Subject: •• BlazeRegulator FAQ ••

Posted by Anonymous on Sat, 05 Oct 2002 08:44:00 GMT

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Q. What the heck is the BlazeRegulator thing I keep hearing about?A. BlazeRegulator is a SERVER ADMIN TOOL. It enhances and adds features to the Renegade FDS (Free Dedicated Server).Q. Okay...what kinds of features?A. The BETA currently supports: 1. AutoAnnounce - Broadcasts automated messages (of the server admins choosing) every X minutes.   2. Server Settings GUI - Dante added his GUI from Renskirmish which allows admins to easily set their server settings and map rotation...no more editing the ini file   3. AutoRegulation - Options to warn/kick someone for using profanity, also for sniper-only servers, options to autokick for buying a vehicle.   4. Remote Admin - The server admin as well as definted "trusted admins" can control the server from WITHIN THE GAME. Trusted admins can kick, ban, change modes (like Friendly Fire & Credits) etc. The main admin can even change the server name and MOTD from within the game! 5. Cool GUI - You can see the console, send host messages, Display of current map and playerlist, right-click players to send them a message, "Quick Messages" (HotKeys) for custom-defined messages, as well as hotkeys to switch maps or shut down the server.Q. Holy crap! Great job Blazer! Err...then again, if its called "BlazeRegulator" why does Dante seem to be doing all the work??A. As with BlazeRotate 3.0, I lack the skills in Visual Basic. I am a UNIX guy, and can code things in shell script and PERL (in fact I will be writing the UNIX version of BlazeRegulator in PERL), but when it comes to Windows apps I just havn't learned the syntax and whatnot of Visual Basic. So, I give Dante detailed specs/pseudocode of what I want, and he makes it happen. He is a very patient person as I am pretty picky and want things to be exactly as I would do them myself. Crimson has also been invaluable by providing her suggestions and testing.Q. This sounds great...and its just the BETA? What will the final version have?A. The final version will include: 1. Voting - Players will be able to VOTE for things like Kicking idle/TKing players, game settings, next map, etc.   2. Ability to rotate more than 10 maps/PKGs (currently the FDS has a bug which wont rotate maps past 09.   3. Buddy List - When people on your buddy list are playing on your server, their names will be highlighted.   4. Full Support - Expect to see a nice website, with forums for asking questions, online help, etc.   5. Added Remote Admin Features - Ability to automatically kick the person with the lowest score to make room for the admin to play (all admins do this now anyway, but they can only do it from the console...now they will be able to do it from WOL) 6. Features YOU want. BlazeRegulator is for YOU, the serveradmins. If there is a feature that you want/need, and if it makes sense, suggest it and it will most probably make it into the next update.Q. So...will players need to download anything?A. NO. BlazeRegulator is server-side only. All player interaction is via /page messages.Q. I downloaded the BETA, but I dont know what my RenRem settings are, or how to get an FDS serial number. help!A. Saying this as gently as I can...if you are not a Renegade Server Admin, you shouldn't be running BlazeRegulator. It's not a toy or a new mod, it is for serious dedicated server admins. If you don't run a server 24/7 or have any experience running a server, then BR isn't for you.   We will support BlazeRegulator itself, but we cannot help you set up your server. Once you have a working server and can RenRem into it...then come to us I have answered most of the questions I get IM'd here. If there are any more ask away and Dante, I, or Christine will gladly answer.

Subject: •• BlazeRegulator FAQ ••

Posted by Anonymous on Sat, 05 Oct 2002 08:52:00 GMT

Nice FAQ, keep up the good work!

Subject: •• BlazeRegulator FAQ ••
Posted by Anonymous on Sat, 05 Oct 2002 10:31:00 GMT

Nice layout, no grammar errors,and perfect spacing between words. NICE!