Subject: Re: Quick Questions

Posted by danpaul88 on Thu, 08 Dec 2005 19:30:49 GMT

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then you either have an old version of brenbot or have somehow got files from an older version mixed with the new ones..

or you deleted half of it ..

it should read like this (brenbot 1.41)

Quote:# renguard config file

# Pure Mode - Disallows any clients with model textures (skins) and alternative weapon models. 1 = enable, 0 = disable.

 $Pure_Mode = 0$ 

# Server Motd ID - your motd id, as assigned on the Server Motd Configuration on renguard.com (nummeric)

# 0 if you do not have a motd.

motd = 0

# how to notify non renguard users. available options: msg , page, off, pamsg

# page is WOL only. if you disable it, it will only do the kick message.

# be sure to put it into your motd then

# pamsg is bhs.dll only. it will be automatically used, when bhs.dll is detected

notify = msq

# new features

# nokickmsg = 1

# This disables the "xxx was kicked by RenGuard: You need RenGuard to play on this server" message

# warnmessage = You need RenGuard to play on this server. Download it from www.renguard.com

# This changes the default warn message.

# kicktimer = 5

# This changes the default time delay between sending the warning messages before kicking.

halfrenguard = 1

# To turn on "Half-RenGuard", set this to 1. This will allow non-RenGuard users to the Server.

halfrenguard\_pamsg\_norg = Running RenGuard on this Server is recommended. Download it from www.renguard.com. With RenGuard, you will get unofficial patches ("core patches") and you can use commands on this server!

halfrenguard\_pamsg\_nocommands = To use the %command on this server, you need RenGuard. Download it from www.renguard.com. With RenGuard, your Renegade is always kept up to date with the newest patches from Blackhand Studios!

# These messages are displayed, when a non-rg user joins, and when a non-rg user attempts to use a !command

halfrenguard\_pamsg\_norg\_interval = 600 # The interval for the pamsg that is sent to every non-rg user

halfrenguard\_hostmsg\_enabled = 1

# This enables the public hostmsg. Highly advised

halfrenguard\_hostmsg\_message = %name is NOT running RenGuard! %name COULD be cheating.

# This is the msg

halfrenguard\_hostmsg\_interval = 480

# This says how often the message should be repeated, in seconds

halfrenguard\_allowed\_commands = !help !rules

# These are the allowed commands for no RG users. You shouldn't add !showmods. Cheaters tend to type that. If

# none is there, they start cheating