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Subject: RenEvo RenGuard SSC v1.0 Features  
Posted by [Dante](#) on Wed, 14 Apr 2004 22:44:11 GMT  
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Hey guys, this is the ini settings on the RenEvo RenGuard SSC, please let me know what other options are wanted/needed to make it to your likings.

[Server]

;these settings from server.ini on your fds  
RemoteAdminPass=password  
RemoteAdminPort=5000  
RemoteAdminIP=127.0.0.1  
bGameTitle=RenGuard Server  
GameType=WOL

[Options]

;RenGuard specific settings

;When in WOL mode from above, when true, the user will be paged after kicked  
;when set to false, there will be a message in the channel, then the user will be kicked 3 seconds later  
PageOnKick=true

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

;Set server to pure mode (no skins, w3d, etc...)  
PureMode=false

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

;Kick on player not found, i.e. kick the player if they are not on RenGuard  
KickOnNotFound=false

;Set the minimum RenGuard Players to start Guarding the server  
MinimumPlayers=32

;Motd ID from RenGuard.com  
Motd\_ID=0

[Regulator]

;this command is for custom/hybrid regulator authorizations  
;that are supported in the RenGuard client  
;the regulator must accept the following page format: <command> <user> <pass>  
;this SSC will page the below nick with the password supplied by the user in

;the above format replace the <command> with the following syntax

```
;Nick to page  
ServerNick=yourserv
```

```
;Command to prefix <user> <pass> with  
IdentCommand=!rgident
```

\*Note: This SSC will require at least Win98se + .Net Framework v1.1 (download will be made available upon release).

\*Note: This SSC can be ran from anywhere in the world from the server, i.e. you could run the SSC at your home computer to control your FDS at servermatrix (example).

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Subject: RenEvo RenGuard SSC v1.0 Features  
Posted by [Crimson](#) on Wed, 14 Apr 2004 23:09:01 GMT  
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```
----  
;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 unkown 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.

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Subject: RenEvo RenGuard SSC v1.0 Features  
Posted by [Dante](#) on Wed, 14 Apr 2004 23:27:44 GMT  
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```
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 unknown 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.

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Subject: RenEvo RenGuard SSC v1.0 Features  
Posted by [Crimson](#) on Thu, 15 Apr 2004 00:10:01 GMT  
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[@Blazer]: yeah thats like giving someone a bulletproof vest, with removeable plates...why would you wear it without the plates in it  
[@Blazer]: and someone WILL wear it, and get shot and go OMG THE PEOPLE WHO MADE THIS VEST SUCK  
[@Blazer]: lol  
[@Blazer]: (and then they die)

Also, I'm hearing that the RenEvo SSC isn't sending results.txt files to us... so any server running this SSC won't be able to participate in the RenGuard ladder in development... that's not good either.

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Subject: RenEvo RenGuard SSC v1.0 Features  
Posted by [Dante](#) on Thu, 15 Apr 2004 00:16:30 GMT  
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no it isn't sending results.txt to you guys.

that is a brenbot feature, not a RenGuard feature (more or less).

this server side client is designed to run from anywhere with 0 interaction with the files on the server, people who will be using this either

a: have there own methods of results.txt processing

b: run another bot and need 0 interaction with the files on the server  
c: just want something running without interacting with there files on the server

KickOnUnkown is not in the default setup .ini (rg\_ssc.ini) but is in the readme, so unless you know what it is, read the documentation, and manually type it into the rg\_ssc.ini, it won't be in effect

just because they say false in the sample (will be changed for release) doesn't mean they are default at false, they are all in fact defaulted to true.

the key behind this was to push mods such as RenAlert & Reborn to be able to able to have the ability to limit skins etc.. and put the server in pure mode without it kicking on an unknown file (say, always.dat) etc... after an update without having to wait for the masters to update so fast. "I WANT A SERVER NOW, BUT RG IS KICKING EVERYONE" syndrome.

there will be a full fledged honest to god help file with this thing, if they cut there own throte and go through all the steps above to negate the kick on unknown, its quite honestly there own fault. KickOnCheat is not an option for that specified reason. The catch all command should not be the heartbeat of the applications.

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Subject: RenEvo RenGuard SSC v1.0 Features  
Posted by [Dante](#) on Thu, 15 Apr 2004 00:22:08 GMT  
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so i guess to clarify...

RenEvo's SSC was designed to prevent mass kicking, unintentional smapping (if someone went crazy and did decide to mass smap the globals), 0 interaction client side on the servers, and to be as fast as possible.

It wasn't designed to integrate an FDS into the RenGuard network like a station, but to connect & prevent cheating.

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Subject: RenEvo RenGuard SSC v1.0 Features  
Posted by [Crimson](#) on Thu, 15 Apr 2004 00:33:26 GMT  
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The RenGuard ladder is a RenGuard feature. The Standalone RenGuard SSC sends the results to us. Having this SSC fail to send results will mean that servers using this SSC will be unable to participate in the ladder and would either cause players to not want to play on those servers, or confusion when games played on those servers don't show up on the ladder.

Players won't actually be able to play RenAlert or Reborn with RenGuard until we add support for it to the network itself, so such a setting is useless in an SSC.

And you are allowing a server owner to disable globals (which the clients will get anyway)... letting them miss system messages like upgrades, in the unlikely event that someone will "snap" and spam everyone? I think if that happened it would be our problem.

