
Subject: Renegade IRC overlay discussion - cleared

Posted by [Scrin](#) on Fri, 24 Apr 2009 04:27:09 GMT

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andr3w282 wrote on Thu, 23 April 2009

23:13<http://www.n00bstories.com/image.fetch.php?id=1390025527>

y/n ?

rofl... who give you that feature y/n ?

Subject: Re: Suggestion + Question

Posted by [Xpert](#) on Fri, 24 Apr 2009 04:34:41 GMT

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No one gave him the feature, he made it himself. It's his own coding.

Subject: Re: Suggestion + Question

Posted by [Scrin](#) on Fri, 24 Apr 2009 04:36:19 GMT

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Xpert wrote on Thu, 23 April 2009 23:34No one gave him the feature, he made it himself. It's his own coding.

lol sure, i have made C&C renegade 7 years ago just in case also...

I just wondering, why the hell low homos have the nice-rare stuff all the time?

Subject: Re: Suggestion + Question

Posted by [dr3w2](#) on Fri, 24 Apr 2009 04:53:55 GMT

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Niko "The Lay" wrote on Thu, 23 April 2009 23:36Xpert wrote on Thu, 23 April 2009 23:34No one gave him the feature, he made it himself. It's his own coding.

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you don't beleive i made it? wow and yet your the one who msg'd me asking for my building bar code also eh?

Low homos? you realize im an admin at n00bstories and would consider myself much more respected around these areas then your pathetic ass.

And no, the last person I would give this to (source or compiled) is you. You're the reason why I'm not releasing my map overlay source also .

Other respected known members of the community, feel free to message me as you know where to find me

Subject: Re: Suggestion + Question

Posted by [Scrin](#) on Fri, 24 Apr 2009 05:10:35 GMT

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andr3w282 wrote on Thu, 23 April 2009 23:53Niko "The Lay" wrote on Thu, 23 April 2009 23:36Xpert wrote on Thu, 23 April 2009 23:34No one gave him the feature, he made it himself. It's his own coding.

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And no, the last person I would give this to (source or compiled) is you. You're the reason why I'm not releasing my map overlay source also .

Other respected known members of the community, feel free to message me as you know where to find me

wtf are you talked about? I realy didn't saw you here before that...

And whats with msg's? are you GrimmNL? i will check out my PM's send messages later

Subject: Re: Suggestion + Question

Posted by [luv2pb](#) on Fri, 24 Apr 2009 05:11:07 GMT

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Niko "The Lay" wrote on Fri, 24 April 2009 00:36Xpert wrote on Thu, 23 April 2009 23:34No one gave him the feature, he made it himself. It's his own coding.

lol sure, i have made C&C renegade 7 years ago just in case also...

I just wondering, why the hell low homos have the nice-rare stuff all the time?

He has it because he took the time to learn and figure the shit out. I fail to see how that makes him a "low homo" (what ever that is ...).

Subject: Re: Suggestion + Question

Posted by [John McCain](#) on Fri, 24 Apr 2009 05:12:00 GMT

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Niko "The Lay" wrote on Fri, 24 April 2009 12:36

I just wondering, why the hell low homos have the nice-rare stuff all the time?

WE'RE TALKING ABOUT IRONY. NORMALLY I TALK ABOUT THE BUTTS OF YOUR WIVES THAT I SPEND FIFTEEN MINUTES CLENCHING ON INFOMERCIALS FOR THE TONY LITTLE GAZELLE BUT HOLY SHIT THE IRONY IN THIS ONE PARTICULAR POST ALMOST MADE ME ROID RAGE. A FUCKING SHAMWOW BY THAT QUEERMO VINCE COULDNT ABSORB ALL THE IRONY DISPLAYED HERE EVEN IF THAT PARTICULAR PRODUCT WAS BEING USED

BY A TONGUE BITING SEMEN AND BLOOD VACUUMING HOOKER!

Subject: Re: Suggestion + Question

Posted by [dr3w2](#) on Fri, 24 Apr 2009 05:13:18 GMT

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Just to give you another hardon

<http://www.n00bstories.com/image.fetch.php?id=1034765103>

And yes, I actually do share my stuff with people I just can't publically release because in order to do that I would have to release the source, which in turn stops me because of how much more shit it can be used for.

Subject: Re: Suggestion + Question

Posted by [Scrin](#) on Fri, 24 Apr 2009 05:14:20 GMT

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TONY LITTLE wrote on Fri, 24 April 2009 13:12Niko "The Lay" wrote on Fri, 24 April 2009 12:36
I just wondering, why the hell low homos have the nice-rare stuff all the time?

WE'RE TALKING ABOUT IRONY. NORMALLY I TALK ABOUT THE BUTTS OF YOUR WIVES THAT I SPEND FIFTEEN MINUTES CLENCHING ON INFOMERCIALS FOR THE TONY LITTLE GAZELLE BUT HOLY SHIT THE IRONY IN THIS ONE PARTICULAR POST ALMOST MADE ME ROID RAGE. A FUCKING SHAMWOW BY THAT QUEERMO VINCE COULDNT ABSORB ALL THE IRONY DISPLAYED HERE EVEN IF THAT PARTICULAR PRODUCT WAS BEING USED BY A TONGUE BITING SEMEN AND BLOOD VACUUMING HOOKER!
THIS IS TAH MALE-WARE SPAM BOT FROM USA!!!

