
Subject: Quick Question on SSAOW + bhs.dll
Posted by [Nightma12](#) on Wed, 26 Jul 2006 22:44:47 GMT
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right....., first, is there a !vkick command built into SSAOW? i heard there was.. but im not 100% sure, if so how is it regulated so that only mods can use it????

secondly, wtf does rlmon + rlmonoff do in bhs.dll? it just says renlog monitor.... but that dousnt really help me, lol

i wikied the above and the page only goes up to BHS 2.7, and those 2 commands are in bhs 2.8:
http://renegadewiki.com/index.php?title=Renegade_%28FDS%29_c_onsole_commands

Subject: Re: Quick Question on SSAOW + bhs.dll
Posted by [Hex](#) on Wed, 26 Jul 2006 23:00:45 GMT
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!vkick is in ssaow, its a public command and works when you !bind your vech, using !vkick removes anyone else from it

Subject: Re: Quick Question on SSAOW + bhs.dll
Posted by [Cat998](#) on Wed, 26 Jul 2006 23:46:14 GMT
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Nightma12 wrote on Thu, 27 July 2006 00:44right....., first, is there a !vkick command built into SSAOW? i heard there was.. but im not 100% sure, if so how is it regulated so that only mods can use it????

yes there is, everyone can use it to kick people of his bound vehicle.

Nightma12 wrote on Thu, 27 July 2006 00:44secondly, wtf does rlmon + rlmonoff do in bhs.dll? it just says renlog monitor.... but that dousnt really help me, lol

i wikied the above and the page only goes up to BHS 2.7, and those 2 commands are in bhs 2.8:
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from bhs.txt

There is a new feature which I call RenLogMon. Basicly, what you do is to open a UDP listening socket on any internet connected machine and on any port.

Then you pass to the RLMON console command a string like 1.2.3.4:5 (ip and port) to enable logging.

Then, anytime data goes through the interface rlmon uses (which will catch console command output, chat stuff, pretty much everything that is printed to the FDS console), you get sent that

data.

You can use RLMONOFF if you want to stop receiving data logs.

RenLogMon is for dedicated servers only.

The data is sent as a raw UDP packet and is a null terminated string of variable length.

You can only have one monitor registered at once.

Subject: Re: Quick Question on SSAOW + bhs.dll

Posted by [Nightma12](#) on Thu, 27 Jul 2006 00:55:30 GMT

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ah, interesting, cant believe i didnt check that file lol

are there any other commands in SSAOW apart from !c4, !vkick, !bl, !lock + !bind?

Subject: Re: Quick Question on SSAOW + bhs.dll

Posted by [Cat998](#) on Thu, 27 Jul 2006 01:42:59 GMT

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yes, !unbind

Subject: Re: Quick Question on SSAOW + bhs.dll

Posted by [havoc9826](#) on Thu, 27 Jul 2006 03:27:56 GMT

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<http://wiki.black-cell.net/index.php/SSAOW>

Enjoy.

Oh, and since it wasn't uploaded to the wiki, here's the SSAOW 1.5 changelog:

<http://forums.black-cell.net/index.php?topic=6005.0>

Subject: Re: Quick Question on SSAOW + bhs.dll

Posted by [jnz](#) on Sat, 29 Jul 2006 02:27:12 GMT

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you use rlmon in the syntax:

rlmon IP:PORT

it sends all console output to that address via UDP
