
Subject: Issues that need to be addressed
Posted by [Breetomas](#) on Fri, 09 Apr 2004 03:34:36 GMT
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After using it, and having the primary server i play on start to use it there are some issues that need to be adressed.

1) Complete Spamming of the chat text on big servers. One host message is more then enough. 3 is going too far. All that is needed by the other players is the reason for the removal from game ([21:30] Host: [BR] fuegan68 is being kicked by RenGuard for: You need RenGuard to play on this server.)

Maybe a Page (wol) or a PM (gsa) instead of the 2 host messages that are directed at the player. All that I can see is required for this is simple checkbox's for where the server is going to report to as to which method it should use.

2) [21:30] Host: [BR] fuegan68 is being kicked by RenGuard for: You need RenGuard to play on this server.

Now, TMK The Pits does not use BR. People see this and start trying to spam commands that BR has which we dont (or have different command to) (not naming any like kick vote)

3) A player gets booted from the server... The only problem here is that they have it, have been in the game for 20 odd minutes and then it comes up with the messages and the boot. Admins and Mods of a server so there is no question about them not using it.

I think these Issues Need to be addressed. As for the beta testers? A good slaping for not picking these issues up to start with.

B

EDIT: 2 updates and no version number changed?

Subject: Issues that need to be addressed
Posted by [Aircraftkiller](#) on Fri, 09 Apr 2004 03:39:39 GMT
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Before you start saying the beta testing team did a bad job, which was initially Black Hand Studios, remember that problems do arise and that we work as hard as we can to identify them and fix them.

Blaming people solves nothing.

Subject: Issues that need to be addressed
Posted by [Crimson](#) on Fri, 09 Apr 2004 03:42:11 GMT
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The SSC can have an optional ssc_ignore.txt which includes who to ignore.

The server can't send a PM in GSA.

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Posted by [xptek_disabled](#) on Fri, 09 Apr 2004 03:57:28 GMT

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Would it be possible to put an option in the .ini file to page users with the Renguard message.
Then the GSA servers could be flooded

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Posted by [Uberfahr](#) on Fri, 09 Apr 2004 09:12:26 GMT

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Quote:One host message is more then enough.

One host message is NOT enough. Some of the people have to be informed, that Renguard is released and that they need it. And for some of them, ONE message is not sufficient. This problem with spamming occurs only in the first days after Renguard release, anyway.

Paging them instead is a good idea though, but I dont know if thats possible technically...

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Posted by [Crimson](#) on Fri, 09 Apr 2004 20:36:10 GMT

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Paging doesn't work on GameSpy.

And like Uberfahr said, once more and more people get RenGuard, the "spamminess" of the messages should be significantly reduced.

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Posted by [xptek_disabled](#) on Fri, 09 Apr 2004 20:38:40 GMT

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Still, an ini option would really help the program.
