Hi All,

[Ideas]

I was wondering if anyone had considered the idea of letting players vote on kicking cheaters. (i.e. a 2/3 majority of voters is required).

Additionally I would suggest that this method of banning only lasts for 1 day or so.
Hence, if a cheater comes back they just get banned again.

server for a day.

the developers of RenGuard.
An option here would be for you to digitally sign the executable.

it is far less likely that the code will contain something, when there is a digital trail for law enforcement to follow.

[Help]
I am trying to write my own regulator program.

However I am running into a problem that I can't read the dedicated server output, would any of you be kind enough to give me a few pointers as to how to capture the output?

TIA,
Gib