
Subject: Suggestion + Question

Posted by [dr3w2](#) on Tue, 21 Apr 2009 20:57:32 GMT

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My suggestion is to have the ability for a user to relay messages into game during gametime, for example using UDP. For moderators using full screen game and do not have dual monitors, moderating and using IRC is a bitch because of tabbing out. I know TT has mentioned they want to fix bugs, and improve upon the engine but I think a new addition like this could be worthwhile. I can post a SS if necessary and willing to send my current code to members of TT.

Now for a question relating to that, how much of the current "shaders.dll" and "scripts.dll" will be modified, changed and limited/unaccessible. For example, will we still be able to code with c++ to make modified huds and if so how much code changing would be necessary? If we cannot edit via c++ , what kind of configurations will be possible? Theres certainly to much freedom involved with both of these DLL files however I think most developers on it realize this and try to draw the line somewhere.

Subject: Re: Suggestion + Question

Posted by [Genesis2001](#) on Wed, 22 Apr 2009 02:01:28 GMT

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As for the shaders question, Saberhawk's mentioned that he completely re-wrote shaders.dll for this patch. "Shaders System 4.0"

I remember jonwil also stating that shader plugins won't be done in this new shaders.dll.

That is all I know about it. ^_^

Subject: Re: Suggestion + Question

Posted by [Goztow](#) on Wed, 22 Apr 2009 06:48:56 GMT

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Couldn't you have a sort of IRC overlay, like you have TS2 overlay? OK, it's less shiny but I doubt the chat in renegade would be better.

Subject: Re: Suggestion + Question

Posted by [dr3w2](#) on Wed, 22 Apr 2009 11:33:33 GMT

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I never said anything about the chat box

Problem with an "irc overlay" is that still involves hooking directx not to mention the actual drawing of whatever else you want on it. By drawing right into renegade using shaders I would think there's actually less overhead.

Also something like TS overlay conflicts with fraps and other direct-x hooking programs.

With a udp socket you can control what kind of data you want to send extremely easily (especially with mirc) and your limited only to the size of the ascii string you want to send (for example, mine is limited to 256 characters)

Subject: Re: Suggestion + Question

Posted by [Genesis2001](#) on Wed, 22 Apr 2009 15:01:51 GMT

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andr3w282 wrote on Wed, 22 April 2009 04:33I never said anything about the chat box

Problem with an "irc overlay" is that still involves hooking directx not to mention the actual drawing of whatever else you want on it. By drawing right into renegade using shaders I would think there's actually less overhead.

Also something like TS overlay conflicts with fraps and other direct-x hooking programs.

With a udp socket you can control what kind of data you want to send extremely easily (especially with mirc) and your limited only to the size of the ascii string you want to send (for example, mine is limited to 256 characters)

But if it's an mIRC script, what if servers show team chat in the public channel and the player's on that channel... They can just have it send -all- chatter to their game client. lol

Subject: Re: Suggestion + Question

Posted by [dr3w2](#) on Wed, 22 Apr 2009 15:40:34 GMT

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I really don't think servers show team chat in public, and if they do then those servers fail

Subject: Re: Suggestion + Question

Posted by [Pyr0man1c](#) on Wed, 22 Apr 2009 16:33:38 GMT

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andr3w282 wrote on Wed, 22 April 2009 10:40I really don't think servers show team chat in public, and if they do then those servers fail

Or there is no teamwork in the serve -_-

But good idea.

Subject: Re: Suggestion + Question

Posted by [Carrierll](#) on Thu, 23 Apr 2009 20:19:29 GMT

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andr3w282 wrote on Wed, 22 April 2009 16:40I really don't think servers show team chat in public, and if they do then those servers fail

Some I've been to do, and have an ingame to IRC IP matching thing that ignores moderators. Some don't have that, though.

Subject: Re: Suggestion + Question

Posted by [RTsa](#) on Thu, 23 Apr 2009 22:16:40 GMT

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And proxies?

But yeah, those kinds of servers fail.

Subject: Re: Suggestion + Question

Posted by [dr3w2](#) on Fri, 24 Apr 2009 04:13:39 GMT

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<http://www.n00bstories.com/image.fetch.php?id=1390025527>

y/n ?

Subject: Re: Suggestion + Question

Posted by [Goztow](#) on Fri, 24 Apr 2009 06:27:00 GMT

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It seems this topic is solved, so I'll close it. The offtopic part was split to the heated discussions subforum where you can continue discussing it. I'd like to keep the TT-forum strictly technical / constructive .

