Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by Nightma12 on Sun, 17 Oct 2004 11:43:13 GMT

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http://www.aohost.co.uk/NightRegulator/NightRegulator.zip

special thanks to djlaptop & dante for info on how to use FDSTalk.dll

If you already have the old v0.0.3 Private Beta, just load that, and click FDS Connect to have it auto update

EDIT: for those of you that dont know, NightRegulator is a server bot

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by genetix on Sun, 17 Oct 2004 14:32:52 GMT

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Sweet. Now I can delete the private beta in which I forgot the password for

Cant wait to test it out.

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by Nightma12 on Sun, 17 Oct 2004 16:22:39 GMT

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i believe the pass for the beta was

NnRr for the zip and nNrR for the exe << thats if ya wanna auto-update

p.s. feel free to leak the old private betas   , i dont care about them anymore

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by Madtone on Sun, 17 Oct 2004 16:26:17 GMT

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Could you release a version that i can overide the search for FDS installation. I don't have the FDS but i do wanna take a lookie.

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by Nightma12 on Sun, 17 Oct 2004 16:34:03 GMT
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http://www.aohost.co.uk/NightRegulator/NightRegulator.exe

swap the exes

this basically skips out the load screen, so you wont be able to load your settings & it will crash when you click FDS Connect

but thats enough to take a peek at the settings though

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by xptek on Sun, 17 Oct 2004 16:38:20 GMT
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Nice job.

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by Nightma12 on Sun, 17 Oct 2004 17:28:39 GMT
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ty

p.s.scamp=xptek?

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by RadioactiveKangaroo on Sun, 17 Oct 2004 17:41:50 GMT
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Nice Bot..

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by cheesesoda on Sun, 17 Oct 2004 19:35:06 GMT
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Nightma12p.s.scamp=xptek?
No, Scamp just likes to have "xptek" in his signature. :rolleyes:

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by visorneon on Sun, 17 Oct 2004 20:09:13 GMT
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looks good nightma, good work

and xptek = scamp wtfux is with the sig   :crazy: :sarcasm: :wow:

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by xptek on Sun, 17 Oct 2004 22:15:42 GMT
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/me == xptek.

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by Nightma12 on Mon, 18 Oct 2004 17:02:30 GMT
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A) which servers are running this?
B) anyone gonna report any bugs instead of the ol Nice bot

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by Alkaline on Wed, 20 Oct 2004 05:26:04 GMT
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cwazyeape = tyMedskar = xptek = scamp

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by xptek on Wed, 20 Oct 2004 06:02:18 GMT
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oh, FFS, get it right Alkaline.

Ty Medsker = xptek = Rabidpenguin = Cwazyape = Scamp = Staminus = MacFaN = veeus.

Anyway, what happened to that truce we had. You were talking quite a lot of shit on the BC forums.

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by Nightma12 on Wed, 20 Oct 2004 18:53:03 GMT
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v0.0.5 will be coming out soon to address a few security & stability issues

(add sounds too   )

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by Alkaline on Wed, 20 Oct 2004 22:07:02 GMT
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Scampoh, FFS, get it right Alkaline.

Ty Medsker = xptek = Rabidpenguin = Cwazyape = Scamp = Staminus = MacFaN = veeus.

Anyway, what happened to that truce we had. You were talking quite a lot of shit on the BC forums.

heh, what truce? lol...
anyway all I care is the m01 style maps
you need to make some more!

btw the setup screen is messed up for this bot, I entered the renegade fds directly and it keeps saying its wrong :/

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by {DG}Stryder on Thu, 21 Oct 2004 02:33:55 GMT
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Nightma12v0.0.5 will be coming out soon to address a few security & stability issues

(add sounds too   )

Add sounds? Why add sounds for a server application? :rolleyes:

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by Stryder on Thu, 21 Oct 2004 02:35:55 GMT
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Meh. Wrong account.

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by xptek on Thu, 21 Oct 2004 03:35:01 GMT
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Stryder, you know you can change your name via the Profile option, correct?

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by cheesesoda on Thu, 21 Oct 2004 03:40:40 GMT
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ScampStryder, you know you can change your name via the Profile option, correct?
That works? Last time I tried or something of the like, it almost screwed up my account...I think.

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by Nightma12 on Thu, 21 Oct 2004 15:20:02 GMT
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{DG}StryderNightma12v0.0.5 will be coming out soon to address a few security & stability issues

(add sounds too   )

Add sounds? Why add sounds for a server application? :rolleyes:

sndp and snda

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by Stryder on Thu, 21 Oct 2004 20:37:20 GMT
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Oh, lol. I understand now.

Scamp: I've tried, it doesn't work on here for some reason.

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by LegendLady on Mon, 29 Nov 2004 15:54:03 GMT
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Doesnt work

I click connect FDS and comes with a Fatal Error

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by Nightma12 on Mon, 29 Nov 2004 16:35:03 GMT
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this is old :rolleyes:, please dont bump up topics

http://www.aohost.co.uk/NightRegulator/NightRegulator-v0.0.11.zip

download that, thats the latest version

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by DytHlt on Wed, 01 Dec 2004 22:43:32 GMT
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Nightma12this is old :rolleyes:, please dont bump up topics

any news on version 1?

