
Subject: Some other questions about RenGuard
Posted by [Crimson](#) on Wed, 24 Sep 2003 17:02:20 GMT
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ToasT1. Acceptable file list

Can we have this set so that the list is in a config file on the server so this can be on a server by server basis. This allows server operators to set the list and enables various mods to run without waiting for them to get onto the approved list, this also removes the responsibility for the approved list from the renguard team to individual server owners so that should quench any of the usual arguing over what should and shouldn't be on the list.

The problem with that is, I take a "forbidden" bighead, change the blues to reds, and now it would be a totally different file and march past un-banned. But to be fair "unknown" files don't result in a ban. It's the KNOWN cheats like Final Renegade that will result in bans.

Quote:2. Master Server

If I understand this correctly, there will be a master server that maintains a global ban list etc. Is this necessary? Seems like alot of work, personally, I would just prefer renguard to ban individual users for X number of hours on the individual server, it is likely that some users will get thrown off for having non-approved files in their directory but are not infact cheats, would not want them to get permanently banned from the entire server pool when all they need to do is remove the offending files and retry.

We're still finalizing all the options server owners will have. We don't plan to say "use our list or else", but instead let the server owner have some decisions as to what they want to allow and disallow. Thanks for your input, because it helps us know what options to include.

Quote:3. Server Join detection.

I looked into how renegade actually joins individual servers in both GSA and WOL mode, Detecting the IP that renegade connects to is not trivial, and all the potential ways of doing this had some downside that a potential client user would want to be aware of before using the application, can we have an explanation of how renguard will do this.

When you join a server, you relay the IP and port you're using to the FDS. A simple player_info will show that information, and RenGuard on the server-side would most certainly have access to the console log to get that information and complete the verification process. But perhaps I'm not answering your question right...
