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Subject: SSC API

Posted by [gibberish](#) on Fri, 09 Apr 2004 01:24:11 GMT

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Mac,

I just realized I don't need a SSC API.

Because I already have the RENREM protocol I can make my regulator simulate the FDS then have the Renguard SSC connect to my regulator instead of the real FDS.

Will this cause any problems for you if I do this.

Specifically I am not planing to kick all cheats, per the PM I sent you.

Additionally I am probably going to implement that IP ban stuff, I mentioned.

Gib

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Posted by [snipesimo](#) on Fri, 09 Apr 2004 01:47:20 GMT

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Since the cheatlist is on the RG server, and the client is scanned before even joining a server, I doubt a server admin has the ability to control what cheats are and aren't allowed.

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Subject: SSC API

Posted by [IRON FART](#) on Fri, 09 Apr 2004 04:47:35 GMT

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This is kinda OT, but whats the point of running RG is you want to chose which cheats are allowed?

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Subject: SSC API

Posted by [Crimson](#) on Fri, 09 Apr 2004 21:50:07 GMT

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We do intend to further improve the RenGuard server-side client by allowing the server owner more control over what they will allow and disallow. And once we have more detailed information on the website about who is using RenGuard (I plan to finish that this weekend) then that will make the process a little more smooth.

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Subject: SSC API

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Posted by [gibberish](#) on Mon, 12 Apr 2004 02:52:10 GMT

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FYI I have implemented my mod.

Renguard only activates on my server when 12 or more players are online.

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