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Subject: RenEvo RenGuard SSC v1.0 Features  
Posted by [Dante](#) on Thu, 15 Apr 2004 00:16:30 GMT  
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no it isn't sending results.txt to you guys.

that is a brenbot feature, not a RenGuard feature (more or less).

this server side client is designed to run from anywhere with 0 interaction with the files on the server, people who will be using this either

- a: have there own methods of results.txt processing
- b: run another bot and need 0 interation with the files on the server
- c: just want something running without interacting with there files on the server

KickOnUnkown is not in the default setup .ini (rg\_ssc.ini) but is in the readme, so unless you know what it is, read the documentation, and manually type it into the rg\_ssc.ini, it won't be in effect

just because they say false in the sample (will be changed for release) doesn't mean they are default at false, they are all in fact defaulted to true.

the key behind this was to push mods such as RenAlert & Reborn to be able to able to have the ability to limit skins etc.. and put the server in pure mode without it kicking on an unknown file (say, always.dat) etc... after an update without having to wait for the masters to update so fast. "I WANT A SERVER NOW, BUT RG IS KICKING EVERYONE" syndrome.

there will be a full fledged honest to god help file with this thing, if they cut there own throte and go through all the steps above to negate the kick on unknown, its quite honestly there own fault. KickOnCheat is not an option for that specified reason. The catch all command should not be the heartbeat of the applications.

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