Subject: Banlist.txt
Posted by Goztow on Wed, 15 Jun 2005 20:55:01 GMT
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Do I need to put my banlist.txt with added bans in the server directory or in the brenbot directory or both?

Subject: Re: Banlist.txt
Posted by dead6re on Thu, 16 Jun 2005 12:32:25 GMT
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banlist.txt feature is broken and not required by the server or brenbot.

banlist.txt -> RenFDS

Subject: Re: Banlist.txt
Posted by Goztow on Thu, 16 Jun 2005 14:00:31 GMT
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dead6re wrote on Thu, 16 June 2005 08:32banlist.txt feature is broken and not required by the server or brenbot.

banlist.txt -> RenFDS
You telling me it just doesn't work? So there is no way to deny anyone of connecting if he/she hasn't been in-game?

And what do you mean with your last sentence?

Subject: Re: Banlist.txt
Posted by Creed3020 on Thu, 16 Jun 2005 18:45:21 GMT
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The things mentioned in banlist.txt do not work. You best bet is to find out their nickname and ip and add it to your wolbanlist.txt file. If that files does not exist, create it with notepad. The format is like this:

nickname:ipaddress

example

Ircheatr:67.115.208.35

or

Ircheater:*.*.*.*

or

*:67.115.208.35

Good Luck!

Subject: Re: Banlist.txt
Posted by Goztow on Fri, 17 Jun 2005 06:42:01 GMT
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TX. That is to put in brenbot directory, I assume?

Subject: Re: Banlist.txt
Posted by Dethdeath on Fri, 17 Jun 2005 12:31:13 GMT
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No, wolbanlist.txt goes into the \RenegadeFDS\Server\ directory.

Subject: Re: Banlist.txt
Posted by zunnie on Tue, 28 Jun 2005 04:39:32 GMT
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banlist.txt only works in gamespy mode.

The file you want to use to ban players by nickname and/or ip
is wolbanlist.txt which is in your x:\Westwood\RenegadeFDS\Server\
folder.

Follow the examples posted earlier to add players (assholes?) to
it.

edit: Wildcards * dont work in wolbanlist.txt
To ban a specific name you have to put:
SomeStupidNickName:0.0.0.0

Subject: Re: Banlist.txt
Posted by Dave Mason on Tue, 28 Jun 2005 20:24:30 GMT
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So I hear good admins know how to run their own server!

Goztow will be happy, now he can finally ban me from a place I never go!