
Subject: Renegade Demo(help with admin tool)
Posted by [PrivateAndy](#) on Sat, 24 Apr 2004 10:09:10 GMT
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first of all id like to say.

i like the demo i preffer it more than the full version. dont ask me why i just do and dont bother trying to call me a dumbass/newbie or what ever coz i like it

now thats outa the way. as you see i like the demo, but theres alot of cheating going on in it. i know a good deal of visual basic 6 and would like to make some sort of admin tool for the demo of renegade. i wouldnt know where to start with making a "anti-cheat" application like renguard and the likes.

here is what i have thought of doing:

as you may or may not know renegade demo doesnt allow kicking or banning players (why would ea/ww do this?) so i came up with the idea of making a mini firewall listing the ip's of a newly joined player then looking at the consoleserver window and using api to find the last joined players name and listing them both in a list for kicking/banning the specified ip

the thing is the server operates using udp not tcp (or maybe it does somewhere but not the connection) so im unable to list incoming udp connections..

any help would be great thanks.

or if you know any other way of doing what i want to do "List username and there ip" let me know please

-PrivateAndy
