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Subject: RenMonitor

Posted by [gibberish](#) on Tue, 23 Mar 2004 05:26:17 GMT

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Alkaline2nd of all, the renrem port argument is completely flawed. ANY RENEGADE MODERATING BOT USES the remote admin part of the FDS to communicate with it, so your always going to have that port open :rolleyes: The so called server owners that manage to run a server with remote admin dissabled are full of shit, just like ssptweek & snipesmo.

Alkaline you may want to stop rolling your eyes and read my post before trying to contradict it next time.

I didn't say anything about disabling remote administration I simply said not to expose the port to the internet. In other words you should run the regulator and the game behind a firewall that blocks access to the renrem port from the internet.

vehicle purchases which can not be detected via the RenRem protocol, additionally not having a server side app that can detect events as they happen means that the remote client has to keep polling for information such as when a new player joins, this is an inefficient use of bandwidth, hence Snipesimo actually has a better design than the one you are proposing.

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