
Subject: How does Brenbot Ban people? doesn't add to the banlist.txt
Posted by [Alkaline](#) on Fri, 23 Jan 2004 04:48:52 GMT

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I just noticed something... if you ban someone they aren't added to the banlist.txt... then how are they banned? If you use the command !ban XXX <reason>

Subject: How does Brenbot Ban people? doesn't add to the banlist.txt
Posted by [Rici1981](#) on Sat, 24 Jan 2004 18:05:54 GMT

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at me too. and i have the problem some have ban anyone and if i use the command !kicklog to see the bans the bot will be kicked from irc. how can i see the banlist to remove someone from the list?

Subject: How does Brenbot Ban people? doesn't add to the banlist.txt
Posted by [egg098](#) on Sat, 24 Jan 2004 23:47:45 GMT

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Same with me for the banlist, or is this just a custom one that's used if the player isn't ingame - if so, is it just the playername that needs to be entered, or the IP as well?

Quote:and i have the problem some have ban anyone and if i use the command !kicklog to see the bans the bot will be kicked from irc. how can i see the banlist to remove someone from the list?

That's the flood protection. Your channel probably has another bot in it that kicks when you flood etc. - change the bot's script so that it ignores the ServerBot.

Subject: How does Brenbot Ban people? doesn't add to the banlist.txt
Posted by [zunnie](#) on Sun, 01 Feb 2004 22:56:53 GMT

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The nick:ip is not added to the wolbanlist.txt neither? (i haven't banned anyone since im running BRenBot - thank god)

[zunnie]

Subject: How does Brenbot Ban people? doesn't add to the banlist.txt
Posted by [snipesimo](#) on Sun, 01 Feb 2004 23:23:00 GMT

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It uses a personal MySQL DB if I'm not mistaken.

Subject: How does Brenbot Ban people? doesn't add to the banlist.txt

Posted by [zunnie](#) on Mon, 02 Feb 2004 01:54:07 GMT

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snipesimolt uses a personal MySQL DB if I'm not mistaken.

Well, that kinda sucks... how am i supposed to update my banlist @ my site then?

Blazer, can you make BRenBot use the SQL-database AND the wolbanlist.txt? I can easily update my banlist then ty I guess alot of others also update theirs in the same way. . . .

Or is there a program i can use for this SQL-DB to extract the nick:ip's from there?

[zunnie]

Subject: How does Brenbot Ban people? doesn't add to the banlist.txt

Posted by [cmdr1337](#) on Fri, 06 Feb 2004 03:02:06 GMT

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Download MySQL, that might do it.

<http://www.google.ca/search?q=MySql+Download>

Subject: How does Brenbot Ban people? doesn't add to the banlist.txt

Posted by [Blazer](#) on Fri, 06 Feb 2004 07:20:37 GMT

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It bans by nick. This is because the LFDS has no usable IP addresses to ban by (for now). The brenbot.dat is a sqlite database.

Subject: How does Brenbot Ban people? doesn't add to the banlist.txt

Posted by [Alkaline](#) on Sun, 08 Feb 2004 20:42:18 GMT

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hrm, ya people abuse this alot... change nick join back. I don't even use the ban feature, just log into the fds and ban their id...

Subject: How does Brenbot Ban people? doesn't add to the banlist.txt

Posted by [Blazer](#) on Sun, 08 Feb 2004 20:46:06 GMT

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I will consider adding an option so that when in Win32 mode a ban also does a WOL ban.

However AFAIK those sorts of bans cannot be undone without restarting the server (just removing them from wolbanlist.txt doesnt work).

Subject: How does Brenbot Ban people? doesn't add to the banlist.txt

Posted by [zunnie](#) on Sun, 08 Feb 2004 22:59:55 GMT

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Blazerl will consider adding an option so that when in Win32 mode a ban also does a WOL ban. However AFAIK those sorts of bans cannot be undone without restarting the server (just removing them from wolbanlist.txt doesnt work).

If a player is banned on map Field and is removed BEFORE the map changes to Complex for example, he can join again but he does need someone to do !allow <pname>. You dont need to restart the FDS to make the wolbanlist.txt changes take effect. The next map its reloaded and he is no longer banned as long as someone did !allow

[zunnie]

Subject: How does Brenbot Ban people? doesn't add to the banlist.txt

Posted by [Alkaline](#) on Mon, 23 Feb 2004 13:48:04 GMT

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zunnie, I am pretty sure !allow does not unban somone from the wolbanlist.txt, !allow only allows players that were kicked from the server. You have to manuualy go into the wolbanlist.txt and remove players to unban them.

The changes take affect once you gameover and a new maps loads.

Subject: How does Brenbot Ban people? doesn't add to the banlist.txt

Posted by [w1ley](#) on Sat, 28 Feb 2004 13:20:34 GMT

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i know we have have been through this before blazer

But I sure would love a CD key ban.....

Subject: How does Brenbot Ban people? doesn't add to the banlist.txt

Posted by [Alkaline](#) on Sun, 29 Feb 2004 01:19:35 GMT

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hrm cdkey bans seem to only be possible in gsa.

Subject: How does Brenbot Ban people? doesn't add to the banlist.txt

Posted by [zunnie](#) on Sun, 29 Feb 2004 19:43:06 GMT

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Quote:zunnie, I am pretty sure !allow does not unban somone from the wolbanlist.txt, !allow only allows players that were kicked from the server. You have to manuualy go into the wolbanlist.txt and remove players to unban them.

The changes take affect once you gameover and a new maps loads.

I know that. Your misunderstanding what im saying.

If your banned on Field by a mod.

During this map Field, your removed from the wolbanlist.txt

If you try to rejoin you will still get "You are banned from this channel" message.

Until someone does "!allow you" in game you cannot rejoin it even though your deleted from the wolbanlist.txt

What i was saying there is that you dont have to restart the server in order to apply the changed wolbanlist.txt so the you can rejoin again. The wolbanlist.txt is reloaded when the next map is loaded.

[zunnie]
