
Subject: Re: Regarding Renegade Resurrection
Posted by [a000clown](#) on Thu, 04 Jun 2009 23:15:27 GMT
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Ok, well here's the two config files RR comes packaged with:

```
access.cfg
Toggle Spoiler// only allow nickname 'test' with the given serial
{
  allow name:test hash:fd383e2ebaa4262d873dc4f68d7ae028
  deny name:test reason:'Nickname is reserved!'
}
```

```
// ban IP addresses using CIDR
deny address:123.123.123.0/24 reason:'Your ISP sucks :P'
```

```
// ban clients by serial hash
deny hash:fd383e2ebaa4262d873dc4f68d7ae028
```

```
// ban nicknames
deny name:*bantestnick*
deny name:*another test player*
```

```
// allow player to use a reserved slot (by serial hash)
allow-reserved hash:fd383e2ebaa4262d873dc4f68d7ae028
```

```
// allow player to use a reserved slot (by address)
allow-reserved address:123.123.123.0/24
```

```
server.cfg
Toggle Spoilergame
{
  emptyTeamBehaviour = 'interrupt'; // sets what will happen if one team runs out of players:
                                     // 'default' - default Renegade behavior: the game is paused
                                     // 'ignore' - the game can be played as if there are players on both
teams (choose this for co-op)
                                     // 'interrupt' - the game will be interrupted (no damage allowed, but
anything else can be done)
  nonResurrectionJoinMessage = yes; // sends a host message to all players when a client
without Resurrection joins
  nonResurrectionPopupMessage = yes; // when a player without Resurrection joins the server, a
popup will be send to him
  reservedSlots = 0; // number of additional slots for special players defined in
access.cfg
```

```
popupPauseMessage      = yes; // a (popup) message will be to all players when the game
pauses/continues
revivableBuildings     = no; // allows buildings to be revived when destroyed
totalConversion        = no; // set this if you are using Resurrection for a total conversion
modification like 'A Path Beyond'
                        // If set to 'yes', remove Resurrection's data/armor.ini file!
unevenTeamLimit        = 1; // Does not allow one team to have the given number of players
MORE than the other team.
                        // This does only affect team changing (it forbids players to change the
team if it would break the rule above).
                        // Set to 0 to disable.
```

killMessages

```
{
  enabled              = yes; // enable extended kill messages
  showComputerVsPlayer = yes; // show message if a player was killed by AI
  showPlayerVsComputer = yes; // show message if AI was killed by a player
  showSuicides         = yes; // show message if a player killed himself
  showVehicles         = yes; // show the vehicle used for the kill
  showWeapons          = yes; // show the weapon used for the kill
}
```

powerups

```
{
  allowPickupInVehicle = no; // allow players to pickup powerups from within a vehicle
}
```

scores

```
{
  applyPointsFix = yes; // fixes a bug in Renegade's score calculation
}
```

modifiers

```
{
  // renegade default:
  damageFriendly      = -1.00; // -1.0
  damageFriendlyBuildings = -1.50; // -1.0
  damageFriendlySoldiers = -2.25; // -1.0
  damageFriendlyVehicles = -1.50; // -1.0
  damageHostile       = 1.00; // 1.0
  damageHostileBuildings = 1.00; // 1.0
  damageHostileSoldiers = 1.55; // 1.0
  damageHostileVehicles = 1.25; // 1.0
  repairFriendly      = 1.00; // 0.5
  repairFriendlyBuildings = 0.75; // 0.5
  repairFriendlySoldiers = 1.25; // 0.5
  repairFriendlyVehicles = 1.00; // 0.5
  repairHostile       = -1.00; // -0.5
  repairHostileBuildings = -1.50; // -0.5
}
```

```

    repairHostileSoldiers = -2.25; // -0.5
    repairHostileVehicles = -1.50; // -0.5
}
}

spectator
{
    allow = yes; // allow spectator mode
    penaltyTime = 30; // time in seconds a player has to stay in spectator mode until he can
rejoin the game
}

suicide
{
    allow = yes; // can players commit suicide?
    penaltyAllMoney = no; // the player loses all money on suicide
    penaltyTime = 15; // time in seconds a player has to wait for respawn after committing
suicide
}

vehicles
{
    artillery
    {
        reduceCameraShake = yes; // reduces the artillery's camera shake duration and range
while slightly increasing its intensity
// does only apply to Resurrection clients using RR 1.0.3 or above
    }
}

weapons
{
    improveExplosions = yes; // makes explosions distance and damage calculation much more
precise

    beacons
    {
        allowAtGameEnd = no; // allow beacons at game end, when there is not more time for
them to detonate ('no' avoids beacon spam at end of game)
        allowMoreThanOne = no; // allow more than one placed beacon per player ('no' avoids
beacon spam at end of game)
    }

    c4
    {
        allowAttachToTeam = no; // can players attach C4 to friendly units (soldiers, vehicles,
terminals)?

```

```
allowDefuseOwn    = yes; // can players defuse own C4?
damagesOwnVehicle = yes; // can C4 damage the vehicle of the player who placed the
C4?
improveProximity  = yes; // makes enemy detection of proximity C4 much more precise
remoteDetonationChain = yes; // detonates remote C4 one by one, instead of all at once
}
}
}
```

```
maps
{
  mesa
  {
    useAlternateHarvesterPaths = yes; // use alternate Harvester paths to avoid AGT fire at the
Nod harvester
  }
}
```

```
cheats
{
  kickMessage = 'You were caught cheating.';

  aimbot
  {
    detect = yes; // enable client-side Aimbot detection
    kick   = yes; // auto-kick player when detected
  }

  bigHead
  {
    detect = yes; // enable BigHead detection
  }

  damageHack
  {
    detect = yes; // enable Damage Hack detection
  }

  fireRangeHack
  {
    detect = yes; // enable FireRange Hack detection
  }
}
```

```

fireRateHack
{
    detect = yes; // enable FireRate Hack detection
}

rgh
{
    detect = yes; // enable client-side *cheat name removed*detection
    kick = yes; // auto-kick player when detected
}

sniperHack
{
    detect = yes; // enable Sniper Hack detection
}

terminalHack
{
    detect = yes; // enable Terminal Hack detection
    distanceBlock = 5; // block purchase request if the next friendly terminal is more than X
meters away
    distanceCheat = 75; // treat as cheating if the next friendly terminal is more than X meters
away
}
}

// TCP Remote Console
remote
{
    enabled = no;
    password = 'aPassword';
    port = 4848;
}

// add your own GameSpy information here
gamespy
{
    enabled = yes; // show server in GameSpy listing (recommended ;)

    // shows additional data in the GameSpy/ASE server information window
    data
    {
        /* EXAMPLES:
        Administrator = 'Yrr (yrr@icefinch.net)';

```

```
    IRC      = '#Resurrection, irc.n00bstories.com';
  */
}
}
```

So basically you have a deny rule to block access to anyone using a given nickname/hash/address, and then an allow rule to make an exception to individuals. You can mix and match these in some cases to be more restrictive, for example:
deny address:123.123.123.0/24 hash:fd383e2ebaa4262d873dc4f68d7ae028
That would only deny access if both the address and hash match up.

If you want to make it a bit simpler you can have individual bans and then exceptions that override everything, opposed to individual exceptions per deny rule.
