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Subject: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [SeargentSarg](#) on Tue, 26 Dec 2006 01:21:19 GMT

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Lol, AmunRa is wasting his time making plugins for NR, when he should be for BR.

Don't waste your time with NR. Ask danpaul88 to give you access to the "forum"

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Subject: Re: Server Status On Website For NR  
Posted by [jnz](#) on Tue, 26 Dec 2006 02:46:50 GMT

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we all have our views and opinions, your giving yours. and im giving mine.

BrenBot: this is a very well programmed bot, it is very stable. it has many features, most of which are of good use to most server owners. but, BrenBot lacks custimization. i found it very difficult to get mIRC working. and i think it should find the renrem port from the given FDS path. the only downside to BrenBot i think it's commands are not custimizable. with exeption to rules etc...

NightRegulator: this is a very powerfull bot. because it has been written in a low level language it is more suseptible to bug, memory leaks and crashes. while perl is powerful, it is interpreted. giving chance for crashes to be caught and the program can comtinue running. Nr is nicly custimizable, with the Gui it is very user freindly. but, although i don't want lee to take offence i think this is pretty unprofessional. bad spelling etc... the other downside is the GUI, this uses significant amount of memory. and servers with limited RAM will suffer using it. NR beta 6.0 will have a lot of bug fixes etc.

Smart Bot: im not probably allowed an opinion on this, but im gunna give one anyway. i think this bot has the potential to become something great. at the moment, it is having unexpected crashes. i would say this bot sucks atm...because...it does!

im completely reprogramming it from scratch, to go with the new project. the new one is faster and more reliable than before.

as a side note, the any Sbot betas will have a LOG feature, although this uses about 1Mb per day in a txt file. if there are any crashes i can release a fix within hours. as it will tell me the exact line of the crash and what caused it plus all the states of the variables.

i would rate BR: a 7/10

i would rate NR 6/10

and SB: 2/10

amunra has done a good job on the plugin, i havn't tested but if it workes there is a nice amount of VB there.

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Subject: Re: Server Status On Website For NR  
Posted by [AmunRa](#) on Tue, 26 Dec 2006 06:51:29 GMT

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SeargentSarg wrote on Mon, 25 December 2006 20:21Lol, AmunRa is wasting his time making plugins for NR, when he should be for BR.

Don't waste your time with NR. Ask danpaul88 to give you access to the "forum"  
I've had access to the forum

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Subject: Re: Server Status On Website For NR  
Posted by [Nightma12](#) on Tue, 26 Dec 2006 14:02:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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SeargentSarg wrote on Mon, 25 December 2006 19:21Lol, AmunRa is wasting his time making plugins for NR, when he should be for BR.

Don't waste your time with NR. Ask danpaul88 to give you access to the "forum"