Subject: Re: Suggestion + Question

Posted by [F1r3st0rm](#) on Fri, 24 Apr 2009 12:35:38 GMT

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Still too much text on the screen dont know how can you play like that

Subject: Re: Suggestion + Question

Posted by [StealthEye](#) on Fri, 24 Apr 2009 12:42:40 GMT

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You get used to it quickly, you won't even notice it... I have more debug output on my screen than shown there and can still play normally.

I'm not sure about this. It's definitely very cool, but I can see possibilities to abuse it, intentionally or not. I can imagine mods having this on and without really noticing they look at the IRC logs when there's no real reason to, giving them an advantage (comparable to dual screen but even more tempting)... Hmmm..

Subject: Re: Suggestion + Question

Posted by [Genesis2001](#) on Fri, 24 Apr 2009 14:30:18 GMT

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StealthEye wrote on Fri, 24 April 2009 05:42 I'm not sure about this. It's definitely very cool, but I can see possibilities to abuse it, intentionally or not. I can imagine mods having this on and without really noticing they look at the IRC logs when there's no real reason to, giving them an advantage (comparable to dual screen but even more tempting)... Hmmm..

'tis what I was saying, lol.

A server or two may show their team chat publicly, for why, I don't know. But they may for whatever reason.

Not to mention moderators having their administration channels open and relaying data to their game.

Subject: Re: Suggestion + Question

Posted by [dr3w2](#) on Fri, 24 Apr 2009 19:59:41 GMT

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StealthEye wrote on Fri, 24 April 2009 07:42 You get used to it quickly, you won't even notice it... I have more debug output on my screen than shown there and can still play normally.

I'm not sure about this. It's definitely very cool, but I can see possibilities to abuse it, intentionally or not. I can imagine mods having this on and without really noticing they look at the IRC logs when there's no real reason to, giving them an advantage (comparable to dual screen but even more tempting)... Hmmm..

I had another idea which I may be using for n00bstories.

Get the currently connected servers IP and listen only for incoming messages from that source IP. Allow the server/server owner/bot handle any of the extra messages that they would allow to be sent to the players. I know, it sounds like !page and !msg but this could be used as a secondary thing

Subject: Re: Suggestion + Question

Posted by [dr3w2](#) on Fri, 24 Apr 2009 20:02:01 GMT

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Zack wrote on Fri, 24 April 2009 09:30StealthEye wrote on Fri, 24 April 2009 05:42I'm not sure about this. It's definitely very cool, but I can see possibilities to abuse it, intentionally or not. I can imagine mods having this on and without really noticing they look at the IRC logs when there's no real reason to, giving them an advantage (comparable to dual screen but even more tempting)... Hmmm..

'tis what I was saying, lol.

A server or two may show their team chat publicly, for why, I don't know. But they may for whatever reason.

Not to mention moderators having their administration channels open and relaying data to their game.

If the moderators and administrators can't be trusted to not abuse what they are given access to, then they simply should not be moderators or admins and be decided by that servers owner. We fully trust our moderators at NS to use their judgment and to not be viewing the administrative bot output (team chat, vehicle purchases etc..) while they are playing

Subject: Re: Suggestion + Question

Posted by [Prulez](#) on Fri, 24 Apr 2009 21:33:07 GMT

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I have a script setup which !pages me who killed me (+ details), who I killed, deployed beacons, BIATCH warnings etc.

This is causing some spam though.

I would suggest to get the client to open a DDE channel and let the people figure this out themselves with a combo of mIRC and DDE.

Subject: Re: Suggestion + Question

Posted by [dr3w2](#) on Fri, 24 Apr 2009 21:35:37 GMT

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Prulez wrote on Fri, 24 April 2009 23:33I have a script setup which !pages me who killed me (+ details), who I killed, deployed beacons, BIATCH warnings etc.

This is causing some spam though.

I would suggest to get the client to open a DDE channel and let the people figure this out themselves with a combo of mIRC and DDE.

DDE is a pain in the ass not to mention you need to have the active connection. By using a UDP

socket you can be listening constantly and not have to worry about connecting and disconnecting. Since UDP can specify source IPs, setting it to 127.0.0.1 doesn't cause any security issues. Using a mIRC udp socket is also much easier than DDE

Only thing is I never bothered to allow back and forth communication as I didn't want or need it, so I consider the IRC thing more as a relay.