Subject: Re: Suggestion + Question

Posted by [Scrin](#) on Fri, 24 Apr 2009 05:18:57 GMT

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andr3w282 wrote on Fri, 24 April 2009 13:13Just to give you another hardon

<http://www.n00bstories.com/image.fetch.php?id=1034765103>

And yes, I actually do share my stuff with people I just can't publically release because in order to do that I would have to release the source, which in turn stops me because of how much more shit it can be used for.

i know who give it to you, its Sir_kane or Campa_Com!!

and yes, i have send you 1 PM with request, but you will starting to make Homer there and i

leave...

I understand, showing off other's work is so professionalyZ

Subject: Re: Suggestion + Question

Posted by [nikki6ixx](#) on Fri, 24 Apr 2009 05:21:53 GMT

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Um, andr3w282 has been making all this stuff by himself.

Subject: Re: Suggestion + Question

Posted by [dr3w2](#) on Fri, 24 Apr 2009 05:22:02 GMT

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SK and Campa will completely disagree with you. Neither of them have sent me a single line of code. Especially not SK.

So continue on accusing me of stealing other peoples shit when it's completely false, when clearly you have been the worse for that.

I have either written all my code myself, or under the much appreciated assistance and input from a few renegade and n00bstories members. They know who they are.

Subject: Re: Suggestion + Question

Posted by [luv2pb](#) on Fri, 24 Apr 2009 05:22:55 GMT

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Niko "The Lay" wrote on Fri, 24 April 2009 01:18andr3w282 wrote on Fri, 24 April 2009 13:13Just to give you another hardon

<http://www.n00bstories.com/image.fetch.php?id=1034765103>

And yes, I actually do share my stuff with people I just can't publically release because in order to do that I would have to release the source, which in turn stops me because of how much more shit it can be used for.

i know who give it to you, its Sir_kane or Campa_TheGayCom!!

and yes, i have send you 1 PM with request, but you will starting to make Homer there and i leave...

I understand, showing off other's work is so professionalyZ

awwwwwwww ... his RAGE is so cute.

Subject: Re: Suggestion + Question

Posted by [Scrin](#) on Fri, 24 Apr 2009 05:28:51 GMT

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andr3w282 wrote on Fri, 24 April 2009 00:22SK and Campa will completely disagree with you. Neither of them have sent me a single line of code. Especially not SK.

So continue on accusing me of stealing other peoples shit when it's completely false, when clearly you have been the worse for that.

I have either written all my code myself, or under the much appreciated assistance and input from a few renegade and n00bstories members. They know who they are.

but i made all by myself also, Renegade/ThEfOrUmAdmIn and andr3w282... not the big deal. and if you are so pro, explain me why your hud is so fucking ugly and messed? (i know original deathlink's hud is good... but this what you have its tottaly nonsense...) or maybe you only knows and got the skillZ how to write that shit lines in text format??

but its no problem, because i know what you will tell,
"IcAnTglvEiTtYoUBeCaUsEiHaVeToAsKtHeCrEaToR,
AnDcReAtOrWillSeNdMeToHeLiLiKeEvErYoNeHeRe"

Subject: Re: Suggestion + Question

Posted by [dr3w2](#) on Fri, 24 Apr 2009 05:29:53 GMT

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LOL this posts makes me laugh. luv2pb is right tbh

Subject: Re: Suggestion + Question

Posted by [nikki6ixx](#) on Fri, 24 Apr 2009 05:35:53 GMT

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Wow, rage lol

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [Goztow](#) on Fri, 24 Apr 2009 06:25:55 GMT

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I split this rather off topic part to the heated discussions subforum and closed the TT topic (as it seems solved).

My first google result on "irc overlay" gave me something similar to what you made, though I didn't install it and test if it works on Renegade. But I suppose you used the same principle? Nice coding work . I don't think I'd personally use it, it just gets in the way of gaming, the way you currently have it :-S. But I can see it being useful.

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [Scrin](#) on Fri, 24 Apr 2009 06:35:49 GMT

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Sir_KANE made it, he is good scripter btw (the big live action map overhead, but without tanks for both team)

I have no idea who is your boss... yet

File Attachments

1) [KANE!!!.wav](#), downloaded 205 times

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [dr3w2](#) on Fri, 24 Apr 2009 06:38:01 GMT

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ROFL as if your still going on about how SK gave me the irc overlay/map overlay.

I can't wait till he shows up to this thread, insults my stuff (it's expected) as well as insults your ignorance.

*edit - Also SK is a programmer, not a scripter which I'm sure he'd bitch slap you for calling him that

SK was the first one to do the map overlay, oh so long ago, and I give him full props and respect for the idea of it.

The implementation is my own code written in shaders.dll .. so fail more.

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [luv2pb](#) on Fri, 24 Apr 2009 06:40:36 GMT

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Goztow wrote on Fri, 24 April 2009 02:25... and closed the TT topic (as it seems solved).
are you retarded?

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [Scrin](#) on Fri, 24 Apr 2009 06:41:43 GMT

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andr3w282 wrote on Fri, 24 April 2009 01:38ROFL as if your still going on about how SK gave me the irc overlay/map overlay.

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Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [dr3w2](#) on Fri, 24 Apr 2009 06:43:26 GMT

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Niko "The Lay" wrote on Fri, 24 April 2009 01:41 andr3w282 wrote on Fri, 24 April 2009 01:38 ROFL as if your still going on about how SK gave me the irc overlay/map overlay.