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Subject: RenEvo RenGuard SSC v1.0 Features  
Posted by [snipesimo](#) on Thu, 15 Apr 2004 00:38:37 GMT  
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I think a little more "good job" and a little less "change that" is needed. :rolleyes:

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Subject: RenEvo RenGuard SSC v1.0 Features  
Posted by [Dante](#) on Thu, 15 Apr 2004 00:41:34 GMT  
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btw crimmy, if you could do me one little favor, at least make sure that i know about the fucking feature before you bash me for not having it, kthx

not like i have access to protocol, im 90% of it from memory...

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Subject: RenEvo RenGuard SSC v1.0 Features  
Posted by [Crimson](#) on Thu, 15 Apr 2004 00:50:43 GMT  
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snipesimol think a little more "good job" and a little less "change that" is needed. :rolleyes:

This entire app wouldn't be needed if BR.NET wouldn't lock the logfiles while it reads them. No one is able to explain why it does that either, after Blazer made sure that the FDS wrote the logs in "append" mode so that other apps could read them... if the logs were written in "append" instead of "write" mode then we would just add an option to the standalone SSC to specify where the logfile is, and br.net users would just put the br.net directory in there instead of Renegade's directory, problem solved, one standalone SSC instead of 2. That's why I can't really say "great job"... because I don't see the need for having two apps that serve the exact same purpose.

I'm willing to accept that you weren't aware that we'd be doing a ladder, even though that's been on our minds for months it's not exactly something we spoke of or speak about much just yet. Would that change your decision to not send results to RenGuard?

This isn't a personal attack, so don't interpret it that way. We are just trying to avoid setting a bad precedent.

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Subject: RenEvo RenGuard SSC v1.0 Features  
Posted by [snipesimo](#) on Thu, 15 Apr 2004 00:53:23 GMT  
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One thing you should know by now is choice is good, not to mention Dante's SSC was the original. His offers features and settings that mac's doesn't and some people will like that. Its the same as BRenBot vs. BR .Net, some people like one for one reason, and some people like the other for another reason. This way, everyone is happy.

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Subject: RenEvo RenGuard SSC v1.0 Features  
Posted by [Dante](#) on Thu, 15 Apr 2004 00:54:11 GMT  
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CrimsonThat's why I can't really say "great job"... because I don't see the need for having two apps that serve the exact same purpose.

then what was the purpose of releasing another blazeregulator ?

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Subject: RenEvo RenGuard SSC v1.0 Features  
Posted by [snipesimo](#) on Thu, 15 Apr 2004 00:56:05 GMT  
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I would also like to add, even if everything went according to plan you would still have mac's SSC built into BRenBot and Dante's stand alone SSC anyway. If you don't like having two, take mac's off the download page.

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Subject: RenEvo RenGuard SSC v1.0 Features  
Posted by [Dante](#) on Thu, 15 Apr 2004 01:13:38 GMT  
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Removed KickOnDisconnect option.

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Subject: RenEvo RenGuard SSC v1.0 Features  
Posted by [Crimson](#) on Thu, 15 Apr 2004 01:16:19 GMT  
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Dantethen what was the purpose of releasing another blazeregulator ?

Because BR.NET doesn't work on Linux.

snipesimol would also like to add, even if everything went according to plan you would still have mac's SSC built into BRenBot and Dante's stand alone SSC anyway. If you don't like having two,

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take mac's off the download page.

That's very true and you are absolutely correct... however, Dante preferred an ingrown ball hair to working with us and quit the community. That wasn't our choice.

Thank you for removing the kick on dc option.

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Subject: RenEvo RenGuard SSC v1.0 Features  
Posted by [Dante](#) on Thu, 15 Apr 2004 01:17:22 GMT  
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once i actually get the syntax & protocol information:

"locate" will be integrated into the ssc, as well as some other various commands.

\*note, this isn't a command list, only a settings list. all settings posted above, minus the [Server] settings will have the ability to have a temp setting posted on them (i.e. KickOnNotFound = true), it will effect the functionality only as long as the application is running, this is to provide quick change of settings at run time without requiring a restart (i.e. i need ot make sure that i don't kick on NotFound if the network happens to go down for maintenance).

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Subject: RenEvo RenGuard SSC v1.0 Features  
Posted by [mac](#) on Thu, 15 Apr 2004 01:38:24 GMT  
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Thanks Dante, for everything.

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Subject: RenEvo RenGuard SSC v1.0 Features  
Posted by [snipesimo](#) on Sat, 17 Apr 2004 00:01:44 GMT  
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Its coming...

```
[4/16/2004 7:01:42 PM] -----  
[4/16/2004 7:01:42 PM] RenGuard Server Side Client v.1.1.1567.26828  
[4/16/2004 7:01:42 PM] (c)2004 RenEvo Designs - Tom "Dante" Anderson  
[4/16/2004 7:01:42 PM] -----  
[4/16/2004 7:01:42 PM] Finding RenGuard Network  
[4/16/2004 7:01:43 PM] Connecting To RenGuard Network  
[4/16/2004 7:01:43 PM] Connected To RenGuard Network Via Port: 1881  
[4/16/2004 7:01:43 PM] LAN mode active since 4/16/2004 - 19:00:35 PM  
[4/16/2004 7:01:43 PM] Gameplay Pending  
[4/16/2004 7:01:43 PM]   Map : C&C_Field.mix  
[4/16/2004 7:01:43 PM]   Time : 0.30.00
```

[4/16/2004 7:01:43 PM] Fps : 31  
[4/16/2004 7:01:43 PM] GDI : 0/8 players 0 points  
[4/16/2004 7:01:43 PM] NOD : 0/8 players 0 points  
[4/16/2004 7:01:43 PM] Authorizing RenGuard Connection...

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