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Subject: New in the BlackCell servers  
Posted by [DragonFg](#) on Thu, 08 Jan 2004 18:14:33 GMT  
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Maybe I just haven't played Renegade in so long that I'm behind and everyone already knows this, but I played in BlackCell server #4 and it was modded. Maps were different in that there were regular guard tower on City, and both towers and turrets on Islands. But my favorite part was that when you killed an enemy they would drop their primary weapon. So I'd be Mobius and sniping ppl with a ramjet. I don't think I bought a single vehicle the whole time.

Unfortunately, I caught myself a couple of time being too concerned with staying alive to keep my precious weapons, and not getting enough points. But it was definately a lot of fun.

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Subject: New in the BlackCell servers  
Posted by [DragonFg](#) on Thu, 08 Jan 2004 19:09:56 GMT  
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I know no one else is here right now so instead of starting a new topic I'll say say what I want to say here instead of starting a whole new topic.

WARNING: Really, really random topic incoming!!!111

When you hear the name Crimson what do you think of? I think of Sydney, the one with the PIC, without the prototype assault suite. Of course she probably looks nothing like that.

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Subject: New in the BlackCell servers  
Posted by [Whitedragon](#) on Thu, 08 Jan 2004 19:13:11 GMT  
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We run some server side scripts.dll mods made by vloktboky.

chars drop their main weapons when they die, theres different crate pick ups and some non-defense maps have turrets/guard towers.

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Subject: New in the BlackCell servers  
Posted by [SS217](#) on Thu, 08 Jan 2004 20:44:57 GMT  
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We also tie vlokt up and feed him bread crumbs when he refuses to work.

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Subject: New in the BlackCell servers  
Posted by [Crimson](#) on Fri, 09 Jan 2004 07:11:19 GMT

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I can say I look more like Sydney than Sakura or Hotwire...

And why aren't these mods on other servers? Well, these people don't really like to share their work with the community as a whole, so in return they're disliked or people are indifferent towards their work (as I am). So in return, they say "We won't release our shit because people don't like us."

Gotta love circular reasoning. And only we the gamers of the community miss out.

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Subject: New in the BlackCell servers  
Posted by [Aircraftkiller](#) on Fri, 09 Jan 2004 07:45:19 GMT  
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It doesn't matter. That takes away from C&C Mode turning it into a stupid deathmatch and making it more unbalanced than the game already is.

For deathmatch levels, yeah, that'd kick ass... But for C&C, no.. It's worthless.

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Subject: New in the BlackCell servers  
Posted by [Titan1x77](#) on Fri, 09 Jan 2004 08:35:31 GMT  
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If i wanted to use this on a DM level,I would have to attach Spawn object on Death on each character?...or is there an easier way?

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Subject: New in the BlackCell servers  
Posted by [Majin Vegeta](#) on Fri, 09 Jan 2004 11:17:39 GMT  
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TwAserv runs them aswell.. pretty cool

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Subject: New in the BlackCell servers  
Posted by [Scrumfy](#) on Fri, 09 Jan 2004 20:48:56 GMT  
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CrimsonI can say I look more like Sydney than Sakura or Hotwire...

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us."

Gotta love circular reasoning. And only we the gamers of the community miss out.

Aww, poor you. Maybe if you didn't treat everyone who isn't in your 'clique' like shit, you'd have the scripts and a lot more people who like your site. Not my fault you're all easily brainwashed by ACK here...He's the only one who originally disliked us for a totally different reason. Take your head out of your ass and form your own opinions next time...

AircraftkillerIt doesn't matter. That takes away from C&C Mode turning it into a stupid deathmatch and making it more unbalanced than the game already is.

For deathmatch levels, yeah, that'd kick ass... But for C&C, no... It's worthless.

Hey, what a surprise! It sucks, because your majesty didn't make it...Grow up, "hoss"...

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Subject: New in the BlackCell servers

Posted by [Crimson](#) on Fri, 09 Jan 2004 22:55:52 GMT

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ScrumfyCrimsonI can say I look more like Sydney than Sakura or Hotwire...

And why aren't these mods on other servers? Well, these people don't really like to share their work with the community as a whole, so in return they're disliked or people are indifferent towards their work (as I am). So in return, they say "We won't release our shit because people don't like us."

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I don't see where my opinions of your "keep to yourself" nature have anything to do with ACK. He is criticizing the scripts themselves, while I am criticizing the fact that you guys won't do a public release like most members of this community do when they create something.

I especially liked how WD started a thread about the scripts for sniper servers and asked for our opinions, but after all that was said and done, we got no release... it was more like "Hey, look how cool we are..." -- And THEN you wonder why people don't like Black Cell!!! The logic astounds the mind, really it does.

