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Subject: NightRegulator BETA 7 Released!

Posted by [Nightma12](#) on Tue, 19 Jun 2007 23:44:47 GMT

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NightRegulator 3.5 BETA 7 is now available for public use after months of private beta testing!

Everybody should automatically upgrade to this version via auto-update! This version fixes several critical security bugs as well as the RenGuard reconnection bug!

NR has never kicked for RG disconnection and thus this update was not as critical as BrenBots, however now you should no longer receive pop-ups after reconnecting to RenGuard!

I also fixed a security bug that was reported to me yesterday about the way the FDS handles a certain type of nickname and was screwing it up in the configuration file thus allowing them not to be kicked as NR could not read the nickname - This has now been fixed and NR should now function correctly with these users!

Perhaps the biggest update in this version is the new Rec Ladder, which has been originally coded by Drkpwn3r, and then taken up by me, RoShamBo, Dead6re and PsuFan and though a long and daunting process have finally managed to get it working!

You can view a sample copy of the Rec Ladder by clicking [here](#). The rec ladder is configurable via the NR GUI as well as a template file that can be updated to put the ladder in any style you wish! To use the rec ladder, you must have a webhost that offers you FTP, as well as PHP + MySQL access. - Please note, after first configing up the rec ladder if you already have people ingame with recs, you will need to Sync the rec ladder with NR to make people appear on the list - to do this simply click Sync on the GUI

There is also a number of other new features such as a game\_info + player\_info reporting as well as an online ban list + a mod list! I have put up a quick page with this info for the tsugaming server [here](#). (the server is offline at the moment - but you should still be able to see the ban list and such )

Several large 'NR' servers have recently been attacked by page flooding. To help against this kind of attack i have added 2 new commands.. !lpage and !unipage. Which blocks pages sent by that person from appearing in IRC - hopefully this should help cut down on alot of WOL page spam attacks that i have seen around recently

It also contains full support for the latest BIATCH, automatically adding BIATCH bans to the NR DB for quick and easy removal!

Here is a list of new commands since BETA 6:

!nick - Searches the IP database for a certain nickname

!lpage - Ignores pages from the user

!unipage - removes players from the list

!rstats - takes recs and medals from one player and gives to another - useful if a player changes their ingame handle

!addrec - gives a certain player x ammount of recs  
!delrec - takes away x ammount of recs from a certain player  
!suspect - Marks the player as a suspected cheater and places them in a special anti-cheat mode (BIATCH feature)  
!trust - Removes the effect of the !untrust command  
!istrust - Returns whether the player is trusted or not

The biggest bitching session about NR that people have is the grammer and capital letters at the start of every word With the help of caveman, NR has been sent to an english class and no longer capitalises the beggining of every sentence ^\_^

Download from [www.NightRegulator.co.uk](http://www.NightRegulator.co.uk)

Discuss and reports bugs on the NightRegulator forums

I also believe that PsuFan is currently in the process of making an NR plugin that allows users to create custom commands straight though the NR interface! as well as a new permissions system, new commands, access to features that are not usually available and much more! As far as i am aware he is finished but just needs to update it to correctly work on BETA 7 I will update this post with the link when it is complete.

Heres the full changelog since BETA 6

Quote:v0.3.5 BETA 7

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- Fixed grammer errors in the help database
- Fixed critical security issue involving names with : in them
- Deop + VIP list is now case INsensitive
- Fixed grammer error in !suspect cmd
- Fixed bug where !ipage + !unipage was missing from the help DB
- Updated the RG protocol to work with the Radar hack fix
- Updated TSU logo
- Added ability to remove the rec messages on join
- Added ability to remove the rank messages on join
- Fixed bug where using !tp incorrectly would return the help results for !pannounce
- Added the following events to NRplugin.dll - IRC\_JOIN, IRC\_PART, qkick, kick, ban, warn, CENSORED, TANK\_PURCHASE, BEACON\_DEPLOY, BEACON\_DISARM, login

