
Subject: Renguard on non dedicated servers
Posted by [XKMonkey](#) on Mon, 06 Oct 2003 03:53:32 GMT
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Is renguard going to be able to work on non dedicated servers?

Subject: Renguard on non dedicated servers
Posted by [Blazer](#) on Mon, 06 Oct 2003 05:33:03 GMT
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No, for the same reason that BR etc do not work on non-dedicated servers...there is no console log and/or remote admin capability when you run non-dedicated. If you want to run a serious server, you MUST use the FDS.

Subject: Renguard on non dedicated servers
Posted by [Speedy059](#) on Mon, 06 Oct 2003 09:59:46 GMT
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Time to get serious.....

Subject: Renguard on non dedicated servers
Posted by [XKMonkey](#) on Mon, 06 Oct 2003 15:23:51 GMT
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I wasn't looking to run a "serious" server. I was hoping that there would be a chance of making clan games cheat free. I guess I'll have to come up with something myself then.

Subject: Renguard on non dedicated servers
Posted by [XKMonkey](#) on Tue, 07 Oct 2003 20:11:18 GMT
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FDS = Free Dedicated Server, so I don't think it's possible to make an FDS for a non dedicated server?

Subject: Renguard on non dedicated servers
Posted by [warranto](#) on Tue, 07 Oct 2003 20:16:31 GMT
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Currently a non-dedicated server "has no console log and/or remote admin capability." Which is required for the FDS to function (as far as I understand). So the only way for the FDS and

therefore Renguard to work, someone needs to change Renegades programming of how the servers are set up. And unless someone can make a substitute that runs off of the information sent through the FDS (I don't know if this is even possible or even plausible) in order to create such logs etc., it won't be possible to make an FDS non-dedicated compatible.

Subject: Renguard on non dedicated servers
Posted by [mac](#) on Tue, 07 Oct 2003 21:31:10 GMT
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The FDS produces a serverlog, containing all playerjoins, chat and so on that can be read by third party programs.

A FDS can be administrated from any location too by using the "renrem" program.

BR, Renguard and all administration Programs read the logfiles, to find out who's on the server and use renrem to talk to the server (ie kick users, etc).

The Non-Dedicated Server has no logging at all and has no way to remote-administrate the server. Thus, creating RenGuard support for Non Dedicated Servers is simple Impossible!

Subject: Renguard on non dedicated servers
Posted by [Cpo64](#) on Wed, 08 Oct 2003 00:59:38 GMT
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I understand why RenGuard could only be run from the FDS, but a Non Dedicated server does have a log, They always fill up in my ren directery when I am testing maps... Had 120 of them at one point...

Subject: Renguard on non dedicated servers
Posted by [Crimson](#) on Wed, 08 Oct 2003 06:09:57 GMT
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Maybe you're talking about the results.txt files... those can number up to 100. The day-to-day logs can only number up to 7, then the FDS automatically deletes the older ones.

Subject: Renguard on non dedicated servers
Posted by [Cpo64](#) on Wed, 08 Oct 2003 06:26:15 GMT
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well, I had more then 100, or maybe I am crazy :oops:

so what is the diffrence bettween the files that he is refering to?

(Edit:N/M I understand now are these logs stored in memory? or where?)

Subject: Renguard on non dedicated servers
Posted by [Crimson](#) on Sat, 18 Oct 2003 00:35:11 GMT
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No. It's not possible. The FDS is the ONLY software that creates a console log that RenGuard needs. If a solution presents that works on non-dedicated servers, we'll explore it.

Subject: Renguard on non dedicated servers
Posted by [Cpo64](#) on Sat, 18 Oct 2003 18:25:39 GMT
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If REOL (or something simmlar) was broght back on line, and instead of the server running RenGuard, REOL did...

First of all, would that work? Running RenGuard from something like REOL would remove the need for hosts to run anything, and it would protect non dedicated servers.

Subject: Renguard on non dedicated servers
Posted by [IRON FART](#) on Thu, 30 Oct 2003 03:53:19 GMT
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If you have 2 computers with aces to internet you could create a game on 1 comp and join it via the other, OR if you got a pretty hefty and beefy power machine, you can try a virtual machine, and run a linux server, and play on a windows machine, while only using 1 computer. (bad idea tho. will slow down alot. you will need a real hefty server/comp lol)

Subject: Renguard on non dedicated servers
Posted by [Cat998](#) on Mon, 25 Apr 2005 19:08:50 GMT
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Because you are a noob, and he not ?

Subject: Renguard on non dedicated servers
Posted by [WNxCABAL](#) on Mon, 25 Apr 2005 19:12:21 GMT
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zool10mac you suck suck suck suck so fuck off and die

NOW

Why don't you fuck off and grow balls?

Subject: Renguard on non dedicated servers
Posted by [Blazer](#) on Mon, 25 Apr 2005 20:18:18 GMT
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zool10mac you suck suck suck suck so fuck off and die

NOW

The joke is on you, spride1@alltel.net. Your account is now deactivated asshat.

Subject: Renguard on non dedicated servers
Posted by [WNxCABAL](#) on Mon, 25 Apr 2005 22:05:34 GMT
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Time to spam him with emails.