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Wow are you drunk or really that retarded? I know your english isn't that bad as i've seen from your other posts.

And no, your pathetic attempt at trying to get me to post the source or the compiled DLL is laughable. Everyone who I know wouldn't abuse the shit out of it has seen it and has used it (So pretty much can be anyone except for yourself)

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [Goztow](#) on Fri, 24 Apr 2009 06:45:49 GMT

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The reason is simple: if he releases the .dll, he needs to release the source because of the open source license.

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [dr3w2](#) on Fri, 24 Apr 2009 06:47:08 GMT

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Goztow wrote on Fri, 24 April 2009 01:45The reason is simple: if he releases the .dll, he needs to release the source because of the open source license.

He doesn't seem to realize that, or understand why I would NOT want this publically available (mostly because of people like him)

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [Scrin](#) on Fri, 24 Apr 2009 06:54:23 GMT

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andr3w282 wrote on Fri, 24 April 2009 01:43Niko "The Lay" wrote on Fri, 24 April 2009 01:41andr3w282 wrote on Fri, 24 April 2009 01:38ROFL as if your still going on about how SK gave me the irc overlay/map overlay.

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And no, your pathetic attempt at trying to get me to post the source or the compiled DLL is laughable. Everyone who I know wouldn't abuse the shit out of it has seen it and has used it (So pretty much can be anyone except for yourself)
k

in next time dont post that fucking screenshots with "your" main game screen's stuff, because everyone will JeAlOuS it..

Oh wait, i know who got that features also... its everyone who have played on your server and kiss your ass with... hmm...these:

Hey andr3w

Sup andry

yoo m8, how its going?

Your custom huds are great, ty for sharing

hey, can i have it also, please?

andr3w282: my laptop on laggy, and i have to take shower, brb 5 min ^^

Np dude, have fun

andr3w282: im sbh rethoping, need cover.

Cover Me

Cover Me

Cover Me

Cover Me

I'm coming

Affirmative

Affirmative

The GDI Tiberium refinery Destroyed thanks to andr3w282!

!rec andr3w282 gj mate!

Affirmative

!rec andr3w282 you teh pro1

!donate andr3w282 3000

ty

andr3w282: hehe i'm sbh and just got the ramjet, you all DAIII now!

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [dr3w2](#) on Fri, 24 Apr 2009 06:57:54 GMT

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LOL I've been saying for days how LOL worthy it would be posting this.. and I was definately right.

You have been the most ironic motherfucker i have seen in a long time rofl

"why the hell low homos have the nice-rare stuff all the time? "

"I understand,showing off other's work is so professionalyZ "

"explain me why your hud is so fucking ugly and messed? "

"why dont release all that "

"in next time dont post that fucking screenshots with "your" main game screen's stuff, because everyone will JeAlOuS it..

"

ROFL this is hilarious.

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [raven](#) on Fri, 24 Apr 2009 06:58:42 GMT

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posting in epic thread.

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [Scrin](#) on Fri, 24 Apr 2009 07:00:15 GMT

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andr3w282 wrote on Fri, 24 April 2009 01:57LOL I've been saying for days how LOL worthy it would be posting this.. and I was definately right.

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"

ROFL this is hilarious.

nope, its andr3w282ious

so, i was right about asslickers, same shit with campa.com

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [Scrin](#) on Fri, 24 Apr 2009 07:02:18 GMT

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andr3w282 wrote on Fri, 24 April 2009 01:47Goztow wrote on Fri, 24 April 2009 01:45The reason is simple: if he releases the .dll, he needs to release the source because of the open source license.

He doesn't seem to realize that, or understand why I would NOT want this publically available (mostly because of people like him)

fucking canadian rats!

Read Goztow,s topic...scrin will get you!!

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [raven](#) on Fri, 24 Apr 2009 07:02:43 GMT

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Niko "The Lay" wrote on Fri, 24 April 2009 02:00andr3w282 wrote on Fri, 24 April 2009 01:57LOL I've been saying for days how LOL worthy it would be posting this.. and I was definately right.

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"in next time dont post that fucking screenshots with "your" main game screen's stuff, because everyone will JeAlOuS it..

"

ROFL this is hilarious.

nope, its andr3w282ious

so, i was right about asslickers, same shit with campa.com

Just shut up. You're making yourself look more and more like an asshole and idiot every time you post.

Also, your avatar scares the fuck out of me. Just thought I'd let you know

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [Scrin](#) on Fri, 24 Apr 2009 07:04:12 GMT

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andr3w282 wrote on Fri, 24 April 2009 01:43 I know your english isn't that bad as i've seen from your other posts.

that was my plan, about to get hated here

And about avatar, YOU DONT REALISED WHATS ASSLIKERS MEANS???

Goz edit: inappropriate link

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [dr3w2](#) on Fri, 24 Apr 2009 07:05:31 GMT

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Goztow wrote on Fri, 24 April 2009 01:25

My first google result on "irc overlay" gave me something similar to what you made, though I didn't install it and test if it works on Renegade. But I suppose you used the same principle? Nice coding work . I don't think I'd personally use it, it just gets in the way of gaming, the way you currently have it :-S. But I can see it being useful.

Sorry I didn't get a chance to answer this because I've been laughing at Scrin here.

