
Subject: RenEvo RenGuard SSC v1.0 Features
Posted by [Dante](#) on Wed, 14 Apr 2004 23:27:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Crimson----
;Allow Global Messages to be displayed in game
AllowGlobals=false

I don't think this setting should be allowed, because it will cause users to miss critical system messages such as upgrade alerts which is all it's used for.

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

Any server admin would be completely retarded to set this to anything but true.

AllowGlobals was added to encourage people who don't want/or are scared of abuse with those. This allows them to not msg it in the server, but it still logs.

KickOnUnknown was added for a backup system in case another critical file (game2.exe, etc...) came up as unknown, it would still allow for running it.

This option also allows for basic integration of a RenAlert or Reborn server.
