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Subject: spam trap thingy!

Posted by [the witcher](#) on Fri, 03 Jul 2009 17:02:52 GMT

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unknown city/country/coord.

Link is here if you want to add your

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Subject: Re: spam trap thingy!

Posted by [kerryg](#) on Fri, 03 Jul 2009 17:43:55 GMT

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, so it's moot.

The permissions here are set pretty restrictively because it was sync'd to an existing USENET server; the host and I were keen to not open it up to spamming via the forum sync. I could delete spam here, but as soon as it sync'd to the NG (every 2 min)it would be beyond my power to delete over there.

- kgreat to know, thanks! I've got a work crunch this weekend but after that I'll investigate further... GeolP suddenly started working again, Frank must have fixed it. He serious!

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Subject: Re: spam trap thingy!

Posted by [the witcher](#) on Fri, 03 Jul 2009 22:27:29 GMT

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know diddley about USENET or syncing, maybe you could explain it some time.

Don't know just what you meant by " GeolP suddenly started working again" but you are right about frank! He's a peach!

I'd adopt him.

So far they've be

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