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Subject: [CS] [RG]

Posted by [JiGGiLo](#) on Wed, 28 Jul 2004 00:31:27 GMT

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I have been searching for public games to play, and lately i have seen [CS] instead of [BR] . Does anyone know what this stands for and where to download it?

Becuz i run a server running on [BR], but unfortunately it comes with Renguard and i am running on a LAN router so i cannot join the game, it says the solution is to make a ccs\_ignore.txt file, when this is made it still does nothing and i am still kicked with Renguard on.

So does anyone know where to download CS or help me figure out this Renguard situation.

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Subject: [CS] [RG]

Posted by [mahkra](#) on Wed, 28 Jul 2004 02:48:09 GMT

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You can probably find help in the RenGuard Support section of these forums.

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Subject: [CS] [RG]

Posted by [quikboy6](#) on Wed, 28 Jul 2004 03:59:34 GMT

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[CS] stands for CloudyServ, made by CloudyOne.

You can try [JG] made by SS217. Info about [JG] here

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Subject: [CS] [RG]

Posted by [CloudyOne](#) on Wed, 28 Jul 2004 04:04:29 GMT

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[CS] Stands for CloudyServ, which for the longest time has been a private serverside script much like Dragonade.

We have recently released a few public betas so that we can work out the final bugs, and you should be looking for a public release sometime the end of this week, or beginning of next.

Unlike [BR] which, sorry but, i hate because of how buggy it is; [CS] Is built into mirc, so that you can make your own addon scripts for it. The public version that is coming out is extremely user friendly, and is compatible with many of the already made renegade tools, such as Djilaptop's Renstat.

Past public betas are available by vising our site at <http://www.cloudyonestudios.com/>

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Subject: [CS] [RG]  
Posted by [quikboy6](#) on Wed, 28 Jul 2004 04:05:38 GMT  
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---

Hey cloudy

---

Subject: [CS] [RG]  
Posted by [snipesimo](#) on Wed, 28 Jul 2004 04:14:20 GMT  
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---

Its a shame the bugs in CS far exceed the bugs in BR or BR .Net

---

Subject: [CS] [RG]  
Posted by [kopaka649](#) on Wed, 28 Jul 2004 04:17:36 GMT  
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hey cloudy. remember me?

---

Subject: [CS] [RG]  
Posted by [CloudyOne](#) on Wed, 28 Jul 2004 04:19:37 GMT  
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---

Hey quik, hey kopaka, of course i do. I see your name everytime i log into msn.

snipesimo, doubtfully.

---

Subject: [CS] [RG]  
Posted by [Aircraftkiller](#) on Wed, 28 Jul 2004 04:33:31 GMT  
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---

Clouds don't rise, you know. They're constantly in a state of falling to the ground, only offset by air currents or dissipation.

The only rising they do is by thermally induced expansion, causing the cloud to grow taller or more massive.

---

Subject: [CS] [RG]  
Posted by [CloudyOne](#) on Wed, 28 Jul 2004 04:35:47 GMT  
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---

that was deep ack

---

My last name is cloud, so its kind of more personal then the lifeless water floating in the air.

---

---

Subject: [CS] [RG]

Posted by [snipesimo](#) on Wed, 28 Jul 2004 05:17:42 GMT

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---

Well, great work then.

If thats no longer true then you must've fixed the bulk of them since the last time I played on a CS server. I will admit, that was a while ago.

---

---

Subject: [CS] [RG]

Posted by [SS217](#) on Wed, 28 Jul 2004 12:09:10 GMT

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I went bug hunting two days ago, most of the bugs in the beta were from me either porting the system to use hash tables or porting it for the public. The crash in JG is because of RenFDS. I'm preparing to release JGCC, orginally planned for Nexus-1.1. It will take advantage of consolecommand making it extremely fast and able to send bye and connect. The next version will also feature an installer and possibly finish that god damn GUI.

---

---

Subject: [CS] [RG]

Posted by [Crimson](#) on Wed, 28 Jul 2004 21:04:57 GMT

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---

You know what's also too bad? That every single script is compatible with RenStat unless they delete the results.txt files.

---

---

Subject: [CS] [RG]

Posted by [JiGGiLo](#) on Thu, 29 Jul 2004 13:13:59 GMT

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---

Cloud what is your msn? , just incase i need some help with the server or just to have the maker of CS on my msn

---

---

Subject: [CS] [RG]

Posted by [{DG}Stryder](#) on Fri, 30 Jul 2004 23:39:45 GMT

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:rolleyes:

All of these kids competing for "best bot".

