
Subject: !forcerg
Posted by [greb](#) on Wed, 15 Jun 2005 16:04:53 GMT
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Well i was thinking and i decided to do a little test yesterday.

I joined the server, !forcerg'd myself and was qkicked of course. I then switched names, still no rg, and joined the game. I wasn't kicked. I played fine with no problems.

My question is whether there is going to be a way, or is a way to have forcerg work for the ip or something that remembers that computer?

I went through previous topics to see if someone else had the same suggestion, but i didn't see anything.

EDIT:I just realized i put it in the wrong place, meant to go to the other one. Sorry about that.

Subject: Re: !forcerg
Posted by [Goztow](#) on Thu, 16 Jun 2005 07:05:51 GMT
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Like forceRG on a serial hash... could be a good idea!

Subject: Re: !forcerg
Posted by [Dethdeath](#) on Thu, 16 Jun 2005 10:59:28 GMT
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Goztow wrote on Thu, 16 June 2005 03:05Like forceRG on a serial hash... could be a good idea!
That would only work on Gamespy, the best you can do for someone on WOL who's not running RenGuard is storing their ip address.

Subject: Re: !forcerg
Posted by [dead6re](#) on Thu, 16 Jun 2005 12:29:28 GMT
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You can ban them via serial hash for both servers.

Subject: Re: !forcerg
Posted by [Goztow](#) on Thu, 16 Jun 2005 14:06:23 GMT
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Dethdeath wrote on Thu, 16 June 2005 06:59Goztow wrote on Thu, 16 June 2005 03:05Like

forceRG on a serial hash... could be a good idea!

That would only work on Gamespy, the best you can do for someone on WOL who's not running RenGuard is storing their ip address.

Ow yeah, right

Subject: Re: !forcerg

Posted by [Dave Mason](#) on Mon, 01 Aug 2005 23:03:57 GMT

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As any good server owner would know.

Subject: Re: !forcerg

Posted by [Renerage](#) on Wed, 03 Aug 2005 14:58:06 GMT

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i dont think its a good idea unless hes cheating, banning someone from a server jes becuae they dun have renguard is propostrous (?) they should just be kiked.
