
Subject: NightRegulator

Posted by [Nightma12](#) on Mon, 22 Dec 2003 18:52:53 GMT

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NightRegulator

<http://www.nr.all-out.co.uk/>

before you all start on me no im NOT trying to rip off BR.NET :rolleyes: if i was iwouldnt of put links to BR.NET on the site would i?

anyway if someone can think of a decent name other than nightregulator im willing to change

Subject: NightRegulator

Posted by [flyingfox](#) on Mon, 22 Dec 2003 19:25:05 GMT

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Night regulator.. sounds kinda kinky.

Subject: NightRegulator

Posted by [Cpo64](#) on Mon, 22 Dec 2003 19:26:46 GMT

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The MSN bot sounds like an intresting idea.

Subject: NightRegulator

Posted by [kawolsky](#) on Mon, 22 Dec 2003 19:47:08 GMT

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as i said before this project was finished *cough*rip-off*cough*

Subject: NightRegulator

Posted by [Crimson](#) on Mon, 22 Dec 2003 19:57:25 GMT

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BRenBot will be out in a couple of days.

Subject: NightRegulator

Posted by [SS217](#) on Mon, 22 Dec 2003 20:30:31 GMT

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Funny, I'm releasing a public beta of JG (JTeKGuard) the sister bot to DS (DragonServ) soon. I need to get a features page for JG up..blah.

Subject: NightRegulator

Posted by [msgtpain](#) on Mon, 22 Dec 2003 20:57:14 GMT

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You guys can all release whatever cool little apps that you come up with..

GameBot will forever be my own personal toy.. I'm not giving anyone "my precious.."

Subject: NightRegulator

Posted by [Jaspah](#) on Mon, 22 Dec 2003 21:05:47 GMT

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/Me beats "GameBot" with a stick and runs.

Subject: NightRegulator

Posted by [snipesimo](#) on Mon, 22 Dec 2003 21:36:54 GMT

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SS has his work cut out for him lol

Subject: NightRegulator

Posted by [Nightma12](#) on Mon, 22 Dec 2003 22:19:35 GMT

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what?

Subject: NightRegulator

Posted by [mrpirate](#) on Mon, 22 Dec 2003 22:45:12 GMT

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Spam bot it t3h 0wn:

<http://www.freewebs.com/mrpirate/jtekowns.JPG>

Subject: NightRegulator
Posted by [snipesimo](#) on Mon, 22 Dec 2003 22:54:38 GMT
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meh, someone doesn't get it.

Subject: NightRegulator
Posted by [SS217](#) on Tue, 23 Dec 2003 20:48:05 GMT
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I fixed that bug.

Subject: NightRegulator
Posted by [rm5248](#) on Tue, 23 Dec 2003 21:07:41 GMT
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looks good and easy to understand. but then again i havent seen any other game regulators or whatever

Subject: NightRegulator
Posted by [snipesimo](#) on Tue, 23 Dec 2003 21:24:50 GMT
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<http://www.BlazeRegulator.com>

Subject: NightRegulator
Posted by [Speedy059](#) on Tue, 23 Dec 2003 21:35:18 GMT
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This new admin tool looks like it will be useful.

Subject: NightRegulator
Posted by [SS217](#) on Wed, 24 Dec 2003 04:23:02 GMT
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This is the final IP ban script

Subject: NightRegulator

Posted by [Majiin Vegeta](#) on Thu, 25 Dec 2003 01:29:54 GMT

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the interface is sweet

better than BR's current one

once this is complete it will be very good

Subject: NightRegulator

Posted by [egg098](#) on Thu, 25 Dec 2003 22:34:11 GMT

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any possible input would be greatly appreciated (to see what the community would like to see in it)
- can't promise anything for them, but suggestions would be great to see what people want!

Egg098/Death4553 - NR Beta Tester

Subject: NightRegulator

Posted by [snipesimo](#) on Fri, 26 Dec 2003 04:26:07 GMT

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custom responses to custom phrases. Map specific rules. Time by map settings.

Subject: NightRegulator

Posted by [Nightma12](#) on Sun, 28 Dec 2003 22:26:39 GMT

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sorry to bump but just updated the site

Subject: NightRegulator

Posted by [Titan1x77](#) on Sun, 28 Dec 2003 23:54:59 GMT

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a settable warmup time....this way people can use team chat for the 1st 2-3 mins to talk over game plans.

Could be done in 2 ways(possibly more)

1.game starts for x amount of mins and re-loads with same teams.

2.server pending screen hangs there for x amount of time and match starts after x amount of time

is up.

Subject: NightRegulator
Posted by [Yano](#) on Mon, 29 Dec 2003 02:53:25 GMT
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Looks great, can't wait

Subject: NightRegulator
Posted by [Alkaline](#) on Mon, 29 Dec 2003 04:54:08 GMT
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why can't you hack fds directly instead of making these dumbass regulators?

puft dante hacked the renegade exe for renalert, just do the same shit fro fds!

Subject: NightRegulator
Posted by [SS217](#) on Mon, 29 Dec 2003 06:00:38 GMT
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Your post makes no sense. How would 'hacking' the FDS solve any of this? 'hacking' the FDS will not give you access to a moderator list. 'hacking' the FDS won't make a !kick command. There's no need to 'hack' the FDS..

Subject: NightRegulator
Posted by [Nightma12](#) on Mon, 29 Dec 2003 09:53:56 GMT
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Titan1x77a settable warmup time....this way people can use team chat for the 1st 2-3 mins to talk over game plans.

Could be done in 2 ways(possibly more)

- 1.game starts for x amount of mins and re-loads with same teams.
- 2.server pending screen hangs there for x amount of time and match starts after x amount of time is up.

how the hell would that be done?

Subject: NightRegulator

Posted by [egg098](#) on Mon, 29 Dec 2003 12:58:35 GMT

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I think the "Game Pending" screen appears because the server is still loading or something like that - nothing to do with a time limit or anything, because nothing you actually type gets to the other players until the game begins. Anyway, even if this did work, people would just think they'd been d/c from the server and quit
