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Subject: RenMonitor

Posted by [Whitedragon](#) on Tue, 23 Mar 2004 05:30:51 GMT

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AlkalineWhitedragon Since its a script to be ran on the mods/admins comps, NOT the server it does need BR or some other admin tool to relay it the FDS log. I dont see how you're relating this to renrem32.net when all it is is a renrem.exe replacement while this is a mIRC script to give the end user a GUI like BR's.

You don't get the point.

What is the purpose features of this application?

It only has commands found in renrem. Any other thing on the app can be done in game with bots already out.

Why would you bother to make a app that has to be run in irc, using mirc, and on top of that, using br.net. When all of the functionality can be there by making an application that communicates directly with FDS.

2nd of all, the renrem port argument is completely flawed. ANY RENEGADE MODERATING BOT USES the remote admin part of the FDS to communicate with it, so your always going to have that port open :rolleyes: The so called server owners that manage to run a server with remote admin dissabled are full of shit, just like ssptweek & snipesmo.

Its purpose is to provide mods with an easy to read GUI similar to BR's.

Your "but you have to use mIRC to run this script!!" arguement is seriously flawed, i'd say 3/4 of the people that host servers now use IRC and mIRC. Hell, most people would take this being a mIRC script as a good thing since they dont have to start another app.

All mod bots use renrem? Dragonserv doesnt use renrem, winrem, or any native renrem code thanks to vloktboky and mac.

Yes he could use renrem or renrem32 or some other shit to talk to the FDS, but i doubt most server owners give all their mods renrem access when they have BR or BrenBot running.

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