
Subject: BRenBot
Posted by [ExEric3](#) on Tue, 02 Aug 2005 15:35:05 GMT
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Hi. Can I disabled RenGuard module in BRenBot 1.41??? Pls help me. THX

Subject: Re: BRenBot
Posted by [mac](#) on Tue, 02 Aug 2005 16:02:39 GMT
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no, but you can turn on half renguard mode.

Subject: Re: BRenBot
Posted by [SODPaddy](#) on Mon, 08 Aug 2005 12:13:03 GMT
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This changes the default time delay between sending the warning messages before kicking.

halfrenguard = 1

To turn on "Half-RenGuard", set this to 1. This will allow non-RenGuard users to the Server.

Subject: Re: BRenBot
Posted by [Nightma12](#) on Thu, 25 Aug 2005 09:36:29 GMT
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or you could run BrenBot 1.35 and do !set renguard off in IRC?

Subject: Re: BRenBot
Posted by [danpaul88](#) on Thu, 25 Aug 2005 21:06:22 GMT
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why would you want to disable renguard anyway?

Subject: Re: BRenBot
Posted by [dead6re](#) on Sat, 27 Aug 2005 15:10:32 GMT
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To play against more players and not have to continously gameover.

Subject: Re: BRenBot
Posted by [Renx](#) on Mon, 29 Aug 2005 15:24:17 GMT
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Since when does half-rg keep players from joining and cause gameovers?

Subject: Re: BRenBot
Posted by [Nightma12](#) on Mon, 29 Aug 2005 16:54:44 GMT
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hes talking about full RG

Subject: Re: BRenBot
Posted by [Parad0x](#) on Tue, 30 Aug 2005 15:48:34 GMT
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Since when does RG cause gameovers anyway?

Subject: Re: BRenBot
Posted by [Nightma12](#) on Tue, 30 Aug 2005 15:54:58 GMT
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if you have full RG, and your the only player in the game, and somebody without RG joins

Subject: Re: BRenBot
Posted by [Parad0x](#) on Tue, 30 Aug 2005 21:06:27 GMT
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Thats still not RG, its the server restarting because the player was kicked.. so i guess its both
