
Subject: New Feature Request (For Protocol 2)
Posted by [gibberish](#) on Sun, 06 Jun 2004 22:47:37 GMT
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I am using Renguard to protect my server, but its not protected completely.

I.E. I have a minimum number of players that have to be on the server before renguard is enforced after the limit is reached I kick enough non-renguarders to get back under the limit.

Another stratergy I am aware of is that renguard is disabled until there are at least X renguard players on line at which point renguard enables and kicks everyone else.

However when players join the game they get the message saying:
"You have just joined a renguard protected server".
Then they can't understand how some people might still be cheating.

So would it be possible to update the protocol (and messages) to inform players of the "Renguard Mode" that is currently in use.