---

---

Subject: [CS] [RG]

Posted by [SS217](#) on Sat, 31 Jul 2004 00:01:55 GMT

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---

I'm not competing, I honestly don't give a fuck if anyone uses it or not, it keeps me busy and that's all that matters. You can go shove a pipe up your ass now, please.

---

---

Subject: [CS] [RG]

Posted by [warranto](#) on Sat, 31 Jul 2004 00:29:14 GMT

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---

Hey, competition can be healthy... it forces people to make things bigger and better.

---

---

Subject: [CS] [RG]

Posted by [{DG}Stryder](#) on Sat, 31 Jul 2004 01:17:00 GMT

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---

hmm, that's true warranto, What I said before wasn't necessary and was pretty stupid, really...

SS, I won't argue simply because it's something stupid to argue about (yeah, I "started it" ). Sorry.

---

---

Subject: [CS] [RG]

Posted by [YSLMuffins](#) on Sat, 31 Jul 2004 01:40:53 GMT

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---

AircraftkillerClouds don't rise, you know. They're constantly in a state of falling to the ground, only offset by air currents or dissipation.

The only rising they do is by thermally induced expansion, causing the cloud to grow taller or more massive.

lol!

---

---

Subject: Results.txt

Posted by [Deadyoe](#) on Sun, 19 Dec 2004 10:19:58 GMT

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---

CrimsonYou know what's also too bad? That every single script is compatible with RenStat unless they delete the results.txt files.

damn i totally forgot that now i know why renstat doesnt get the gameresults in the htm file.. omg wtf how can i make it log the files again?

---

---

**Subject: Renstat**  
Posted by [Deadyoe](#) on Sun, 19 Dec 2004 10:27:24 GMT  
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---

If you dont get my problem:  
<http://forums.cloudyonestudios.com/index.php?act=ST&f=5&t=548&st=0&>

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**Subject: [CS] [RG]**  
Posted by [sterps](#) on Sun, 19 Dec 2004 10:47:21 GMT  
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---

Clouds result from convection, when warmer air rises into cooler air, condensation occurs. I cloud will continue to grow until the pocket of warmer rising air cools to temperature of the surrounding air. Clouds size will grow depending on instability, lift and moisture present.

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**Subject: [CS] [RG]**  
Posted by [Nightma12](#) on Sun, 19 Dec 2004 11:05:30 GMT  
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NightRegulator

<http://www.aohost.co.uk/NightRegulator/NightRegulator-v0.1.1.zip>

v0.1.2 will be coming out b4 x-mas, which will fix the 100% CPU issues some users have been having and a few other bugs

---

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**Subject: [CS] [RG]**  
Posted by [Deadyoe](#) on Sun, 19 Dec 2004 18:45:32 GMT  
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---

I first wanna try it with CS, i downloaded NR, but thats a lot of work (and not entirely finished, i need the irc commands first)..

---

So, anybody knows how to get cs working with renstat, so how (and where) i can place the results.txt files of my server?

---

---

Subject: [CS] [RG]

Posted by [xptek](#) on Sun, 19 Dec 2004 19:33:23 GMT

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---

CS sucks.  
BR sucks.  
NR sucks.  
JG sucks.  
DS sucks.  
RC == ownage.

---

---

Subject: [CS] [RG]

Posted by [Spoony\\_old](#) on Sun, 19 Dec 2004 19:39:01 GMT

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page two

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Subject: [CS] [RG]

Posted by [Nightma12](#) on Sun, 19 Dec 2004 20:46:48 GMT

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---

ScampCS sucks.  
BR sucks.  
NR sucks.  
JG sucks.  
DS sucks.  
RC == ownage.

instead of just saying they suck, why dont you try saying why they suck :rolleyes:

---

---

Subject: [CS] [RG]

Posted by [xptek](#) on Sun, 19 Dec 2004 20:49:20 GMT

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---

CS has too many bugs and is a pain to setup.  
BR has too many bugs and uses too much CPU.  
NR is too incomplete ATM and shoots the CPU to 100% when doing renstat stuff.  
JG is too bloated.  
DS has too many .mrc files that don't even do anything and is coded really badly.

---

---

Subject: [CS] [RG]  
Posted by [Crimson](#) on Sun, 19 Dec 2004 20:54:13 GMT  
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---

0% is too much CPU? Sometimes it says 2% for a split second... but... wtf?

