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Subject: banlist?

Posted by [TnTaTTack](#) on Sun, 11 Jan 2004 21:58:22 GMT

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ello

how thoes the banlist work

playername : ipnr

or just player name?

grtzz aTTack

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Subject: banlist?

Posted by [mac](#) on Mon, 12 Jan 2004 13:50:45 GMT

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just playername, because LFDS doesn't have a workable ip address.

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Subject: banlist?

Posted by [Alkaline](#) on Fri, 23 Jan 2004 04:51:54 GMT

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is this true only on linux, or in windows, both player name and ip address get banned? I also noticed when I banned somone they weren't added to the banlist.txt...

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Subject: banlist?

Posted by [mac](#) on Fri, 23 Jan 2004 16:24:17 GMT

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brenbot has its own internal banlist stored in the SQL database. banlist.txt, wolbanlist.txt and other FDS-internal ban lists are not being used. the internal ban list does not use the ip address for LFDS compatibility reasons.

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Subject: banlist?

Posted by [Alkaline](#) on Fri, 23 Jan 2004 17:32:58 GMT

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So basically anyone can change there name and join back in correct? Um...well that sucks...Well there be an option to add a person to the actuall banlist.txt or wolban.txt in the fds directory?

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