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Subject: BlackIntel.dll Issues

Posted by [Zion](#) on Sat, 07 Oct 2006 23:57:52 GMT

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I am reciving messages ingame that "<nick> was denied access to the game (No Access)" yet, ONLY, people with moderator status can access through the reserved slots.

Why is this happening and what can be done to fix it.

BlackIntel.ini

Normal = true

TempAccess = true

ModAccess = true

Reject = true

Slots = 8

SFPS = 30

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Subject: Re: BlackIntel.dll Issues

Posted by [dead6re](#) on Sun, 08 Oct 2006 13:20:33 GMT

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What was the player count and max player count?

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Subject: Re: BlackIntel.dll Issues

Posted by [Zion](#) on Sun, 08 Oct 2006 13:51:29 GMT

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The player count was 1 (me) and max is 16.

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Subject: Re: BlackIntel.dll Issues

Posted by [dead6re](#) on Sun, 08 Oct 2006 14:50:13 GMT

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Is this issue still occuring?

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Subject: Re: BlackIntel.dll Issues

Posted by [Zion](#) on Mon, 09 Oct 2006 00:35:44 GMT

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Yes.

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People in the Modlist.txt file can join only by using the slots, everyone else gets denied access.

Something i do know is that i'm using the "patched" server.dat file to allow players to play alone...  
weather that'll affect it?

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Subject: Re: BlackIntel.dll Issues  
Posted by [Zion](#) on Mon, 09 Oct 2006 00:38:11 GMT  
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Sorry for double post, PSP issues.

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Subject: Re: BlackIntel.dll Issues  
Posted by [danpaul88](#) on Mon, 09 Oct 2006 07:03:07 GMT  
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lol, posting on a PSP takes ages, I wish they would release a USB keyboard for it...

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Subject: Re: BlackIntel.dll Issues  
Posted by [dead6re](#) on Mon, 09 Oct 2006 09:06:35 GMT  
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Okay, I will see when I get home if I can get a debug dll out to you to try and locate this problem,  
do you have an IRC channel and server I can join to talk on?

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Subject: Re: BlackIntel.dll Issues  
Posted by [Zion](#) on Mon, 09 Oct 2006 09:34:13 GMT  
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IRC = irc.aohost.co.uk

Channel = (hash(American keyboards ))Zion

MSN = martynp1989@hotmail.co.uk

Xfire = zion250

Server Name = a0zion0a (not up fully... yet, only up when testing my SS race mod)

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Subject: Re: BlackIntel.dll Issues  
Posted by [Hex](#) on Mon, 09 Oct 2006 09:59:15 GMT  
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I get the issue that 'some' normal players can still join when its set at its max normal access join

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(28 of 32 players)

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Subject: Re: BlackIntel.dll Issues  
Posted by [danpaul88](#) on Mon, 09 Oct 2006 10:23:58 GMT  
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Perhaps players with the standard renegade scripts.dll or an older version of jonwils scripts cant join for some reason? I don't know how much testing you did for compatabilty with different scripts.dll versions...

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Subject: Re: BlackIntel.dll Issues  
Posted by [Cat998](#) on Mon, 09 Oct 2006 10:41:10 GMT  
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I don't think scripts.dll has any influence on blackintel.dll

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Subject: Re: BlackIntel.dll Issues  
Posted by [Zion](#) on Mon, 09 Oct 2006 12:23:06 GMT  
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IT shouldent, since it just loads itself into the console, and unloads when the server is quit/restarted.

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Subject: Re: BlackIntel.dll Issues  
Posted by [danpaul88](#) on Mon, 09 Oct 2006 13:06:21 GMT  
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Yes, but does it affect how the scripts.dll on the client reads the player counts after BlackIntel has modified them?

Some scripts.dll on clients might respond differently...

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Subject: Re: BlackIntel.dll Issues  
Posted by [dead6re](#) on Mon, 09 Oct 2006 14:04:25 GMT  
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The place I overwrite with my code just calls the same code and fetches the name of the player and compares them. Nothing is hugely modified. The netcode isn't changed.

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Subject: Re: BlackIntel.dll Issues  
Posted by [danpaul88](#) on Mon, 09 Oct 2006 16:22:58 GMT  
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ok It was just a wild guess as to what might have caused it.

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Subject: Re: BlackIntel.dll Issues  
Posted by [Hex](#) on Mon, 09 Oct 2006 16:36:34 GMT  
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Could we have groups' added, atm it says (mod access) could we get more like (Mod access) (vip access) or just have it changed to (Reserved slot) please?

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Subject: Re: BlackIntel.dll Issues  
Posted by [dead6re](#) on Mon, 09 Oct 2006 18:05:18 GMT  
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Sure, custom groups are possible, I'll try and fix the other bug that has been occurring.

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Subject: Re: BlackIntel.dll Issues  
Posted by [Hex](#) on Sat, 21 Oct 2006 22:56:33 GMT  
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Excuse the bump

Quote:[%aowbot]: Host: unknow is joining the game using a reserved slot (Mod Access)

We have a mod called unknown64\_ and any player close to a mod name can get access

---

Subject: Re: BlackIntel.dll Issues  
Posted by [Genesis2001](#) on Mon, 06 Nov 2006 21:51:16 GMT  
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danpaul88 wrote on Mon, 09 October 2006 01:03lol, posting on a PSP takes ages, I wish they would release a USB keyboard for it...

this is a bit off topic, but... my friend created an OS for the PSP - turns PSP into Windows Vista, i havent tried it but i hear it was pretty good.

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Subject: Re: BlackIntel.dll Issues  
Posted by [Goztow](#) on Tue, 07 Nov 2006 07:37:26 GMT  
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Barry wrote on Sun, 22 October 2006 00:56: Excuse the bump

Quote:[%aowbot]: Host: unknow is joining the game using a reserved slot (Mod Access)

We have a mod called unknown64\_ and any player close to a mod name can get access  
Obviously, this is a gamespy name. Maybe that could be the problem.

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Subject: Re: BlackIntel.dll Issues  
Posted by [danpaul88](#) on Tue, 07 Nov 2006 09:19:31 GMT  
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hmm, blackintels scripts should still be able to distinguish between an exact match and a partial match. Also what happens if someone uses GSA / Direct Connect under a mods name who has reserved slots?

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Subject: Re: BlackIntel.dll Issues  
Posted by [Goztow](#) on Tue, 07 Nov 2006 09:35:19 GMT  
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Black-intel's mod has never been designed to support gamespy. There's many things that depend on WOL/xwis

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Subject: Re: BlackIntel.dll Issues  
Posted by [dead6re](#) on Wed, 08 Nov 2006 20:03:52 GMT  
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I can look at WOLSpy, could be to do with comparing the names of the mods. It will be a couple of weeks before I can release anything though.

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Subject: Re: BlackIntel.dll Issues  
Posted by [Dihylopas](#) on Wed, 28 Mar 2007 02:09:53 GMT  
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Where can i get the reserved slots mod/bot/thing? Thanks.

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Subject: Re: BlackIntel.dll Issues  
Posted by [Goztow](#) on Wed, 28 Mar 2007 06:26:23 GMT  
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It has been discontinued because a now banned member of black-intel had put a backdoor in it, always allowing himself to join in through a reserved slot.

That member was sadly caught cheating as well...

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Subject: Re: BlackIntel.dll Issues  
Posted by [EvilWhiteDragon](#) on Wed, 28 Mar 2007 15:15:52 GMT  
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Maybe we will release this later on, but currently we are busy with some other stuff that needs doing too.

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