---

Subject: [CS] [RG]  
Posted by [xptek](#) on Sun, 19 Dec 2004 21:04:36 GMT  
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---

Well, last time I used it on my (R.I.P) p4 2.8 server it would usually stay around 20%. Keep in mind it was a 64 player server though.

---

Subject: [CS] [RG]  
Posted by [Nightma12](#) on Sun, 19 Dec 2004 21:35:04 GMT  
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---

does it still shoot to 100%? (l8est v)

---

Subject: [CS] [RG]  
Posted by [xptek](#) on Sun, 19 Dec 2004 21:37:06 GMT  
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---

Really, I'm not sure. I don't have the time or resources to test it ATM.

---

Subject: [CS] [RG]  
Posted by [Nightma12](#) on Sun, 19 Dec 2004 21:39:43 GMT  
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---

well i believe i fixed that ages ago

---

Subject: [CS] [RG]  
Posted by [RadioactiveKangaroo](#) on Sun, 19 Dec 2004 21:40:15 GMT  
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---

ScampCS sucks.  
BR sucks.  
NR sucks.  
JG sucks.  
DS sucks.  
RC == ownage.

---

RC owns.. And It's Easier To add your own commands to than any of the above.

---

Subject: [CS] [RG]

Posted by [Nightma12](#) on Sun, 19 Dec 2004 21:44:02 GMT

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---

whats RC?

(NR v0.4.0 will have ability to add custom commands via a DLL)

---

Subject: [CS] [RG]

Posted by [xptek](#) on Sun, 19 Dec 2004 21:47:21 GMT

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---

It's private regulation software coded by Stryder for UGIN (R.I.P) and Digital-Depiction servers.

---

Subject: [CS] [RG]

Posted by [Xtrm2Matt](#) on Sun, 19 Dec 2004 23:52:37 GMT

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---

HEY LOOK AT MY PENIS IT'S LONGER THAN YOURS.

:rolleyes:

---

Subject: [CS] [RG]

Posted by [xptek](#) on Mon, 20 Dec 2004 02:48:18 GMT

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---

Lovely.

I think Stryder is planning on releasing it, although I'm not sure.

---

Subject: [CS] [RG]

Posted by [cheesesoda](#) on Mon, 20 Dec 2004 03:16:54 GMT

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---

Last time I knew he said he's not going any more work on it, but I think he has made it open source.

---

---



Subject: Renstat

Posted by [Deadyoe](#) on Mon, 20 Dec 2004 08:15:56 GMT

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Still.. i downloaded Nightma's bot, and with the results.txt it makes, it works now.. i think its a good bot, its just that its so incomplete.. and that sux a lot but the different mod modes are great, i wanted that and now i got it, but not with CS, while CS is avaiable through IRC, and NR not.. damnit why doesnt the perfect bot excists.. every bot has its own special things, which are great, but they all miss that from eachother..... I wish i could make my own bot, but since i dont kno how / it will be much too much work, i wont... but NR is going the good way, br.net has the perfect interface, its easy to handle, and easy to add things, NR got the same system (almost). I think it would be better to allow changes via an easier file than .dll files. Like br.net its easy.. but br.net doesnt have !donate / !rec.. they dont have the Deadyoe killed You12345 (NOD Sakura vs GDI Havoc), and it doesnt have the "NOD Refinery has been destroyed by ...", nor it has auto recs after destroyed 2 buildings. Brenbot 1.40 is quite good, but it doesnt have the different mod status like NR has. Plus I was a beta tester, and it messed up my whole computer (server/bot part lol).. so i dont really enjoy that bot. I tryed to replace my old 1.36 with 1.40 public release, but still it messed up things and it uses way too much CPU usage.. I got a pentium 4 hyper threading 3.0 ghz processor, which is being used for about 60 % most of the time, just by brenbot.. also that CP 1 uses way too much space, it should be configurable, cause i dont want it to run.

But we get offtopic, does anybody know how I can make the results to be created again? That way I can continue use CS, and after NG is fully ready to be used, in all ways, which i descriped a bit above, i will be going to use NR.[/b]

---

---

Subject: [CS] [RG]

Posted by [Nightma12](#) on Mon, 20 Dec 2004 15:38:45 GMT

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---

Quote:NR got the same system (almost). I think it would be better to allow changes via an easier file than .dll files

FDS\_Commands.dll  
IRC\_Commands.dll  
MSN\_Commands.dll

the source code will be provided to those DLLs and you can edit them

EDIT: you will also be able to call functions from within NightRegulator.exe itself! (eg, getid(), halfname(), etc) a whole list of the functions will be included

Quote: while CS is avaiable through IRC, and NR not

NR just recently had IRC implemented

Quote:NR got the same system (almost)

almost same language too!