lol @ Teh-Pwnerer

EDIT: <http://www.aohost.co.uk/NRBR.jpg>

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Subject: Re: Server Status On Website For NR  
Posted by [danpaul88](#) on Tue, 26 Dec 2006 14:42:56 GMT  
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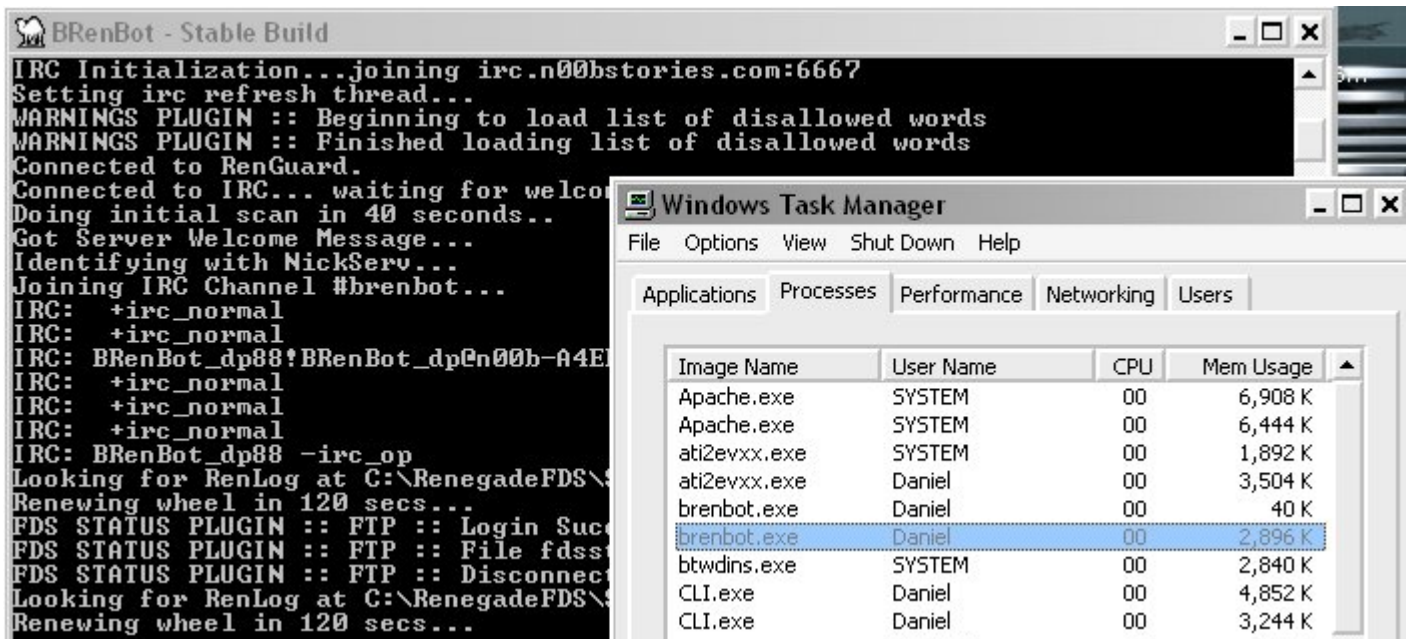
---

\*cough\*

### File Attachments

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1) [ss\\_6.jpg](#), downloaded 439 times



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Subject: Re: Server Status On Website For NR  
Posted by [Nightma12](#) on Tue, 26 Dec 2006 15:14:34 GMT  
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meh.... leave it running 4 awhile - anyways im not up 4 an arguement TP just annoys me lol

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Subject: Re: Server Status On Website For NR  
Posted by [SeargentSarg](#) on Tue, 26 Dec 2006 15:37:40 GMT  
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You and your bot annoys me. And I am being honest, why would anyone waste their time with NR. It used to be good, around the 2.x versions, now it is all fucked up with the colors, the gay scripts.ddl advertisements, the bot ads, and now the damn irc certified crap, which you have to pay a license for if you want your irc to make your bot even go faster if it lags. Personally, its all bullshit with the ads.

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Subject: Re: Server Status On Website For NR  
Posted by [SeargentSarg](#) on Tue, 26 Dec 2006 15:38:57 GMT  
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Not to the mention the shit lag everyone gets now from your hosting.

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Subject: Re: Server Status On Website For NR

Posted by [SeargentSarg](#) on Tue, 26 Dec 2006 15:41:01 GMT

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Nightma, remove every single advertisement on NR, including on the GUI interface, and you will see 50% more users using it.

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**Subject: Re: Server Status On Website For NR**

Posted by [Nightma12](#) on Tue, 26 Dec 2006 15:53:54 GMT

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SeargentSarg wrote on Tue, 26 December 2006 09:37 You and your bot annoys me. And I am being honest, why would anyone waste their time with NR. It used to be good, around the 2.x versions, now it is all fucked up with the colors, the gay scripts.dll advertisements, the bot ads, and now the damn irc certified crap, which you have to pay a license for if you want your irc to make your bot even go faster if it lags. Personally, its all bullshit with the ads.

the certified IRC crap is a problem ALL bots have, run it on ANY IRC server you like... Unreal IRCd limits the output of a client which makes ANY bot lag

i just made a script that stops it lagging on certain IRCd's - it is nothing new - running on a non-certified IRCd is exactly the same as running old versions of NR on any IRC

those colours were sommn i put in for a test to see how it runs - of course it dousnt look good, therefore itll be removed in next version

bot ads? one small line added to the end of autorotate... which is gonna be removed completely soon wow big deal

scripts.dll adds? sheesh.... Cat998 added "created by cat998" to his SSAOW port and u kick up a fuss.. lol

anyway, im gonna split this topic now - seems to me like all your interested in is flameing me for whatever reason... why do i have a feeling this is to do with the a0000004 business? just a month ago u were sucking up 2 me going "omg NR is the best bot ever"

