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Subject: Issue with BRenBot 1.35

Posted by [Creed3020](#) on Thu, 22 Apr 2004 14:09:31 GMT

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I'd like to run my server without Renguard. Though I can see BRenBot connecting to the main Renguard server when it loads. I have these settings in my renguard.cfg file, so I thought it would have it disabled, or can it not be disabled at all in this version?

```
# renguard config file
```

```
# Pure Mode - Disallows any clients with model textures (skins) and alternative weapon models. 1  
= enable, 0 = disable.
```

```
Pure_Mode = 0
```

```
# Server Motd ID - your motd id, as assigned on the Server Motd Configuration on renguard.com  
(numeric)
```

```
# 0 if you do not have a motd.
```

```
motd = 0
```

```
# how to notify non renguard users. available options: msg , page, off
```

```
# page is WOL only. if you disable it, it will only do the kick message.
```

```
# be sure to put it into your motd then
```

```
notify = msg
```

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Subject: Issue with BRenBot 1.35

Posted by [Hex](#) on Thu, 22 Apr 2004 14:13:57 GMT

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Just do !set renguard off and restart BRenbot and that will make sure its off,

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Subject: Issue with BRenBot 1.35

Posted by [Creed3020](#) on Thu, 22 Apr 2004 14:17:06 GMT

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BarryJust do !set renguard off and restart BRenbot and that will make sure its off,

Thanks, I knew it would be something stupidly simple like that. I forgot about the modules. Was there ever a .brf or .cfg files to change those other then doing it from IRC?

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Subject: Issue with BRenBot 1.35  
Posted by [zunnie](#) on Thu, 22 Apr 2004 14:28:36 GMT  
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Why disable it? You like to have cheaters on your server?  
Or like yo worry about wether someone uses a cheat or not? Not being sure not anyone has an unfair advantage?

[zunnie]

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Subject: Issue with BRenBot 1.35  
Posted by [Kholdstare](#) on Thu, 22 Apr 2004 14:31:30 GMT  
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zunnie  
Why disable it? You like to have cheaters on your server?  
Or like yo worry about wether someone uses a cheat or not? Not being sure not anyone has an unfair advantage?

Have you considered the amount of people having problems with the client? Whats the point of running SCC if no one can play on the server??

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Subject: Issue with BRenBot 1.35  
Posted by [Creed3020](#) on Thu, 22 Apr 2004 20:31:42 GMT  
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Kholdstarezunnie  
Why disable it? You like to have cheaters on your server?  
Or like yo worry about wether someone uses a cheat or not? Not being sure not anyone has an unfair advantage?

Have you considered the amount of people having problems with the client? Whats the point of running SCC if no one can play on the server??

Thank you that explains my position quite clearly. You see I like to play on my server. That is the difference then not playing at all...

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Subject: Issue with BRenBot 1.35

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Posted by [visorneon](#) on Sun, 09 May 2004 13:55:01 GMT

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Once you put renguard on it dramaticaly lowers the players youll get, and hey youve got moderators to get rid of cheaters

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Subject: Issue with BRenBot 1.35

Posted by [Creed3020](#) on Mon, 10 May 2004 00:33:09 GMT

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visorneonOnce you put renguard on it dramaticaly lowers the players youll get, and hey youve got moderators to get rid of cheaters

Well put

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Subject: Issue with BRenBot 1.35

Posted by [Nightma12](#) on Mon, 10 May 2004 11:37:44 GMT

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but if all the servers were to run rg then the n00bs would HAVE to download rg

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Subject: Issue with BRenBot 1.35

Posted by [Majiin Vegeta](#) on Mon, 10 May 2004 16:08:30 GMT

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sigh...

if moderators where so good why was RG made...

even if you have moderators players will still cheat thers no stoping it unless you run RG

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