
Subject: Help and Ideas

Posted by [gibberish](#) on Mon, 03 Nov 2003 20:04:44 GMT

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

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

Subject: Help and Ideas

Posted by [Aircraftkiller](#) on Mon, 03 Nov 2003 22:40:20 GMT

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

We already have BlazeRegulator, we don't need another remote administration program.

Subject: Help and Ideas

Posted by [Jelly](#) on Tue, 04 Nov 2003 03:15:01 GMT

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

All the power to you dude good luck with it ill be glad to test it out on our 24 person.

Subject: Help and Ideas

Posted by [Titan1x77](#) on Tue, 04 Nov 2003 04:06:53 GMT

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

we'd love an alternative to BR....dont listen to him...we could always use another regulator program

Subject: Help and Ideas

Posted by [Aircraftkiller](#) on Tue, 04 Nov 2003 04:21:32 GMT

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

Don't listen to me? If he can't figure out that the FDS output is the logging text then he probably can't make anything like BR.

Subject: Help and Ideas

Posted by [fl00d3d](#) on Tue, 04 Nov 2003 12:49:22 GMT

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

I'm working on a web-based utility for people who run the FDS at their homes (as soon as its done I will be releasing it to all). Although BlazeRegulator is a decent program and I feel we should all be helping eachother in experiment programs, ACK is right. If you can't figure out the output you may wish to reconsider your project.

In any case, I'm willing to give you a few pointers.

Subject: Help and Ideas

Posted by [Crimson](#) on Tue, 04 Nov 2003 18:11:29 GMT

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

If you want a web-based application for running your server, look no further than FDSWeb:

<http://www.beaconpedestal.com/fdsweb/>

Subject: Help and Ideas

Posted by [gibberish](#) on Tue, 04 Nov 2003 19:56:56 GMT

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

Thank you all, for you comments.

Sometimes I don't think of the obvious (such as log files).

Thanks again,
Gib.

Subject: Help and Ideas
Posted by [Speedy059](#) on Tue, 04 Nov 2003 20:12:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

FDSweb is no good for large games.
