!". Keep in mind this guy had 2 kills and 5 deaths. Then he left. The railin or whoever decided to rg me said on f3 chat- "hey everyone! Ill give you 100 credits if you n00b code! And about 5 people tried it, but reccomendations were disabled. Needless to say, next game all those players died alot next game. Meanwhile, that guy lex came back, and was on gdi. He went and downloaded big head or something, and he killed almost everyone on my team in under 2 minutes. I said, right I cheat...And he got pissed off, and the other n00bs there said "n0 he d0nt F**** cheat ur cheetr!". So I got a sbh, and found where lex was, and stuck a timed c4 on him. He died, and then accused me of cheating yet again, and he decided to be like railin, and give 100 credits to anyone who voted to kick me. Again, the same people who tried to n00b me last game tried vote me off, when they found that polls were disabled. So I did what they did, and forcerg'd all the n00bs in the game. Since then, Ive only seen 1 of the original n00bs play in that server.

But anyways, I dont approve of the forcerg command. When I see someone cheating, I dont force rg them, or qkick them. They get tested, and if they come up bad, they are kick-banned from the server for eternity. As for chronojam, I thought he cheated for a while, so I observed his activities in the game for a while, and he came up fine. I guess some people just cant stand some people are better than them.

Subject: !forcerg abuse

Posted by [Spoony_old](#) on Mon, 27 Dec 2004 11:06:45 GMT

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if chronojam stops lag killing all the time he won't get called a cheater :rolleyes:

Subject: !forcerg abuse

Posted by [oxi](#) on Mon, 27 Dec 2004 15:18:33 GMT

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I have no sympathy for anyone who doesn't use RenGuard, if you get !forcerg tough serves you right for not using it.

but it can be annoying if you are running it and the bot doesn't recognise it.

Subject: !forcerg abuse
Posted by [\[RoC\]Twix](#) on Tue, 28 Dec 2004 16:05:37 GMT
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RexOMG, can't you guys read?

Chronojam said: "Sometimes it won't recognize that you're using RG."
I will try to explain it to the 'slower' people: A person is using RG, but the server thinks he is not. Then a smartass finds out and when he gets pissed at you, then he can kick you with some !forcerg's. (I have had it in the past too...)

I think the only solution would be to tell the server mods/owners.
Or maybe an other solution could be that you only get kicked if several DIFFERENT persons type !forcerg.
And ill try to explain this to you because your not as smart as you think. If you change names without restarting renegade and renguard, it wont reconize your name. So CHANGE NAMES SO THERES NO DOUBT. btw stfu name copier.

Subject: !forcerg abuse
Posted by [Chronojam](#) on Mon, 03 Jan 2005 03:36:14 GMT
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Sometimes when I'm connected to rg server number 1, some game servers do not realize I'm running rg while others do. I don't know why. I don't know what causes this. But this led to a bad situation for me. What I do now is just keep restarting rg till I connect to server 2. Because I've never had this trouble with server 2.

Is there any reason why !forcerg's shouldn't be required to be from 3 unique users when that was the seemingly original intent? I can't see why BHS would say "Well if the user wants to go to the hassle of starting Renegade over and over then they can abuse this". I'd think they intended 3 users to mean 3 unique users. Correct me if I'm wrong. Let's stay on topic here. And yes, I know that if a moderator says !forcerg, they enact it instantly (and apparently can !unforcerg too from what I've seen?)

Subject: Re: !forcerg abuse
Posted by [NodServnt](#) on Wed, 05 Jan 2005 01:08:34 GMT
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Chronojam Sometimes a server will not recognize that you're running RG, as I'm sure some people have noticed.

I have found a very interesting bug with this.. In the options menu of RenGuard you have the option to "Automaticly load Renegade on Startup"

If this is set on, 3/4 of the times when you join a server, and it is Half RenGuard'ed it will not reconize you on RenGuard.

It is only like 1/2 on Full RenGuard Servers'.

I just thought I would announce that.

C&C
Ken

Subject: !forcerg abuse
Posted by [Crimson](#) on Wed, 05 Jan 2005 16:57:16 GMT
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We are testing a new version of BRenBot on n00bstories Server 1 (on GSA and WOL as "a1nssrv01") which might fix this problem. If you frequently are "not found" you should play a couple games on there and !rg yourself to see if it's working... then let us know.

Subject: !forcerg abuse
Posted by [mac](#) on Wed, 05 Jan 2005 17:12:55 GMT
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There was a bug in earlier Release Candidates of brenbot 1.36 (now 1.40) .. I think up to RC3 had the unique requirement of !forcerg disabled. These servers are obviously still running the old version. Try a !version, and see if its 1.40+

1.41 is looking good.. Hoping to be able to release soon.

Subject: !forcerg abuse
Posted by [Chronojam](#) on Fri, 07 Jan 2005 06:06:06 GMT
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Thank you for the timely information