EDIT: learn 2 u use the edit button, and to be honist i personally dont give a shit whether u think BR is better than NR or w/e - every bot is good for one thing. believe it or not i personally think danpauls done a pretty gd job on BR 1.43/1.5, fixing the mem leaks, cpu issues on gamelog etc

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**Subject: Re: Server Status On Website For NR**

Posted by [DodgeThis](#) on Tue, 26 Dec 2006 15:58:31 GMT

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Nightma12 wrote on Tue, 26 December 2006 16:53

scripts.dll adds? sheesh.... Cat998 added "created by cat998" to his SSAOW port and u kick up a

fuss.. lol

I don't know if it is allowed, but because it's open source, you can remove those lines easily with the attached source code and compile it.

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Subject: Re: Server Status On Website For NR  
Posted by [Cat998](#) on Tue, 26 Dec 2006 16:33:08 GMT  
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DodgeThis wrote on Tue, 26 December 2006 16:58Nightma12 wrote on Tue, 26 December 2006 16:53  
scripts.dll adds? sheesh.... Cat998 added "created by cat998" to his SSAOW port and u kick up a fuss.. lol

I don't know if it is allowed, but because it's open source, you can remove those lines easily with the attached source code and compile it.

What ? I never knew you gave this scripts.dll out to everyone lol.  
but yeah, just recompile it without the advertising text.

And SeargentSarg, no triple posts please, next time they will get deleted.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [SeargentSarg](#) on Tue, 26 Dec 2006 17:12:24 GMT  
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NR used to be the best. It is excellent thanks to GUI Control Panel, IRC Output is better then BRenBots. It is just how gay it is. The advertisement. And I am not talking about Cat988's ad, I am talking about yours..

4[ EKTBot 4] Host: Running Server Side All Out War 1.5 ported to 2.9.2 by Cat998 - BlackIntel  
4[ EKTBot 4] Host: BlackIntel.dll Support Was Added By Nightma12 - www.aohost.co.uk

I am still pissed off about the 04 business, yeah.

I am not flaming you, I am just expressing my hatred for [NR].

Plus, if I had to rate your bot to BR, I would give NR a higher rating. Only cause of the easier setup. I mean through BR, you have to edit commands.xml, which is a pain in the ass, everytime you re-setup you have to edit the level settings for irc, otherwise voice people can't even get !gi

Honestly, it seems wherever I go, I see "Nightma12" and/or "www.aohost.co.uk"

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [jnz](#) on Tue, 26 Dec 2006 17:30:43 GMT  
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so...you dont like microsoft, that is everywhere (i dont, but not for that reason).

and really, its not hard to edit a cfg file is it? dont feel envy for Nightma12, just because he is doing good.

i dont see why he should have to a line out of the autoanonce, there is nothing wrong with being credited for your work.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [SeargentSarg](#) on Tue, 26 Dec 2006 17:32:22 GMT  
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My point is, is it necessary to have "www.aohost.co.uk" everywhere?

I mean honestly.

From his forum signature, to his bot, to his bot gui control panel, to scripts.ddl, etc. I mean, honestly, its one thing to run a crappy bot like NR (remember, I used to love it in the 2.x versions..) but then pay for it to have the tags + irc licencse + ad removal?

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [Nightma12](#) on Tue, 26 Dec 2006 17:36:25 GMT  
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that ad will be removed in the next scripts.dll i release

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [Coolair](#) on Tue, 26 Dec 2006 17:37:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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SeargentSarg wrote on Tue, 26 December 2006 12:32My point is, is it necessary to have "www.aohost.co.uk" everywhere?

I mean honestly.

From his forum signature, to his bot, to his bot gui control panel, to scripts.ddl, etc. I mean, honestly, its one thing to run a crappy bot like NR (remember, I used to love it in the 2.x versions..) but then pay for it to have the tags + irc licencse + ad removal?

You sound like you either need to forget about NR, or forget about hosting, as by the sounds of it

you have no idea what you are talking about when it comes to bot setup. Brenbot is the most simple thing to setup & run.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [SeargentSarg](#) on Tue, 26 Dec 2006 17:39:02 GMT  
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Newsflash idiot, I quit hosting a long time ago..

Also idiot, BRenBot 1.43 (private beta..) is harder to setup then 1.31 cause if you want to set irc access levels, it will take forever. Unless your as lazy as someone AmunRa (no offense.. lol.)