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by Nightma12 on Thu, 02 Dec 2004 16:59:58 GMT
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http://www.aohost.co.uk/NightRegulator/NightRegulator-v0.0.1.zip

 if you really want it that bad, lol

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by DytHlt on Thu, 02 Dec 2004 17:19:32 GMT
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Nightma12http://www.aohost.co.uk/NightRegulator/NightRegulator-v0.0.1.zip

 if you really want it that bad, lol
does is support irc???

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by Nightma12 on Thu, 02 Dec 2004 18:06:09 GMT
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nope, seeing as v0.0.1 was the original

v0.1.0 will though

heres what ive done so far

Quote:v0.1.0

-Upgraded Security Of Validation System

-Added IRC Bot

-Misc Changes To NR GUI

-Fixed Problems With Player Updating Errors On Player Join

-Fixed Bug Where A Player Could Remove Someone From !0wn By Typing !team <name>

-Updated !0wn Spawn Positions. You Now Always With The Exception Of Fan maps, Spawn Inside The Map.

-Removed Grammer Errors In Auto Recs On New Map.

-If The NR Debugger Is Loaded, The Details Of The Error Are Now Outputted To debug.txt

-Fixed Bug Where Certain Commands Could Be Used On Members Of The Same Mod Level

-SSAOW FDS Console Messages Are Now Outputted To NR GUI

-NR Now Auto Adds Debug IDs Outputted By SSAOW To server2.ini

-Banning System Is Now Based Around nickban.txt And ipban.txt Rather Than bans.ini. This Stops NR Randomly Removing Bans That Should Not Be Removed And Minimizes Lag

-Any Bans Randomly Removed By NR v0.0.11 That Should Not Of Been Removed, Are Now Restored During Auto-Update To v0.1.0

-!cp1 Command Now Outputs The Version They Are Useing

-NR Now Auto-Recs For Destroying Enemy Buildings

-Fixed Bug Where Recs Could Not Be Disabled

-NR Now Auto-N00bs 3 Times For Destroying Friendly Buildings

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by DytHlt on Thu, 02 Dec 2004 20:25:26 GMT

Quote:-Banning System Is Now Based Around nickban.txt And ipban.txt Rather Than bans.ini. This Stops NR Randomly Removing Bans That Should Not Be Removed And Minimizes Lag

-Any Bans Randomly Removed By NR v0.0.11 That Should Not Of Been Removed, Are Now Restored During Auto-Update To v0.1.0

yay, this one was really annoying.

do you have an eta on version 0.1.0?

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by Nightma12 on Thu, 02 Dec 2004 22:36:43 GMT

no

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by DytHlt on Sat, 04 Dec 2004 15:40:25 GMT

hey, i have an idea, you don't have to use it, but at least read my idea:

Have an keyword response type thing. Where the NR user can set keywords and when those key words are mentioned in the server NR sends out a message that the NR user typed in to corespond with a certain keyword. example:

In a "keyword" field in NR i type in "!punch <name2>" and then next to it is a response field that i put in "<name> puches <name2> in the face."

so if i type "!punch bubba" in f2 chat NR sends out a response saying "DytHlt puches bubba in the face."

Kind of like a custom command thing, and have certain fields users can enter, like <name> <recs> <cp1> that kind of thing.

You dont have to use this idea, i just always wanted this kind of thing in a regulator, you could even finish up version 0.1.0 and then maybe put it in 0.1.5 or something.

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by Nightma12 on Sat, 04 Dec 2004 16:41:01 GMT

Custom Commands

that will be in v0.4.0

you will code the commands in VB6

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by Nightma12 on Sat, 04 Dec 2004 23:25:02 GMT
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http://www.renegadeforums.com/viewtopic.php?t=12605

lets keep all NR disuccion in there

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by Buggy on Fri, 24 Dec 2004 23:23:04 GMT
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@Nickma12: I want to join your team))
But i have many questions about Night Regulator. I want to know how i can use commandos in game, and how i can become a moderator on my server

MERRY CHRISMAS

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by Nightma12 on Sat, 25 Dec 2004 09:52:41 GMT
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read my above post

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by Buggy on Sat, 25 Dec 2004 09:57:01 GMT
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can you give me your ICQ, or MSN or else messanger?? I want to talk to you)

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by Bonzo on Sat, 25 Dec 2004 14:40:11 GMT
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you can add moderators under the point moderators ,but only 9 char long nick, max in wol, on gsa u need more chars ,like 15
there u can also see all commands under Permissions

Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by Nightma12 on Sat, 25 Dec 2004 17:20:04 GMT
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Bonzoyou can add moderators under the point moderators ,but only 9 char long nick, max in wol, on gsa u need more chars ,like 15
there u can also see all commands under Permissions

i will get that max limit changed to 25 for GSA servers on the next version

EDIT: for now you can edit mods.txt manually