Subject: Re: brenbot/renguard
Posted by Crimson on Sat, 09 Sep 2006 11:34:42 GMT

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tonyrolm wrote on Fri, 08 September 2006 23:24I feel that there needs to be a server owner consortium to share a globally updateable ban list. The concept of being banned in one server would shut them down everywhere. Wouldn't that suck the fun out of cheating. That would never happen.

Not true. Before RenGuard came out is when I started the Server Owners forum. We exchanged cheater names and IPs and any time you cheated on one server, you were locked out of every good server in the community within 24 hours or less.

We're working on a more automated solution to shared banlists. (I call it RenGuard Lite as a development name)