Subject: Reguard plugin
Posted by Oblivion165 on Mon, 21 Mar 2005 18:53:04 GMT
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As some of you may know i want to make a plugin for renguard. The plugin will allow you to automatically tranfer maps to you HD if you dont have it.

So if i could talk to someone who has the source, or is willing to let me mess with it, that would be great.

Just add me to Yahoo, or MSN.

Subject: Reguard plugin
Posted by Nightma12 on Mon, 21 Mar 2005 18:59:03 GMT
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they wont give you the source

Subject: Reguard plugin
Posted by Oblivion165 on Mon, 21 Mar 2005 19:02:36 GMT
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Yeah i know i wouldnt, but if i can work with someone who has it, then we can knock it out.

Subject: Reguard plugin
Posted by mac on Thu, 24 Mar 2005 07:22:49 GMT
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Not going to happen, RenGuard's source is classified, and it's nowhere ready to accept plugins..

Subject: Reguard plugin
Posted by Oblivion165 on Thu, 24 Mar 2005 09:56:49 GMT
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Well you saw my layout of what i would do, why dont you guys implement it?

Subject: Reguard plugin
Posted by mac on Thu, 24 Mar 2005 10:44:28 GMT
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Because its a little more complex than you think. RenGuard is decentral network, and the client application is nowhere ready to get an addition like that. most of the netcode needs to be rewritten, and it's not exactly thread safe.

Subject: Reguard plugin
Posted by Cat998 on Thu, 24 Mar 2005 11:24:39 GMT
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How do u want to "tell" the plugin the map u want to download ?

Subject: Reguard plugin
Posted by Oblivion165 on Thu, 24 Mar 2005 11:26:46 GMT
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Well you can always just say "yeah just put it in there." but from what he said i understand the situation.

Subject: Reguard plugin
Posted by Scorpio9a on Thu, 24 Mar 2005 14:54:22 GMT
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Oblivion165Well you can always just say "yeah just put it in there." but from what he said i understand the situation.

Just curious thru, but how did you think this would even work then?
I am sure you wrote your "program" in VB. And RenGuard is pure C, so no not even C++. And i can assure you, plugins will never be supported by RenGuard, because of security reasons.