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [Coolair](#) on Tue, 26 Dec 2006 17:51:03 GMT  
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SeargentSarg wrote on Tue, 26 December 2006 12:39Newsflash idiot, I quit hosting a long time ago..

Also idiot, BRenBot 1.43 (private beta..) is harder to setup then 1.31 cause if you want to set irc access levels, it will take forever. Unless your as lazy as someone AmunRa (no offense.. lol.)

I know that, i ran 1.41 for over a year and had no problem with setting up the .xml commands. As a matter of fact, that system & plugin system that came with the bot was great. I made a few little extras for myself due to that. It explains itself really.

By the way, thank you for calling me an idiot

\*added SeargentSarg to people i want babies with list\*

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [SeargentSarg](#) on Tue, 26 Dec 2006 17:56:21 GMT  
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I know its easy to set it up if you have the time. I was just saying its becomming harder and harder to setup the bot within every update danpaul makes. [NR] is probably the easiest bot to setup these days.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [fl00d3d](#) on Tue, 26 Dec 2006 20:18:34 GMT  
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Teh Pwnerer, why are you starting shit again? Every month you change your opinion on NightRegulator. You're not a server owner, you're not a developer, and you're not a contributor to this community. NightRegulator has so many features that BR and CS could only dream of ... and until recently when they started taking a lot of ideas from NR it was nowhear near the level of creativity that Nightma12 put into his bot.

When you run a successful community, server, or program that you wrote ... you can open your mouth about how things should be done. Until then, just be quiet and say your opinion - and then leave it at that. Don't argue with the senior members of this community on matters you barely understand. It's annoying as hell.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [Goztow](#) on Tue, 26 Dec 2006 21:23:13 GMT  
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Maybe you guys should read my interview with Nightma.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [jnz](#) on Tue, 26 Dec 2006 21:33:41 GMT  
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f100d3d wrote on Tue, 26 December 2006 20:18Teh Pwnerer, why are you starting shit again? Every month you change your opinion on NightRegulator. You're not a server owner, you're not a developer, and you're not a contributor to this community. NightRegulator has so many features that BR and CS could only dream of ... and until recently when they started taking a lot of ideas from NR it was nowhear near the level of creativity that Nightma12 put into his bot.

When you run a successful community, server, or program that you wrote ... you can open your mouth about how things should be done. Until then, just be quiet and say your opinion - and then leave it at that. Don't argue with the senior members of this community on matters you barely understand. It's annoying as hell.

/agreed

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [Crimson](#) on Tue, 26 Dec 2006 22:32:18 GMT  
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The ads on startup is one of the main reasons I don't use BI's DLL.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [Nightma12](#) on Tue, 26 Dec 2006 22:41:23 GMT

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well for ScriptsSE i will be removing my ad - as for cat's its up to him or not wether or not i remove it, although we will be using that build of scripts.dll

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [SeargentSarg](#) on Tue, 26 Dec 2006 23:24:38 GMT

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I didn't start shit. I am not the only one that agrees that [NR] is a waste of time. I had a sucessful community and server until you brought you ass into it, as well as Nightma's, and I had to shut it down. How about the idea of Nightma taking my playered joined / left irc idea "Host: <name> has just joined #<chan>" So actually, Nightma took one of my ideas to [NR]. Besides, you shouldn't be talking, since you didn't program [NR] This is between me and Nightma, NOT YOU FL00D3D.

Nightma isn't even old enough to be a senior member.. I swear to God it pisses me off every time I see your name fl00d3d. Always talking shit. This had NOTHING to do with you! Why did you come and start this again..

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [jnz](#) on Tue, 26 Dec 2006 23:52:52 GMT

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so you coded the Night Regulator? and so Nightma12 took ONE of your ideas. im taking ideas form brenbot, NR etc. so what? if DanPaul88 or Nightma12 wanted me to take something out of the Sbot because i took it from their bot. i would. and that is an infomative idea, it would get into the bot somehow anyway.

and dont go judging people by age.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [Dave Anderson](#) on Wed, 27 Dec 2006 04:17:29 GMT

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Quote:Nightma isn't even old enough to be a senior member.. I swear to God it pisses me off every time I see your name fl00d3d. Always talking shit. This had NOTHING to do with you! Why did you come and start this again..

