Subject: Some other questions about RenGuard
Posted by ToasT on Wed, 24 Sep 2003 16:42:02 GMT

View Forum Message <> Reply to Message

1. Acceptable file list

Can we have this set so that the list is in a config file on the server so this can be on a server by server basis. This allows server operators to set the list and enables various mods to run without waiting for them to get onto the approved list, this also removes the responsibility for the approved list from the renguard team to individual server owners so that should quench any of the usual argueing over what should and shouldn't be on the list.

2. Master Server

If I understand this correctly, there will be a master server that maintains a global ban list etc. Is this necessary? Seems like alot of work, personally, I would just prefer renguard to ban individual users for X number of hours on the individual server, it is likely that some users will get thrown off for having non-approved files in their directory but are not infact cheats, would not want them to get permenantly banned from the entire server pool when all they need to do is remove the offending files and retry.

3. Server Join detection.

I looked into how renegade actually joins individual servers in both GSA and WOL mode, Detecting the IP that renegade connects to is not trivial, and all the potential ways of doing this had some downside that a potential client user would want to be aware of before using the application, can we have an explanation of how renguard will do this.

Thanks!

ToasT