- Fixed bug were !forcerg + !voterg commands did not work
- Added '@A-IRC' to the !msg command
- Added IRC mod symbol to the !msg command
- Fixed bug where the '!giveallrecs' command was still in the help DB
- Added the rec ladder
- Fixed more grammer errors
- Update RenGuard protocol to account for the new updates (reconnection)
- NR no longer errors when a message over 255 characters is sent to the FDS - instead it now truncates the message
- Fixed bug where NR did not work on Vista

#### v0.3.5 Pre-BETA 7i

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- Fixed bug where NR would error after a BIATCH message
- nrconfig.ini is now split up into 2 files.. nrconfig.ini + permissions.ini
- Fixed Several grammer errors

#### v0.3.5 Pre-BETA 7h

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- Renamed !untrust to !suspect
- Changed several messages
- Fixed several misc bugs scattered around NR
- Fixed bug where people would not get banned for damage hacks when running BIATCH

#### v0.3.5 Pre-BETA 7g

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- Fixed bug where !addrec + !delrec did not work correctly
- Fixed bug where using !rstats would hang NR

#### v0.3.5 Pre-BETA 7f

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- Fixed bug where a host message was missing when somebody got banned for cheating

### v0.3.5 Pre-BETA 7e

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- Added BIATCH Support
- Fixed Security Bug where !slogin would show in IRC
- Fixed bug where !rstats was broken
- Fixed bug that would cause people to appear multiple times on the mod list
- VIP users are now only stopped from being votekicked.. they can still be qkicked/kicked/banned normally via the moderator commands
- Fixed PSUfans fag !allow error
- Added core.ReadIni2() to NRCore.dll - same as core.ReadIni(), but it allows you to specify the buffer length
- Added core.crash() to NRcore.dll
- Fixed bug where !note would get truncated if the user had recieved alot of them
- Fixed bug where IRC bot password would be linked on a slave + master server when it shouldnt be
- Added the following commands to NRCore.dll - login, log out, qkick, kick, ban, warn, note, addmod, delmod, stfu, destfu, cmdcrash, own, deown, forcerg, unforcerg
- Added !untrust, !trust + !istrust commands
- Added !irec + !unirec commands
- Added !addrec + !delrec commands

### v0.3.5 Pre-BETA 7d

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- Made !allow Cmd Only Able To Be Used On People Who Were Banned By Somebody Of An Equal Or Lower Rank Than you
- Mod List Reporting Now Says - None - If there are no mods on the list
- Removed 'Capital Letter At Beggining Of Every Word' issue in NR
- Fixed Bug Where The FTP Reporting Text On NR GUI Said Incorrect Files
- Added 'No Players' Text To The player\_info Reporting
- Fixed bind IP Ban Bug

- Fixed renaming moderator bug
- Fixed RG message spam on startup
- Fixed 'C&C\_UNKNOWN.mix' Bug
- Fixed Bug Where some features would not work if u had the normal channel disable + the admin channel enabled
- Fixed bug where mod list generated an error when somebody joined and there was spaces in the file
- Fixed 'Still executing last request' error

#### v0.3.5 Pre-BETA 7c

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- Various Bug Fixes

- Fixed Bug Where Game\_info + Player\_Info Reporting Did Not Work

- All Reporting Is Now Uploaded At Same Time Rather Than NR Connecting + Disconnects Every Time It Uploads Something

#### v0.3.5 Pre-BETA 7b

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- Various Bug Fixes

- Added Website Reporting (Rec Ladder Is Non-Working)

- Fixed !nick Command

- Added New Reporting for Information On A Dll Inconsistency Error

#### v0.3.5 Pre-BETA 7

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- Added A Small But Simple Encryption To modpass.ini

- Increased NRCore.dll Buffer Size - Allowing NR To Read MUCH Larger Values From Ini Files And Will No Longer Be Truncated!

- Fixed Bug Where !rstats Was Broken

- Fixed Bug Where !rlog Appeared Twice On !help

- Fixed Bug where !slog Appeared Twice On !help

-Added VIP List

-!slog Command Is Now Done Globally Rather Than Per-Server

-Added !nick Command

-Added !ipage Command

-Added !unipage Command

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