
Subject: Identifying a player using RG
Posted by [spy](#) on Thu, 15 Jul 2004 17:16:25 GMT
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Hi there.

I think you all know the common situation on a server not running Renguard. There is a good player with high skill and lots of practice simply owning the players that aren't that good. It's just a matter of time until some of the not so good guys start to yell "cheater". As always, more and more people hop into the boat and after a while each and everyone but the good players cry "cheat, cheat, cheat, ban him!". This is the point where the mod has to do something because of the excessive flood of blue messages and the never ending flow of "yo"s. He might either kick the alleged cheater and really hit a cheater or he might as well kick the guy and ruin the fun of a highly skilled person. If he doesn't kick it'll be the mod who's the bad guy and a lot of people will send complaints about "kicking innocent players from the server for no reason" and "excessive use of mod rights" to the leader or directly start to insult the admin. So you need a way to test a player. To be more specific: test whether the player has Renguard installed or not. This is my idea how that could be done:

[Host/Mod/Player]: !test spy

[Renguard of spy]: Player spy is using Renguard version 1.03 and is NOT cheating.

This is all shown in public chat so everyone sees it, now all you need is teach Renguard to reply immediately (to prevent someone from simply pasting that phrase) plus maybe a unique code of each message that can not be faked. Maybe a timestamp from the Renguard servers time or better from the Renguard server network or simply the time in GMT. You might also use a combination of special characters at the end that is different every time (so you easily see if someone simply pastes the message twice). All you had to maintain was that no one is able to install a script that automatically answers instead of Renguard. But even IF someone managed to create such a script that would mean the guy is really into the stuff and knows how the system works, what would really decrease the number of possible persons who could have made something.

[Host/Mod/Player]: !test spy

[Renguard of spy]: Player spy is using Renguard version 1.03 and is NOT cheating. Time (GMT): 18:25:02. <random combination here or the name of the server admin>

Subject: Identifying a player using RG
Posted by [snipesimo](#) on Thu, 15 Jul 2004 18:19:08 GMT
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useless, but if you want just run my RG script and type !rglocate name public, it does the same thing.

Subject: Identifying a player using RG

Posted by [spy](#) on Thu, 15 Jul 2004 18:24:23 GMT

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Oh, didn't know there was something like that already. But that still requires BrenBot, does it?

Subject: Identifying a player using RG

Posted by [snipesimo](#) on Thu, 15 Jul 2004 19:31:00 GMT

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it needs some form of moderation bot, but I could easily modify it so it doesn't.

Subject: Identifying a player using RG

Posted by [spy](#) on Thu, 15 Jul 2004 21:10:52 GMT

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snipesimoit needs some form of moderation bot, but I could easily modify it so it doesn't.

Well, you seem to know what you are talking about, the main idea is to create a command that can easily be used and shows what players are using renguard and which aren't.

Subject: Identifying a player using RG

Posted by [almor999](#) on Thu, 15 Jul 2004 23:26:05 GMT

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Is there a way to make the script work on a server running Br.net without IRC?

Subject: Identifying a player using RG

Posted by [Crimson](#) on Thu, 15 Jul 2004 23:39:23 GMT

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<http://www.renguard.com/locator.php>

This is not foolproof, but it is a good guide.

Subject: Identifying a player using RG

Posted by [WNxCABAL](#) on Fri, 16 Jul 2004 00:34:00 GMT

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is it possible to make a duplicate of that page but miss out everything except for the results & search box?

If you did this, this could be a great addition to websites as they will be able to have an iframe

linking to for example "http://www.renguard.com/locator.php?q=tfw", this then shows which players in that clan are playing renegade or just idle on the RG network without all the RG site side navigation stuff if you get what I mean.

Doing things like this, more things to integrate renguard to fansites/clansites "could" boost the amount of users and/or servers, as it is a form of advertising it.

Andy.

Subject: Identifying a player using RG
Posted by [Crimson](#) on Fri, 16 Jul 2004 01:41:59 GMT
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It's already done... http://www.renguard.com/_scripts/rglocate.php?q=bleh

Subject: Identifying a player using RG
Posted by [WNxCABAL](#) on Fri, 16 Jul 2004 02:19:44 GMT
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is it possible to do more than 1 search in the same search result?
so say for example, I wanted to find out who in the clan TFW & WNx are online at the same time

Subject: Identifying a player using RG
Posted by [Crimson](#) on Fri, 16 Jul 2004 02:26:47 GMT
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Search for the clan tags? The default limit is 5 records, but you can search for more like this:

http://www.renguard.com/_scripts/rglocate.php?q=WNx&limit=50

Subject: Identifying a player using RG
Posted by [WNxCABAL](#) on Fri, 16 Jul 2004 02:32:21 GMT
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I mean for example:
I want the results to show 2 results at the same time,

So they would appear like: (after the request to search for the 2 keywords were made "TFW" & "WNx")
Returning 5 results...

TFWxANDY --- Idle
TFWTiger --- Idle
TFWStoner --- Idle
WNxGodpwr --- Idle
WNxGozTow --- Idle

Subject: Identifying a player using RG
Posted by [Crimson](#) on Fri, 16 Jul 2004 10:34:04 GMT
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I could do that... but you could also just send two queries and combine the results

Subject: Identifying a player using RG
Posted by [WNxCABAL](#) on Fri, 16 Jul 2004 14:28:26 GMT
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hehe, yeah, but that is defeating the object

Subject: Identifying a player using RG
Posted by [WNxCABAL](#) on Fri, 16 Jul 2004 17:44:31 GMT
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okay, don't matter about that anymore
I got this created for my clan site:

<http://www.conquerworld.me.uk> if you wanna closer look

Thx Crimson for the support.

Andy

EDIT: This isn't final yet, I have still to add some more to it.
