
Subject: People are kicked although they are running RG

Posted by [Uberfahr](#) on Fri, 09 Apr 2004 20:10:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

We are running a WinNT server (hha2002, 18 players) together with Brenbot 1.31 and Renguard Win32 version. Pure Mode is disabled, so skins are allowed. Everything seems to be ok if I just check the server. But:

- Dozens of people are kicked although they page me with "I've installed RG, why am I kicked"
- I know of some of my clanmates who definitely have Renguard installed. They frequently tried to connect, and somehow after several tries they succeeded to stay on the server. Of course, they did not change anything.
- Personally, I tried to connect with RG on. I was kicked with the standard message "download RG, bla...". Immediately, I tried again and now it worked.

To summarize: connecting to our Renguard enabled server works not 100%. For some, less than 10% of the tries are successful I estimate.

Subject: People are kicked although they are running RG

Posted by [Alkaline](#) on Fri, 09 Apr 2004 20:58:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

i think your problem may be because you aren't running brenbot 1.33?
If you are, then ya its a known problem, RG is kicking people that even have rg installed.

Subject: People are kicked although they are running RG

Posted by [xptek_disabled](#) on Fri, 09 Apr 2004 20:59:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Just use the old version of brenbot and the the stand alone SSC.

Subject: People are kicked although they are running RG

Posted by [Majiin Vegeta](#) on Fri, 09 Apr 2004 21:12:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

are they logged into WOL as the same name as RenGuard.. make sure they check

Subject: People are kicked although they are running RG

Posted by [gibberish](#) on Fri, 09 Apr 2004 21:43:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

Majiin Vegeta are they logged into WOL as the same name as RenGuard.. make sure they check

I have seen the same problem.

In my case I am certain that the RenGuard name and the WOL name are the same.

Subject: People are kicked although they are running RG

Posted by [Crimson](#) on Fri, 09 Apr 2004 21:51:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

There were some synchronization problems with the network that weren't discovered until we had some real load on the network. The majority of these problems are now resolved. Please let us know if this continues to be a problem.

Subject: People are kicked although they are running RG

Posted by [gibberish](#) on Fri, 09 Apr 2004 21:52:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

Let me know whenever you want me to re-test.

I'll try again now.

Subject: People are kicked although they are running RG

Posted by [xptek_disabled](#) on Fri, 09 Apr 2004 21:54:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Also, if you are on the same network with the server you will need to add your name to the ssc_ignore.txt

Subject: People are kicked although they are running RG

Posted by [gibberish](#) on Fri, 09 Apr 2004 22:03:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Cwazyape Also, if you are on the same network with the server you will need to add your name to the ssc_ignore.txt

This is the case, in my case

However people were getting booted who were joining from the outside too.
Will a Natting firewall have any effect?

I also noticed a small bug with the scc_ignore code.

If a player is in scc_ignore.txt and joins the server before renguard starts they are not ignored so a couple of games later they get booted.

Could one of the renguard team join my server to verify if things are working right:

Game Name: [RG] LA Game

Its top of the list when sorted by Ping on WOL.

Thanks,
Gib

Subject: People are kicked although they are running RG

Posted by [Crimson](#) on Fri, 09 Apr 2004 22:30:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

I would, but I'm at work right now and I obviously don't have Renegade or RenGuard installed here.

Subject: People are kicked although they are running RG

Posted by [gibberish](#) on Fri, 09 Apr 2004 22:40:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ok, WOL page me when you want to test.

I am turned off RG, so I can have a few games.

Gib

Subject: People are kicked although they are running RG

Posted by [Uberfahr](#) on Sat, 10 Apr 2004 07:57:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

@Alkaline: I was told by mac, that Brenbot 1.33 isnt stable yet or buggy. I am not sure if this statement is still valid. So I am using version 1.31 with the SSC.

@crimson: thanks, we are going to check if the problem still occurs.

Subject: People are kicked although they are running RG

Posted by [Uberfahr](#) on Mon, 12 Apr 2004 18:21:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sorry for the double-posting:

Just 10 minutes ago I tried to connect our server. I was told again that I need RenGuard to play on this server, although I was running it. And NO, I dont make noob mistakes like joining with a wrong username!

So I tried again and again. I closed Renguard each time. After the third try, I joined another server with Renguard (BR] WET-Server). I was able to join the game instantly. Now, I left the server and joined the first one. Now, no problems and I was able to play.

Our server is running the SSC and BRenBot 1.31. Pure Mode disabled.