Basically I open up a socket, and send myself data through UDP to that socket and parse it all. Then on every frame draw, i draw out the data. So it's being rendered right into Renegade itself as apposed to being drawn ontop. I wrote a simple system which allows me to prefix the message I send with a number between 1 and 9. This number then translates to a color which I specified in hud.ini. The colors are your standard rgb settings as well as alpha, so you can specify the transparency on each individual messages. So for certain messages (like if my name is said) i can make it brighter and more visible then generic IRC bot spam. Inside mIRC i wrote a simple script to parse messages and send it to my loopback. Also customizable is how many lines of data to store + output to screen. When it reaches that limit i trim off the oldest line so you actually get that scrolling text effect also. So yeah the transparency of the text is fully customizable, not to mention with my key toggle class i can easily toggle it on/off while ingame if i decide it's in my way.

The whole idea is for people who don't run dual monitors, and don't run or don't want to run in windowed mode yet still have that ability to monitor irc. Plus i wanted to learn some more new shit which includes sockets

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [Dethdeath](#) on Fri, 24 Apr 2009 07:08:39 GMT

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Wooooooooowwwwwww

Scrin low homo always jealous

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [Goztow](#) on Fri, 24 Apr 2009 07:16:56 GMT

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Scrin: no posting inappropriate links, plz.

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [luv2pb](#) on Fri, 24 Apr 2009 07:31:49 GMT

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Goztow wrote on Fri, 24 April 2009 03:16Scrin: no posting inappropriate links, plz.

Was it hulu.com? Because it is ok to post hulu.com you know. Many people like hulu.com and use it all the time. hulu.com isn't warez btw.

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [Hex](#) on Fri, 24 Apr 2009 07:46:07 GMT

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The IRC overlay is a nice idea, scrin, please for everyones sake including your own gtfo and grow up you silly little boy adults are trying to talk.

Subject: Re: Suggestion + Question

Posted by [Canadacdn](#) on Fri, 24 Apr 2009 22:53:55 GMT

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Niko "The Lay" wrote on Fri, 24 April 2009 00:18andr3w282 wrote on Fri, 24 April 2009 13:13Just to give you another hardon

<http://www.n00bstories.com/image.fetch.php?id=1034765103>

And yes, I actually do share my stuff with people I just can't publically release because in order to do that I would have to release the source, which in turn stops me because of how much more shit it can be used for.

i know who give it to you, its Sir_kane or Campa_TheGayCom!!

and yes, i have send you 1 PM with request, but you will starting to make Homer there and i leave...

I understand,showing off other's work is so professionalyZ

Ahahahaha

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [Dover](#) on Sat, 25 Apr 2009 06:03:49 GMT
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I'm with Van Buren on this one.

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [Memphis](#) on Sat, 25 Apr 2009 11:50:57 GMT
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I think the more important issue here is that your FPS is low, you can't possibly PRAWN with such a frame rate. It's not just done.

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [Dethdeath](#) on Sat, 25 Apr 2009 14:33:44 GMT
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Memphis wrote on Sat, 25 April 2009 13:50 I think the more important issue here is that your FPS is low, you can't possibly PRAWN with such a frame rate. It's not just done.
I don't see low FPS anywhere.

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [BlueThen](#) on Sat, 25 Apr 2009 16:12:07 GMT
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lol @ Scrin being jealous. Why do you care? Don't you do the same thing? Beg people for scripts, and then show them off as if they're your own? Just get over it, you've dug yourself a hole and you're making it bigger.

Subject: Re: Suggestion + Question
Posted by [slosha](#) on Sat, 25 Apr 2009 16:39:16 GMT
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andr3w282 wrote on Fri, 24 April 2009 00:13 Just to give you another hardon

<http://www.n00bstories.com/image.fetch.php?id=1034765103>

And yes, I actually do share my stuff with people I just can't publically release because in order to do that I would have to release the source, which in turn stops me because of how much more shit it can be used for.

that's kool.. but it would look better with a border of some sort.

Subject: Re: Suggestion + Question

Posted by [dr3w2](#) on Sat, 25 Apr 2009 16:49:36 GMT

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2GLOCK9S wrote on Sat, 25 April 2009 09:39andr3w282 wrote on Fri, 24 April 2009 00:13Just to give you another hardon

<http://www.n00bstories.com/image.fetch.php?id=1034765103>

And yes, I actually do share my stuff with people I just can't publically release because in order to do that I would have to release the source, which in turn stops me because of how much more shit it can be used for.

that's kool.. but it would look better with a border of some sort.

The original Map pictures came with a border etc but i find its less cluttered and looks better with so i edited the map files (The pack by deathlink6.0)

For example, this is a sample of the earlier stages when i was writing this:

<http://www.n00bstories.com/image.fetch.php?id=1184529682>

as apposed to now:

<http://www.n00bstories.com/image.fetch.php?id=1377077567>

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [Carrierll](#) on Sat, 25 Apr 2009 17:16:27 GMT

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Hex wrote on Fri, 24 April 2009 08:46The IRC overlay is a nice idea, scrin, please for everyones sake including your own gtfo and grow up you silly little boy adults are trying to talk.

Post of the year contender 2009! I need to make a list of these, and run a poll during December.

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The IRC Overlay and his HUD stuff is ok... but that message what he shows is killed me
ANOTHER FUCKING BUSINESS MAN!!