A lot of the developers, web guys, programmers, modders, etc. in this community are young, and some of them are not to be underestimated.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [f100d3d](#) on Wed, 27 Dec 2006 05:26:32 GMT

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If someone creates something for the community and provides it for free ... I don't see why an advertisement (or branding) is so harmful. For any product. Just my 3 cents.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [Crimson](#) on Wed, 27 Dec 2006 05:47:47 GMT

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It's not harmful. I just don't choose to do it. I don't like sloppiness, and ads in the nature of that particular product seem sloppy to me. I prefer my server-side scripts and bots to appear native, not hacked on later. That's also why I don't use the SSAOW bind/lock functionality. It's the epitome of sloppiness, both with having to issue a command in chat, and the stupid icon that appears on the vehicle when it's bound or locked.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [SeargentSarg](#) on Wed, 27 Dec 2006 14:40:35 GMT

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Yeah, I think about NR the same way as Crimson. Sloppiness. Don't get me wrong, but I think BR has less sloppiness than NR, but NR would be a kick-ass bot without that sloppiness. But Crimson, I never heard about those issues in command in chat thing? What is it?

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [Ryu](#) on Thu, 28 Dec 2006 02:48:38 GMT

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Crimson wrote on Tue, 26 December 2006 23:47: It's not harmful. I just don't choose to do it. I don't like sloppiness, and ads in the nature of that particular product seem sloppy to me. I prefer my server-side scripts and bots to appear native, not hacked on later. That's also why I don't use the SSAOW bind/lock functionality. It's the epitome of sloppiness, both with having to issue a command in chat, and the stupid icon that appears on the vehicle when it's bound or locked.

No offense, when I play you're server and some fucktard steals my tank, It makes me want to not play you're server, The !bl command is something useful, But I'm not here to tell you how to run you're server.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [Crimson](#) on Thu, 28 Dec 2006 03:44:07 GMT

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I'm working on an automatic binding system which is the way it should have always been.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [Canadacdn](#) on Thu, 28 Dec 2006 04:49:53 GMT

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Will it get rid of that annoying bug where the vehicle is bound to (Null) if the person lags out or is kicked?

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [puddle\\_splasher](#) on Thu, 28 Dec 2006 08:45:47 GMT

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SeargentSarg wrote on Tue, 26 December 2006 17:24 Besides, you shouldn't be talking, since you didn't program [NR] This is between me and Nightma, NOT YOU FL00D3D.

This had NOTHING to do with you! Why did you come and start this again..

I would not exactly call this topic "A Flaming Hot Discussion".

It is certainly a "Flaming Subject" apparently against one person.

Why is that? Are you deliberately trying to tell us all, YOUR opinion of one person? Where do you hope that this topic will lead? What exactly are YOU so worried about? How do you perceive that this issue can be resolved?

Can YOU better the attempts of one person, who is attempting to better something?

Its better to have failed trying, than to have failed without trying.

Keep up the good attempts. All good things come to fruition in the end.

Aim for the moon and you may fall short, but, you will still be among the "Stars".

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [dead6re](#) on Thu, 28 Dec 2006 13:20:56 GMT

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Crimson wrote on Tue, 26 December 2006 17:32The ads on startup is one of the main reasons I don't use BI's DLL.

The ported SSAOW.15, or the BlackIntel with our fixes?

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [Nightma12](#) on Thu, 28 Dec 2006 14:08:51 GMT  
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the ported SSAOW i believe - its a simple change to remove the ad's anyway

---

Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [AmunRa](#) on Thu, 28 Dec 2006 14:24:08 GMT  
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Dave Anderson wrote on Tue, 26 December 2006 23:17Quote:Nightma isn't even old enough to be a senior member.. I swear to God it pisses me off every time I see your name fl00d3d. Always talking shit. This had NOTHING to do with you! Why did you come and start this again..

A lot of the developers, web guys, programmers, modders, etc. in this community are young, and some of them are not to be underestimated.

well said.

I'm only 16, and clearly not a fucktard

<3 nightma.

</3 ads.

</3 teh-pwnerer.

the end.

---

Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [SeargentSarg](#) on Thu, 28 Dec 2006 17:05:42 GMT  
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Amunra, I find it funny how some time ago, you kept calling Nightma12 a fucktard, and [NR] a stupid piece of waste less shit. Now your sucking up to him like everyone else?

