
Subject: Re: [Scripts] DNS

Posted by [raven](#) on Tue, 29 Dec 2009 11:55:54 GMT

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Yes and no. This provides the basis for someone to write a BR plugin or an mIRC bot to handle DNS bans. I also have a version (if anyone wants it) where the hostname variable is exported and available for import into DNS.dll.. this would enable you to create your own ini-based ban system.

Calling a few more functions in raven_resources.dll, you could even make it deny the connection right away, rather than the normal player join -> check against list -> ban
