Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by Crimson on Thu, 27 Apr 2006 00:54:01 GMT

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I also intend to develop a "RenGuard Lite" software:

Quote:Basically, whenever you ban/kickban a player from your server, your bot would (have to) send the information to my server. (Username, IP, serial hash if you have it) -- ALL bans are recorded. Bans without decipherable reasons (like "go away" or "enough") will be rejected.

Based on some factors I'm working out, each player in the database would have a "level" of risk attached to them, which would be returned when you query the server for a player who joined. Then you can decide what level of people you want to kick.

This solves the problem where we wouldn't have control over who's banned or not. I would (probably) have a website you could visit to see who's banned, what level ban, and the reasons.