
Subject: RenEvo RenGuard SSC v1.0

Posted by [Dante](#) on Wed, 14 Apr 2004 23:09:20 GMT

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Hey guys, this is the ini settings on the RenEvo RenGuard SSC, please let me know what other options are wanted/needed to make it to your likings.

[Server]

;these settings from server.ini on your fds

RemoteAdminPass=password

RemoteAdminPort=5000

RemoteAdminIP=127.0.0.1

bGameTitle=RenGuard Server

GameType=WOL

[Options]

;RenGuard specific settings

;When in WOL mode from above, when true, the user will be paged after kicked

;when set to false, there will be a message in the channel, then the user will be kicked 3 seconds later

PageOnKick=true

;Allow Global Messages to be displayed in game

AllowGlobals=false

;Set server to pure mode (no skins, w3d, etc...)

PureMode=false

;Kick on unknwn files, i.e. they have a file that RenGuard does not recognise

KickOnUnknown=false

;Kick on player not found, i.e. kick the player if they are not on RenGuard

KickOnNotFound=false

;Set the minimum RenGuard Players to start Guarding the server

MinimumPlayers=32

;Motd ID from RenGuard.com

Motd_ID=0

[Regulator]

;this command is for custom/hybrid regulator authorizations

;that are supported in the RenGuard client

;the regulator must accept the following page format: <command> <user> <pass>

;this SSC will page the below nick with the password supplied by the user in

;the above format replace the <command> with the following syntax

;Nick to page
ServerNick=yourserv

;Command to prefix <user> <pass> with
IdentCommand=!rgident

*Note: This SSC will require at least Win98se + .Net Framework v1.1 (download will be made available upon release).

*Note: This SSC can be ran from anywhere in the world from the server, i.e. you could run the SSC at your home computer to control your FDS at servermatrix (example).
