
Subject: brenbot unban help
Posted by [robbyke](#) on Mon, 23 Apr 2012 17:22:39 GMT
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ive tried to unban a person

is unbanned his ip, nickname
and used !allow

but stil he gets kicked if he joins :s

Subject: Re: brenbot unban help
Posted by [danpaul88](#) on Tue, 24 Apr 2012 08:57:41 GMT
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What version of BRenBot are you using. What version of server side scripts are you using. Does the ban still appear in BRenBot's ban history. What message is shown when they are kicked.

Subject: Re: brenbot unban help
Posted by [TORN](#) on Wed, 25 Apr 2012 00:32:30 GMT
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If you're using 4.0 with the new bansystem.dll there is a file named banlist.tsv that you have to manually delete the ban from for some reason. It should be in Renegade/FDS.

Subject: Re: brenbot unban help
Posted by [ExEric3](#) on Sun, 22 Jul 2012 10:52:01 GMT
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TORN wrote on Wed, 25 April 2012 02:32If you're using 4.0 with the new bansystem.dll there is a file named banlist.tsv that you have to manually delete the ban from for some reason. It should be in Renegade/FDS.

It shouldnt be fixed?

Subject: Re: brenbot unban help
Posted by [Ethenal](#) on Sun, 22 Jul 2012 18:21:40 GMT
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ExEric3 wrote on Sun, 22 July 2012 05:52TORN wrote on Wed, 25 April 2012 02:32If you're using 4.0 with the new bansystem.dll there is a file named banlist.tsv that you have to manually delete the ban from for some reason. It should be in Renegade/FDS.

It shouldnt be fixed?

It was purposely made that way. However, BRenBot does not know how to remove entries from it.

Subject: Re: brenbot unban help

Posted by [danpaul88](#) on Sun, 22 Jul 2012 18:33:30 GMT

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Indeed, when I was told about the new ban system for SSGM 4.0 nobody bothered to mention the existence of this file to me so I wasn't aware of a need to remove the ban from some arbitrary file. I have been aware of it for a while now but have not yet had chance to look at the file format and figure out how to remove entries from it.

The other problem of course is the FDS (presumably) reads the file each time someone tries to connect to determine if they are banned or not. The danger is, if BRenBot is in the middle of modifying it whilst the FDS is trying to read it either;

- 1) The FDS will lol-fail and crash when it tries to open the (locked) file
- 2) The FDS will fail to read it and potential allow players to join who are supposed to be banned.

Would have to talk to Stealtheye (I think he wrote it?) to see what would happen in that scenario. Ideally the FDS would just prevent the player from connecting due to a failure to read the ban list (under the presumption the player will retry joining the server and it's likely to be available for reading the next time they try to join).