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [CarrierII](#) on Thu, 28 Dec 2006 17:16:02 GMT  
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And I find the fact you infer you are older Quote: nightma isn't even old enough... when you only try to start shit. (for want of a better phrase)

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [fl00d3d](#) on Thu, 28 Dec 2006 18:53:35 GMT  
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SeargentSarg wrote on Tue, 26 December 2006 18:24I didn't start shit. I am not the only one that

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agrees that [NR] is a waste of time. I had a successful community and server until you brought you ass into it, as well as Nightma's, and I had to shut it down. How about the idea of Nightma taking my played joined / left irc idea "Host: <name> has just joined #<chan>" So actually, Nightma took one of my ideas to [NR]. Besides, you shouldn't be talking, since you didn't program [NR] This is between me and Nightma, NOT YOU FL00D3D.

Nightma isn't even old enough to be a senior member.. I swear to God it pisses me off every time I see your name fl00d3d. Always talking shit. This had NOTHING to do with you! Why did you come and start this again..

- (1) [NR] is just as much of a waste of time as any other bot or community development. Stop being ignorant.
- (2) You never had a successful community. You had a popular server and the only reason for it was because it was on a000004.
- (3) Nightma12 wrote the fucking bot. You should be lucky enough to even use it, let alone claim that he has no right to develop an idea that you supposedly came up with (which I \*highly\* doubt as you have no technical knowledge whatsoever).
- (4) Nightma12 has created a popular bot and run servers for years --he has contributed more to this community as his age than you ever will.
- (5) Why do I get involved when you flame Nightma12 or NR? Because he is my partner and I believe in his creativity and talents. I'm guessing you'd prefer that I just let him defend himself?

Crimson wrote on Wed, 27 December 2006 22:44 I'm working on an automatic binding system which is the way it should have always been.

What happens when you want to relinquish the vehicle to another? Or if you want to bail out of the tank before it blows up so the enemy doesn't get the points for an "enemy controlled vehicle"? The only way to do that would be to type in a command thus removing the whole argument of "sloppiness". I guess automatic binding would be nice if there was a way to un-do it ... but undo-ing it would still be considered sloppy by you, so I really don't see how a two-letter command (!bl) is sloppy or difficult.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [puddle\\_splasher](#) on Thu, 28 Dec 2006 19:09:02 GMT  
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Will someone post a reply or "Shut the fuck up" plz.

This is an issue between a few people, its certainly not hot, brave, cool or whatever the fuck you want to call it.

Now get the fuck out of here. OH!! plz. ty

Alternatively, move this post elsewhere.

If a kind Mod deems it appropriate.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [puddle\\_splasher](#) on Thu, 28 Dec 2006 19:12:14 GMT  
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Alternatively:-

Try this,

[http://www.renegadeforums.com/index.php?t=thread&frm\\_id=7&rid=21049](http://www.renegadeforums.com/index.php?t=thread&frm_id=7&rid=21049)

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [DodgeThis](#) on Thu, 28 Dec 2006 19:14:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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puddle\_splasher wrote on Thu, 28 December 2006 20:09  
Alternatively, move this post elsewhere.

Where would you suggest to move it to I think it is less harmful for the forums if you put it here than where it originally came from (winfds).

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [Crimson](#) on Thu, 28 Dec 2006 20:03:35 GMT  
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fI00d3d wrote on Thu, 28 December 2006 11:53 What happens when you want to relinquish the vehicle to another? Or if you want to bail out of the tank before it blows up so the enemy doesn't get the points for an "enemy controlled vehicle"? The only way to do that would be to type in a command thus removing the whole argument of "sloppiness". I guess automatic binding would be nice if there was a way to un-do it ... but undo-ing it would still be considered sloppy by you, so I really don't see how a two-letter command (!bl) is sloppy or difficult.

There would have to be a command to give ownership to another player, and there would be no points awarded to a player if they blow up an empty vehicle. I don't see any way around needing a command if you wish to give your vehicle to someone else and I think the way I have planned is as graceful as it can get. But you shouldn't have to type a command just to say you own a vehicle that you purchased.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [Crimson](#) on Thu, 28 Dec 2006 20:04:45 GMT  
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puddle\_splasher wrote on Thu, 28 December 2006 12:09  
Alternatively, move this post elsewhere.

If a kind Mod deems it appropriate.

