Subject: Renguard on non dedicated servers
Posted by Cpo64 on Wed, 08 Oct 2003 00:59:38 GMT
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macThe 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!

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...