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Subject: Brenbot going to have IP based or GSA cdkey based banning?

Posted by [Alkaline](#) on Thu, 24 Jun 2004 20:19:57 GMT

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any chance of this?

I know thier is a problem on the linux fds, but maybe for windows...

IP based mod identification would be nice too jsut like br.net...

IP logging would be good, I have had hands on examples of cheaters getting banned them attempt to run port scans on my servers, would be good to have an IP match

b.t.w. mantis was down so I thought this would be the best 2nd place.

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Subject: Brenbot going to have IP based or GSA cdkey based banning?

Posted by [Blazer](#) on Thu, 24 Jun 2004 22:27:10 GMT

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We are implementing a new command into the LFDS (player\_info2), that has fixed output (actually shows IPs like it should).

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Subject: Brenbot going to have IP based or GSA cdkey based banning?

Posted by [Nightma12](#) on Sat, 26 Jun 2004 08:26:50 GMT

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type !set renguard on to turn on the CDKEY banning

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Subject: Brenbot going to have IP based or GSA cdkey based banning?

Posted by [Alkaline](#) on Tue, 06 Jul 2004 00:52:32 GMT

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rengaurd and brenbot are differnt projects, would be nice to have the option to ban by ip without having to rely on brenbot.

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