"Me OuT"

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rofl wow i feel kind of bad argueing with a handicap kid but god damn is this ever funny.

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Scrin complaining about people not sharing has to be the funniest thing I've ever read on these forums.

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Hello

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Scrin, you are the last person who should be bitching about people not publically releasing things. Until a few weeks ago, you wouldn't release a single byte of your work because of the exact same reason, "I don't want people stealing my work and claiming it as my own." You do the exact thing

that he is talking about and what you didn't want people to do to you.

God, I'm 5 years younger than you and I act about 10 older. I guess maturity actually doesn't come with age.

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [Scrin](#) on Sat, 25 Apr 2009 18:12:50 GMT

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Muad Dib15 wrote on Sat, 25 April 2009 13:10Scrin, you are the last person who should be bitching about people not publically releasing things. Until a few weeks ago, you wouldn't release a single byte of your work because of the exact same reason, "I don't want people stealing my work and claiming it as my own." You do the exact thing that he is talking about and what you didn't want people to do to you.

God, I'm 5 years younger than you and I act about 10 older. I guess maturity actually doesn't come with age.

that's true, my turn to get reward for my stuff

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [BlueThen](#) on Sat, 25 Apr 2009 18:19:39 GMT

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Niko "The Lay" wrote on Sat, 25 April 2009 12:37(I remember when i ask Campa about his hud in 2008 he told me what he want 100\$ for it.... this is tottaly retardiZm)

If you haven't realised, that's pretty much another way of saying "No." Besides, he probably knew that you'd simply be showing it off and calling it your own... like you usually do.

Quote:that's true, my turn to get reward for my stuffFucking ignorant.

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [Scrin](#) on Sat, 25 Apr 2009 18:21:03 GMT

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BlueThen wrote on Sat, 25 April 2009 13:19

Quote:that's true, my turn to get reward for my stuffFucking ignorant.

Fucking Bluethen

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [dr3w2](#) on Sat, 25 Apr 2009 18:21:50 GMT

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Muad Dib15 wrote on Sat, 25 April 2009 13:10 "I don't want people stealing my work and claiming it as my own." You do the exact thing that he is talking about and what you didn't want people to do to you.

[/color]

Actually that is not what I am saying at all. I'm more then happy to release what I have including the source to SPECIFIC individuals.

The source code for this stuff can EASILY be manipulated. For example, the map overlay can be turned into a full radarhack if wanted with VERY little code changes. Theres some other stuff that can be done but I'm not going into detail into that.

If I was allowed to release the map overlay without releasing the source, I would. The irc thing works awesome, but i feel like it has not been perfected yet so I still consider it under developement.

Also incase your wondering, the n00bstories mods will back me up in my willingness to share with the right people.

Scrin is basically just being a huge whiney, raging bitch and pulling random lies out of his ass that doesn't even make sense.

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [dr3w2](#) on Sat, 25 Apr 2009 18:23:26 GMT

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I would just like to add, Scrin is the last motherfucker I would give anything to just because of how ignorant, cocky and pathetic he is.

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [Scrin](#) on Sat, 25 Apr 2009 18:25:46 GMT

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andr3w282 wrote on Sat, 25 April 2009 19:21Muad Dib15 wrote on Sat, 25 April 2009 13:10 "I don't want people stealing my work and claiming it as my own." You do the exact thing that he is talking about and what you didn't want people to do to you.

[/color]

Actually that is not what I am saying at all. I'm more then happy to release what I have including the source to SPECIFIC individuals.

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Also incase your wondering, the n00bstories mods will back me up in my willingness to share with the right people.

Scrin is basically just being a huge whiney, raging bitch and pulling random lies out of his ass that doesn't even make sense.

my ass wants 1000 messages on her account's profile, its allowed for the ass?

keep blaming the ass few more times k?

p.s. move it to spam forum.

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [dr3w2](#) on Sat, 25 Apr 2009 18:35:38 GMT

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Here, just to shut you up scrin i've attached the source for my IRC overlay

File Attachments

1) [HudIrcSource.txt](#), downloaded 219 times

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [Scrin](#) on Sat, 25 Apr 2009 18:38:16 GMT

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andr3w282 wrote on Sat, 25 April 2009 13:35Here, just to shut you up scrin i've attached the source for my IRC overlay

i know not so much about that, but thanks anyway

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [dr3w2](#) on Sat, 25 Apr 2009 18:40:19 GMT

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LOL i appreciate the message in your signature, if you really weren't so fucking ignorant you'd realize thats an authorization system build into brenbot for moderators and admin rofl. You're such a joke its starting to bore me

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [jnz](#) on Sat, 25 Apr 2009 18:41:04 GMT

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andr3w282 wrote on Sat, 25 April 2009 19:35Here, just to shut you up scrin i've attached the source for my IRC overlay

Niko "The Lay" wrote on Sat, 25 April 2009 19:38andr3w282 wrote on Sat, 25 April 2009 13:35Here, just to shut you up scrin i've attached the source for my IRC overlay
i know not so much about that, but thanks anyway

lol

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [Pyr0man1c](#) on Sat, 25 Apr 2009 18:48:36 GMT

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andr3w282 wrote on Sat, 25 April 2009 13:40LOL i appreciate the message in your signature, if you really weren't so fucking ignorant you'd realize thats an authorization system build into brenbot for moderators and admin rofl. You're such a joke its starting to bore me
Lol I bet he stayed in till he got kicked...

