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Subject: Re: bypasser - where to report

Posted by [Goztow](#) on Wed, 12 Jul 2006 11:01:21 GMT

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=HT=T-Bird wrote on Wed, 12 July 2006 03:09Berkut wrote on Tue, 11 July 2006 18:00I'm not sure how this works, but would banning a person's subnet be effective? How exactly does a subnet work, anyway?

Some ISP's have multiple subnets (Mine does), so even subnet bans (in addition to being very broad) can be bypassed. What we need is a PB-style GUID for RG.

Banning subnets means banning everyone that has that ISP. Not REALLY the best solution, heh?

We need to be able to ban on renegade serial, meaning it would cost at least 5 € to be unbanned from a server. After a couple of times, people wouldn't want to be banned anymore. Gamespy does it, so I don't understand why they don't let us do it for Xwis. But oh well. We got to work with the stuff we have.

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