
Subject: RenEvo RenGuard SSC v1.0

Posted by [Dante](#) on Wed, 14 Apr 2004 23:09:20 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 unkown 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).

Subject: RenEvo RenGuard SSC v1.0
Posted by [snipesimo](#) on Thu, 15 Apr 2004 00:42:19 GMT
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Awesome work, Dante, can't wait!
