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Subject: How does Brenbot Ban people? doesn't add to the banlist.txt

Posted by [zunnie](#) on Sun, 08 Feb 2004 22:59:55 GMT

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BlazerI will consider adding an option so that when in Win32 mode a ban also does a WOL ban. However AFAIK those sorts of bans cannot be undone without restarting the server (just removing them from wolbanlist.txt doesnt work).

If a player is banned on map Field and is removed BEFORE the map changes to Complex for example, he can join again but he does need someone to do !allow <pname>. You dont need to restart the FDS to make the wolbanlist.txt changes take effect. The next map its reloaded and he is no longer banned as long as someone did !allow

[zunnie]

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