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [Carrierll](#) on Sat, 25 Apr 2009 19:18:19 GMT

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AVG needs to start detecting depictions of rude things in ASCII, the file has no viruses though.

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [dr3w2](#) on Sat, 25 Apr 2009 20:51:20 GMT

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lol im not that much of an asshole to upload a virus

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [Dover](#) on Sat, 25 Apr 2009 20:56:32 GMT

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I have to hand it to you, Andr3w. That's pretty sexy. Not only does it look neat, but it actually helps facilitate teamplay, which is a big improvement over the standard HUD junk developed. Before I ask if I can get my greedy hands on it, I want to make sure; It IS toggleable, right? I don't have to

stare at a birds-eye view on the map when I'm trying to snipe someone, right?

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [CarrierII](#) on Sat, 25 Apr 2009 21:09:25 GMT

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andr3w282 wrote on Sat, 25 April 2009 21:51lol im not that much of an asshole to upload a virus

Nah, I felt the need to derail this thread in a subtle fashion and Firefox is set to scan all downloads w/ AVG, it was kind of a prompt. (The derailment is now less subtle, I guess I have to lock it.)

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [Dover](#) on Sat, 25 Apr 2009 21:10:09 GMT

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CarrierII wrote on Sat, 25 April 2009 14:09andr3w282 wrote on Sat, 25 April 2009 21:51lol im not that much of an asshole to upload a virus :huh:

Nah, I felt the need to derail this thread in a subtle fashion and Firefox is set to scan all downloads w/ AVG, it was kind of a prompt. (The derailment is now less subtle, I guess I have to lock it. :()

Wait!

No!

Stop!

I'm still waiting on an answer! >:(

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [dr3w2](#) on Sat, 25 Apr 2009 23:22:18 GMT

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Dover wrote on Sat, 25 April 2009 15:56 It IS toggleable, right? I don't have to stare at a birds-eye view on the map when I'm trying to snipe someone, right?

Watch in HQ btw

<http://www.youtube.com/watch?v=-JBMXfuuDWc>

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [Dover](#) on Sun, 26 Apr 2009 03:46:06 GMT
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andr3w282 wrote on Sat, 25 April 2009 16:22Dover wrote on Sat, 25 April 2009 15:56 It IS toggleable, right? I don't have to stare at a birds-eye view on the map when I'm trying to snipe someone, right?

Watch in HQ btw

<http://www.youtube.com/watch?v=-JBMXfuuDWc>

DO WANT! <3

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [Ethenal](#) on Sun, 26 Apr 2009 14:51:57 GMT
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Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [nikki6ixx](#) on Sun, 26 Apr 2009 18:06:33 GMT
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Ethenal wrote on Sun, 26 April 2009 09:51No Message Body

Cool story bro.

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [mrÅ£Å\\$Å·z](#) on Sun, 26 Apr 2009 18:21:33 GMT
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looks like i need to reinstall c++

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [ErroR](#) on Sun, 26 Apr 2009 20:13:44 GMT
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andr3w282 wrote on Sat, 25 April 2009 21:35Here, just to shut you up scrin i've attached the

source for my IRC overlay
man wtf it says something symbol

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [Ma1kel](#) on Sun, 26 Apr 2009 22:41:22 GMT
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sure is andrew using/writing shitty cheats and acting like a 12-year-old.

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [futura83](#) on Sun, 26 Apr 2009 23:51:05 GMT
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andr3w282 wrote on Sat, 25 April 2009 19:35Here, just to shut you up scrin i've attached the source for my IRC overlay

Knew something like that was coming but still liked it.

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [dr3w2](#) on Mon, 27 Apr 2009 00:32:55 GMT
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I still lol'd

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [dr3w2](#) on Mon, 27 Apr 2009 00:36:19 GMT
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Ma1kel wrote on Sun, 26 April 2009 18:41sure is andrew using/writing shitty cheats and acting like a 12-year-old.

Umm shitty cheats? The purpose of everything i've written is not to be cheats and have written it specifically to not show enemy information as i've clearly explained. For these reasons is why I can't release the source otherwise some more ignorant fucks like yourself WOULD make them into "pro" cheats. If I really wanted to write some "good" cheats I would have by now, so clearly thats not my objective.

Acting like a 12 year old? I would really like to see an example of this.

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [null.var](#) on Mon, 27 Apr 2009 11:26:35 GMT
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Guys how dare you all question a n00bstories staff member. It does nothing but get you outed from their butthurt eliteist circlejerk of a community. Or you could just end up like ma1kel, banned for making the n00bstories admins upset.

tl;dr: Just don't question andr3w or you'll be banned by the renforums staff. Do not tell them that their work is questionable. That is just really unacceptable.

A reminder: n00bstories, BHS and Renforums staff have nothing to do with eachother.

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [Goztow](#) on Mon, 27 Apr 2009 11:37:02 GMT
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Ma1kel's ban is unrelated to this topic. Maybe you should do a search on his last messages to get a clue on why he's banned:
<http://www.renegadeforums.com/index.php?t=showposts&id=19783&rid=4882>

Renforum's staff is unrelated to n00bstories, except for Crimson but she ain't really very active on renforums. I must've played on the n00bstories server for about half an hour total during the last few years and am not active at all at their forums...