NR is just written in an earlier version of VB than BR.NET was

Quote:Still.. i downloaded Nightma's bot, and with the results.txt it makes, it works now..

you may find that renstat & NR will crash with a Permission denied run time error, so open up renstat.ini in the NR dir and read it and set it up

Quote:its so incomplete..

thats why its beta

but it has auto-update so just keep runing NR v0.1.1 and as soon as a new V is out itll update

---

---

Subject: renstat CS

Posted by [Deadyoe](#) on Mon, 20 Dec 2004 17:15:33 GMT

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---

I found it i need to set the FDS path to the results folder of CS. Just one problem, does this mean that i have to change the path every day? because it saves the files per day :S that sux.

Yeah, sounds good about NR, its just a bit (config files) less description wbout what is what, not that much clear.. cs has it great (that part)..

---

---

Subject: [CS] [RG]

Posted by [Nightma12](#) on Mon, 20 Dec 2004 19:09:52 GMT

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---

change it from the GUI?

---

---

Subject: [CS] [RG]

Posted by [xptek](#) on Mon, 20 Dec 2004 20:37:12 GMT

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---

Nightma12Quote:NR got the same system (almost). I think it would be better to allow changes via an easier file than .dll files

FDS\_Commands.dll

IRC\_Commands.dll

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Quote:its so incomplete..

thats why its beta

but it has auto-update so just keep running NR v0.1.1 and as soon as a new V is out itll update

Well, that looks promising.

---

Subject: [CS] [RG]

Posted by [Nightma12](#) on Mon, 20 Dec 2004 20:55:38 GMT

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sarcasem?

---

Subject: [CS] [RG]

Posted by [xptek](#) on Mon, 20 Dec 2004 20:57:12 GMT

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No, sorry if it came off as such.

Subject: [CS] [RG]

Posted by [genetix](#) on Mon, 20 Dec 2004 22:02:09 GMT

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---

ScampDS sucks.

... Thats a thing to say,

If you want a bot you like you pretty much have to make it yourself. I have started learning mIRC scripting so I can make my own bot. Infact thats the only reason I considered looking into mIRC scripting. Then you get the options you want and all that other stuff.

But in the case of DS. It just pawns all!

---

---

Subject: [CS] [RG]

Posted by [xptek](#) on Mon, 20 Dec 2004 22:26:49 GMT

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No, take a look at it.. it's just a huge pile of crap with a ton of unused code.

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Subject: [CS] [RG]

Posted by [Vitaminous](#) on Tue, 21 Dec 2004 00:29:58 GMT

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You sound exactly like what you really are... A Mac fanboy.

---

---

Subject: [CS] [RG]

Posted by [xptek](#) on Tue, 21 Dec 2004 01:22:55 GMT

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I use both operating systems for different tasks.

Thanks.

---

---

Subject: [CS] [RG]

Posted by [Spoony\\_old](#) on Sun, 02 Jan 2005 22:46:27 GMT

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page three

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Subject: [CS] [RG]

Posted by [Nightma12](#) on Mon, 03 Jan 2005 01:19:12 GMT

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Subject: [CS] [RG]

Posted by [Spoony\\_old](#) on Mon, 03 Jan 2005 01:25:09 GMT

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NO U

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Subject: [CS] [RG]

Posted by [almor999](#) on Mon, 03 Jan 2005 07:43:06 GMT

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I use CloudyServ and love it. The version I have is Bug-Free and I found that it was the easiest bot to set up. I also like how customizable CS is as you can set access levels for each command in IRC and Ingame as well as many other options. It can also relay kills and other info if SSAOW is installed. It also has options such as Bad language kick and donate.

---

Subject: [CS] [RG]

Posted by [icewing01](#) on Mon, 03 Jan 2005 09:10:45 GMT

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---

I would like to know more about RS and DS is it available to download ???  
:rolleyes:

---

Subject: [CS] [RG]

Posted by [jd422032101](#) on Mon, 03 Jan 2005 20:59:23 GMT

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i think there for there serer only

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Subject: [CS] [RG]

Posted by [achingwan](#) on Thu, 06 Jan 2005 09:27:14 GMT

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i too have CS and i have only had minor problems with it. mostly from lack of knowledge. after having it set up my server has not crashed. and the control you have of your fds with cs it great.

---