Yeah, because why should a flame war be in the Hot Topics forum?

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [Memphis](#) on Thu, 28 Dec 2006 22:13:26 GMT

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This thread is as pointless as the thread creator and that is saying something. Wouldn't it be more pro active to contact the developers and give them feedback in person perhaps?

The topic did indeed bring people's thoughts 'into the light' however I really don't think this is the best way to do it. Looks like someone had a bad Christmas and wants to take it out on people on the internet.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [DodgeThis](#) on Thu, 28 Dec 2006 22:54:33 GMT

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Crimson wrote on Thu, 28 December 2006 21:03 There would have to be a command to give ownership to another player, and there would be no points awarded to a player if they blow up an empty vehicle. I don't see any way around needing a command if you wish to give your vehicle to someone else and I think the way I have planned is as graceful as it can get. But you shouldn't have to type a command just to say you own a vehicle that you purchased.

I never use !bl though, if I use a command like that, I prefer to just !bind my vehicle. If you are out of your vehicle for example to repair it or to defend the base from people who entered a building to destroy it, a teammate could rescue the vehicle by keeping it out of the hands of the enemy, but if an annoying "This vehicle is locked and belongs to <player>" pops up, both the brave teammate and the vehicle are lost

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [Crimson](#) on Thu, 28 Dec 2006 23:27:32 GMT

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I agree. My system just pages the vehicle owner saying "XXX got in your vehicle. Type !something to eject him or !something\_else to give him ownership of the vehicle." The guy who gets in gets paged with "This vehicle belongs to YYY. Please do not take off with it unless he gives it to you." Of course I will word it better.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [DodgeThis](#) on Thu, 28 Dec 2006 23:34:32 GMT

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Crimson wrote on Fri, 29 December 2006 00:27I agree. My system just pages the vehicle owner saying "XXX got in your vehicle. Type !something to eject him or !something\_else to give him ownership of the vehicle." The guy who gets in gets paged with "This vehicle belongs to YYY. Please do not take off with it unless he gives it to you." Of course I will word it better.

Ok, that's pretty cool

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [AmunRa](#) on Thu, 28 Dec 2006 23:48:50 GMT

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I feel like I get dumber everytime I read one of these threads.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [xptek](#) on Fri, 29 Dec 2006 02:54:58 GMT

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I am debating over free software made by a 12-year-old on an online forum.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [jnz](#) on Fri, 29 Dec 2006 02:57:20 GMT

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was that really nessesary?

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [xptek](#) on Fri, 29 Dec 2006 02:58:58 GMT

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I am deeming the above post unnecessary on an online forum. All of my posts are very relevant to the topic and content-filled literary works.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [songokuk](#) on Fri, 29 Dec 2006 16:23:33 GMT

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xptek wrote on Thu, 28 December 2006 21:58I am deeming the above post unnecessary on an online forum. All of my posts are very relevant to the topic and content-filled literary works.

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lol

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [fl00d3d](#) on Fri, 29 Dec 2006 16:44:05 GMT

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DodgeThis wrote on Thu, 28 December 2006 17:54Crimson wrote on Thu, 28 December 2006 21:03There would have to be a command to give ownership to another player, and there would be no points awarded to a player if they blow up an empty vehicle. I don't see any way around needing a command if you wish to give your vehicle to someone else and I think the way I have planned is as graceful as it can get. But you shouldn't have to type a command just to say you own a vehicle that you purchased.

I never use !bl though, if I use a command like that, I prefer to just !bind my vehicle. If you are out of your vehicle for example to repair it or to defend the base from people who entered a building to destroy it, a teammate could rescue the vehicle by keeping it out of the hands of the enemy, but if an annoying "This vehicle is locked and belongs to <player>" pops up, both the brave teammate and the vehicle are lost

It's just not practical. If you're dumb enough to let your vehicle get stolen, then it shouldn't matter how its bound. I agree that automatic binding would be nice - but my whole argument was centered on the fact that if it is bound to a person and you bail out (still bound to you) and then destroyed, the enemy gets points. Basically !bl is used in pub servers where you're worried about n00b gta's. But since they can't steal it right away after purchase, and !bind, !lock, !bl are all options thereafter ... I don't see how its a big deal or sloppy. It gives the player options and control. Using your own argument against you, if someone's vehicle is auto-bound and you try to rescue it ... its the same effect as if they had typed !bl. So why force the option on someone when they could easily just type !bl. Also, !eject never seems to be effective - it almost always precedes a !qkick