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [reborn](#) on Mon, 27 Apr 2009 11:41:03 GMT
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andr3w282 wrote on Sat, 25 April 2009 14:21 I'm more then happy to release what I have including the source to SPECIFIC individuals.

I would very much like to look at the source. If you're willing to send it to me that would be nice.

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [Dover](#) on Mon, 27 Apr 2009 11:51:30 GMT
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Goztow wrote on Mon, 27 April 2009 04:37 Ma1kel's ban is unrelated to this topic. Maybe you should do a search on his last messages to get a clue on why he's banned:
<http://www.renegadeforums.com/index.php?t=showposts&id=19783&rid=4882>

Renforum's staff is unrelated to n00bstories, except for Crimson but she ain't really very active on

renforums. I must've played on the n00bstories server for about half an hour total during the last few years and am not active at all at their forums...

Watch out, Goztow, trolls are resistant to Logic-type damage...

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [null.var](#) on Mon, 27 Apr 2009 12:06:30 GMT
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Dover wrote on Mon, 27 April 2009 07:51
Watch out, Goztow, trolls are resistant to Logic-type damage...

Yes how illogical of me to conclude that ns is involved whereas ma1kel was banned immediately following a (gasp) negative post about andr3w's overlay.

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [Goztow](#) on Mon, 27 Apr 2009 12:11:14 GMT
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Please do not ignore my post.

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [null.var](#) on Mon, 27 Apr 2009 12:13:12 GMT
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Goztow wrote on Mon, 27 April 2009 07:11Please do not ignore my post.

What?

You mad?

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [Scrin](#) on Mon, 27 Apr 2009 12:16:48 GMT
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null.var wrote on Mon, 27 April 2009 07:13Goztow wrote on Mon, 27 April 2009 07:11Please do not ignore my post.

What?

You mad?

good avatar....

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [dr3w2](#) on Mon, 27 Apr 2009 15:37:53 GMT

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Don't question a n00bstories admin? because yes clearly I don't want people raising arguments , questions and comments on this and that's exactly why I kept my mouth shut and never made a post about this at all.

If you actually are as logical as you say you are, null, you would read all of these posts and take notice I'm simply defending and shooting down all the nonsense scriin has thrown at me in which case Ma1kel decided to attempt to do the same thing. NS had no involvement with banning him and I'm actually disapointed that he never had the oppurtunity to reply to me... so please get off n00bstories dick and stop trying to think we run Renegade.

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [Dover](#) on Mon, 27 Apr 2009 15:51:54 GMT

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null.var wrote on Mon, 27 April 2009 05:06Dover wrote on Mon, 27 April 2009 07:51
Watch out, Goztow, trolls are resistant to Logic-type damage...

Yes how illogical of me to conclude that ns is involved whereas ma1kel was banned immediately following a (gasp) negative post about andr3w's overlay.

Yes. This is an example of what's known as inductive reasoning, or taking a specific example and drawing a broad conclusion from it.

For example, children with larger feet have known to be smarter. Your brand of logic would say "Ah-hah! The key to inteligence! We should take all our children and put them on foot-stretching racks immediately!", without paying heed for anything underlying factors which influences both variables (Like a child's age).

In our situation, the underlying factor that you're ignoring is ma1kel spamming like a fucking retard. Here are a few of his pearls of wisdom:

Ma1kel wrote on Sun, 26 April 2009 17:02twitter more like shitter

Ma1kel wrote on Sun, 26 April 2009 16:59shit looks like a failure, just like your life.

Ma1kel wrote on Sun, 26 April 2009 16:58Buy a windows pc, install linux, and masturbate to being awesome

Ma1kel wrote on Sun, 26 April 2009 16:56consoles are for fags

Ma1kel wrote on Sun, 26 April 2009 16:53hes talking about drugs obviously

also you're all fags
...And all this just after his week ban expired.

TL;DR, you don't have any support for your conclusion beyond "Coincidence?! I THINK NOT!" type of evidence, which is laughable at best and bullshit at worst.

u mad?

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [jnz](#) on Mon, 27 Apr 2009 16:06:01 GMT
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Even if Andrew is using his radar to cheat, and only disabled enemy teams for videos and screen shots. No one can tell him what to program or force him to release anything.
If he's caught cheating that's a different matter, and so far, the server owner at the server he plays. Which happens to be n00bstories, is ok with him using this mod. So, if you don't like him using it, you can just play elsewhere, or if you're the server owner go ahead and ban him. No one else really has much of say in this, although you are completely entitled to your opinion. Just don't expect anyone to care about it.

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [F1r3st0rm](#) on Mon, 27 Apr 2009 18:51:57 GMT
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Imao, Ma1kel's a champ

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [luv2pb](#) on Mon, 27 Apr 2009 19:03:40 GMT
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oh shit null is here. This thread is officially maxed out on stupid now. Watch out this script kiddo might fuck you up. Hes gonna post some html in your shit to ajax my password!!!!11111 Except just like his life he screwed that up too.

Joey (may I call you joey?), do you honestly believe there is anyone here who cares even a little bit what you think? Well except for ma1kel who beats you off while you two hide in supra gaming and RAGE against n00bstories.

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [Muad Dib15](#) on Tue, 28 Apr 2009 00:05:38 GMT
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Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [Dethdeath](#) on Tue, 28 Apr 2009 13:44:15 GMT
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Muad Dib15 wrote on Tue, 28 April 2009 02:05<catimage>
Why would it be locked if it's already in "Heated Discussions and Debates"? Common sense, use it.

