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Subject: RenEvo RenGuard SSC v1.0 Features  
Posted by [Dante](#) on Wed, 14 Apr 2004 22:44:11 GMT  
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Hey guys, this is the ini settings on the RenEvo RenGuard SSC, please let me know what other options are wanted/needed to make it to your likings.

[Server]

;these settings from server.ini on your fds  
RemoteAdminPass=password  
RemoteAdminPort=5000  
RemoteAdminIP=127.0.0.1  
bGameTitle=RenGuard Server  
GameType=WOL

[Options]

;RenGuard specific settings

;When in WOL mode from above, when true, the user will be paged after kicked  
;when set to false, there will be a message in the channel, then the user will be kicked 3 seconds later

PageOnKick=true

;Allow Global Messages to be displayed in game  
AllowGlobals=false

;Set server to pure mode (no skins, w3d, etc...)  
PureMode=false

;Kick on unkown files, i.e. they have a file that RenGuard does not recognise  
KickOnUnknown=false

;Kick on player not found, i.e. kick the player if they are not on RenGuard  
KickOnNotFound=false

;Set the minimum RenGuard Players to start Guarding the server  
MinimumPlayers=32

;Motd ID from RenGuard.com  
Motd\_ID=0

[Regulator]

;this command is for custom/hybrid regulator authorizations  
;that are supported in the RenGuard client  
;the regulator must accept the following page format: <command> <user> <pass>  
;this SSC will page the below nick with the password supplied by the user in

;the above format replace the <command> with the following syntax

;Nick to page  
ServerNick=yourserv

;Command to prefix <user> <pass> with  
IdentCommand=!rgident

\*Note: This SSC will require at least Win98se + .Net Framework v1.1 (download will be made available upon release).

\*Note: This SSC can be ran from anywhere in the world from the server, i.e. you could run the SSC at your home computer to control your FDS at servermatrix (example).

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