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [Crimson](#) on Fri, 29 Dec 2006 18:34:18 GMT

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That's why my system is more effective. The owner of the tank decides whether or not to eject an occupant. So if you lose your tank out in the field, your teammate can bring it home without penalty. And if you eject just before destruction, no points are awarded to the opposite team, just as it should be. I don't know how the SSAOW feature works exactly, but the whole "locking" thing is just dumb in my opinion. Knowing who owns each vehicle and allowing them to maintain control of it if it's stolen by a teammate is all I'm after.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [Goztow](#) on Fri, 29 Dec 2006 18:58:38 GMT

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You mean it would need to be just like BlackIntel/TK2 has it today? When someone buys a tank, it gets auto-bound. Lock-commands are off. The pages are also there.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [Crimson](#) on Sat, 30 Dec 2006 00:38:40 GMT  
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Perhaps, but they just beat me to finishing it after I told them how I was doing it.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [puddle\\_splasher](#) on Sat, 30 Dec 2006 10:21:22 GMT  
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Crimson wrote on Fri, 29 December 2006 17:38 Perhaps, but they just beat me to finishing it after I told them how I was doing it.

Sorry Crimson, ive never said anything about you.

First time for everything.

Moral of the story, "keep your mouth shut".

This is not meant in a bad way but as advice. You have some great thoughts, dont discuss them and let others beat you to it. Unless of course you have a good relationship with them and you are all playing together for the ultimate goal.

Keep the good work coming.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [Goztow](#) on Sat, 30 Dec 2006 11:27:35 GMT  
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Considering that BI is a part of BHS, I'm pretty convinced you could just ask them for the code and you'd get it. What's this thing with "I want to be the one who made it first"? Just spread the loadwork, you have enough other things to do, right?

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [EvilWhiteDragon](#) on Sat, 30 Dec 2006 11:28:44 GMT  
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Crimson wrote on Sat, 30 December 2006 01:38 Perhaps, but they just beat me to finishing it after I told them how I was doing it.

Yea right crimson, whe have that for atleast half a year now...

Linkylinky:

[http://www.black-intel.net/index.php?subaction=showfull&id=1151321004&archive=&start\\_from=&ucat=&&page=news](http://www.black-intel.net/index.php?subaction=showfull&id=1151321004&archive=&start_from=&ucat=&&page=news)

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer

Posted by [puddle\\_splasher](#) on Sat, 30 Dec 2006 12:14:47 GMT

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If you have it, why not share it?

Is that too hard for a an ever decreasing Community?

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer

Posted by [EvilWhiteDragon](#) on Sat, 30 Dec 2006 12:35:09 GMT

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well, we will OFCOURSE release it, but we want to finish some other stuff to go with it. Untill then we wont release it as it quite some work to seperate it.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer

Posted by [Crimson](#) on Sat, 30 Dec 2006 22:46:39 GMT

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I started my vehicle autobind on March 5th of this year. Unfortunately this also helps me realize how little time I get to work on my bot. :\

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer

Posted by [EvilWhiteDragon](#) on Sun, 31 Dec 2006 01:19:03 GMT

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Crimson wrote on Sat, 30 December 2006 23:46 I started my vehicle autobind on March 5th of this year. Unfortunately this also helps me realize how little time I get to work on my bot. :\

well you didnt posted it, and still, it is / was a trivial idea.

But to do it properly I would say you needed a assembly hack (we do anyway) for it, so SK would need to make it for you then.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [dead6re](#) on Sun, 31 Dec 2006 11:13:49 GMT

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EvilWhiteDragon wrote on Sat, 30 December 2006 20:19Crimson wrote on Sat, 30 December 2006 23:46I started my vehicle autobind on March 5th of this year. Unfortunately this also helps me realize how little time I get to work on my bot. :\ well you didnt posted it, and still, it is / was a trivial idea. But to do it properly I would say you needed a assembly hack (we do anyway) for it, so SK would need to make it for you then.

You don't need an ASM hack. You can log the vehicle creation from the RenegadeFDS with gamelog or something along those lines.

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Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer  
Posted by [EvilWhiteDragon](#) on Sun, 31 Dec 2006 18:37:21 GMT

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gamelog is slow :/

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