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [Muad Dib15](#) on Tue, 28 Apr 2009 23:51:15 GMT
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It will get too heated and Gozy will get sick of going to the report message thing on his board to this topic. He will then lock it. It's happened before.

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [Goztow](#) on Wed, 29 Apr 2009 06:28:12 GMT
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Noone reported this yet . And it's not very high on my heato-meter, yet.

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [Dover](#) on Wed, 29 Apr 2009 06:32:21 GMT
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Now that I'm assured this topic isn't threatened with imminent death, where can I get that deliciousness of yours, andr3w?

Subject: Re: Renegade IRC overlay discussion - cleared
Posted by [rutk](#) on Wed, 29 Apr 2009 13:59:37 GMT
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The transparent map overlay showing positions and name of ones OWN team members is a fucking great idea and it would be cool, if it would be included in TT.

but on the other side because of its potential this project could be the end of renegade

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [Dover](#) on Wed, 29 Apr 2009 14:17:43 GMT

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rrutk wrote on Wed, 29 April 2009 06:59The transparent map overlay showing positions and name of ones OWN team members is a fucking great idea and it would be cool, if it would be included in TT.

but on the other side because of its potential this project could be the end of renegade

People have been saying "X will be the end of Renegade" for years now. The way I see it, this can only improve teamplay. In combination with TeamSpeak or some similar communication tool, this would make coordination much easier.

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [rrutk](#) on Wed, 29 Apr 2009 15:30:05 GMT

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sure the way it is shown here, it can improve renegade a lot. teamplay, and...how often did i ask myself on glacier "where to fuck i am and where are the others?"...

but imagine the code would become public and through it a hax buildt, which shows the oponents too???

gameplay, e.g. trying to sneak in, would become senseless. it would be more then a radar hack, because its so detailed.

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [Dover](#) on Wed, 29 Apr 2009 17:28:47 GMT

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rrutk wrote on Wed, 29 April 2009 08:30sure the way it is shown here, it can improve renegade a lot. teamplay, and...how often did i ask myself on glacier "where to fuck i am and where are the others?"...

but imagine the code would become public and through it a hax buildt, which shows the oponents too???

gameplay, e.g. trying to sneak in, would become senseless. it would be more then a radar hack, because its so detailed.

Radar hacks already exist.

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [reborn](#) on Wed, 29 Apr 2009 18:12:18 GMT

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Dover, Andrew kindly sent me the source code to the map over-view feature.

With extremely little effort you could turn the map over-view thing into something horrible, I am one of the least knowledgeable coders on this forum, and I could quite easily make r g h look like an amateurs attempt within an evening, less infact.

A radar hack is the least of concerns. Infact that would be so easy with this code that all you would have to do is delete lines of code (lines written deliberately to stop it functioning as a radar hack), you wouldn't even really need any knowledge for that. Just delete some lines and compile it.

Seriously, a release of this would be a bad idea. I'm not kidding.

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [Dover](#) on Wed, 29 Apr 2009 18:31:35 GMT

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I don't doubt it, and I'm not pushing for andr3w to release this publically, at least as an standalone mod. All I'm saying is this feature is bitching, it has the potential to expand teamplay (Something Renegade can't get enough of). I'd like to see this feature implemented into the Core of Renegade, perhaps through a TT-style patch. Imagine the positive effects on the game it could have, especially if combined with a Counter-Strike style built-in VoIP communication system.

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [reborn](#) on Wed, 29 Apr 2009 18:37:24 GMT

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Yeah, in that circumstance it would seriously own.

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [dr3w2](#) on Wed, 29 Apr 2009 19:25:02 GMT

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reborn wrote on Wed, 29 April 2009 13:12Dover, Andrew kindly sent me the source code to the map over-view feature.

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^^ This is what i've been saying all along towards the map overlay and currently the irc relay.

I would love to release the map overlay to renforums however because of the agreement I simply won't. So if TT could include this source or their own code it would be a win win all around. I've sent Saberhawk the code previously and I know without a fact he has more then enough skill and knowledge to make his own (and no doubt more improved) I think it would just be whether TT would be willing to include it, and whether the renegade community would accept it.

The IRC Relay/Overlay is still a work in progress, however I don't think it would be useful globally for all renegade players.. just moderators and admins.

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [Dover](#) on Wed, 29 Apr 2009 19:28:54 GMT

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andr3w282 wrote on Wed, 29 April 2009 12:25^^ This is what i've been saying all along towards the map overlay and currently the irc relay.

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The IRC Relay/Overlay is still a work in progress, however I don't think it would be useful globally for all renegade players.. just moderators and admins.

Even if TT doesn't include it for whatever reason, that's no reason to give up. I imagine that once TT is released other similar patches will follow...eventually. I'm hoping it makes it, but I'm absolutely confident that so long as Renegade survives, this feature or something like it will make it's way eventually.

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [dr3w2](#) on Wed, 29 Apr 2009 19:32:19 GMT

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Luckily ive written the code encapsulated in its own class so hopefully whatever changes saberhawk has done to shaders still will allow me to write/use my own shit with a few tweaks.

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [YazooGang](#) on Wed, 29 Apr 2009 22:01:02 GMT

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opps

Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [_SSnipe_](#) on Thu, 30 Apr 2009 06:20:44 GMT

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Wow thats cool