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Subject: New in the BlackCell servers

Posted by [Aircraftkiller](#) on Fri, 09 Jan 2004 23:05:24 GMT

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ScrumfyCrimsonI can say I look more like Sydney than Sakura or Hotwire...

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Aww, poor you. Maybe if you didn't treat everyone who isn't in your 'clique' like shit, you'd have the scripts and a lot more people who like your site. Not my fault you're all easily brainwashed by ACK here...He's the only one who originally disliked us for a totally different reason. Take your head out of your ass and form your own opinions next time...

AircraftkillerIt doesn't matter. That takes away from C&C Mode turning it into a stupid deathmatch and making it more unbalanced than the game already is.

For deathmatch levels, yeah, that'd kick ass... But for C&C, no... It's worthless.

Hey, what a surprise! It sucks, because your majesty didn't make it...Grow up, "hoss"...

Nah, it sucks because of the aforementioned reason. Works great for deathmatch, but not for C&C Mode.

Ad hominem motherfucker, you speak it?

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**Subject: New in the BlackCell servers**  
Posted by [Blazer](#) on Fri, 09 Jan 2004 23:06:39 GMT  
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Vloktboky is the creator of the server-side scripts.dll mods. From what I understand he fully intended to do a public release of his work, until a certain thread bashing Black-Cell on the n00bstories forums appeared. The vibe I got from him was that he didn't like the fact that certain persons dislike Black-Cell, and in return won't release anything that would fall into the hands of people who don't like Black-Cell. I don't agree with his reasoning and think he is being a bit paranoid, but as the author he has the right to not distribute it.

Ironically, this just feeds more dislike for people who see this as a sort of "look what I have isn't it cool but you can't have it" attitude.

I talked to Vloktboky in PM for some time, and his scripts.dll mods are very neat. I wish they would be released for other servers to use, but he seems pretty steadfast in the opinion that everyone involved with n00bstories, (be it the forums or the irc channel) dislikes Black-Cell so in return he doesn't want them benefitting from his work.

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Subject: New in the BlackCell servers  
Posted by [Aircraftkiller](#) on Fri, 09 Jan 2004 23:09:19 GMT  
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Funny that he'll say that, yet they'll run my levels on their server fully knowing that I don't want them run on Black Cell because of my dislike for them.

The irony detector is blowing up!

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Subject: New in the BlackCell servers  
Posted by [Blazer](#) on Fri, 09 Jan 2004 23:12:44 GMT  
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Well the difference there is your maps are publically released, so you pretty much can't stop someone from running them. Since they haven't released anything, they feel this keeps "unauthorized" people from using them. Sadly in this case, unauthorized is pretty much everyone that isn't a member of BC.

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Subject: New in the BlackCell servers  
Posted by [Aircraftkiller](#) on Fri, 09 Jan 2004 23:21:47 GMT  
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The principle of it still stands.

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Subject: New in the BlackCell servers  
Posted by [Whitedragon](#) on Fri, 09 Jan 2004 23:42:26 GMT  
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Crimson

I especially liked how WD started a thread about the scripts for sniper servers and asked for our opinions, but after all that was said and done, we got no release... it was more like "Hey, look how cool we are..." -- And THEN you wonder why people don't like Black Cell!!! The logic astounds the mind, really it does.

Um? i posted a release of the sniper mod on christmas eve.

me

version 1.0 is released:

[http://web.black-cell.net/server\\_sniper\\_mod.zip](http://web.black-cell.net/server_sniper_mod.zip)

beacons are still buyable for now(though they cant kill buildings anymore), in future releases this will hopefully be fixed.

readme and an example ini file are included in the zip, along with the source code.

enjoy your christmas present all you sniper servers!  
^from the sniper mod thread...

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Subject: New in the BlackCell servers  
Posted by [Crimson](#) on Sat, 10 Jan 2004 00:06:19 GMT  
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Well shit... I stand corrected on that count.

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Subject: New in the BlackCell servers  
Posted by [Nanakasse](#) on Sat, 10 Jan 2004 02:14:05 GMT  
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AircraftkillerFunny that he'll say that, yet they'll run my levels on their server fully knowing that I don't want them run on Black Cell because of my dislike for them.

The irony detector is blowing up!

BC run your lvl's cause ppl ask and vote for it, not because we wanted

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Subject: New in the BlackCell servers  
Posted by [Aircraftkiller](#) on Sat, 10 Jan 2004 02:43:26 GMT  
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That wasn't what I heard the first time.

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Subject: New in the BlackCell servers  
Posted by [snipesimo](#) on Sat, 10 Jan 2004 02:43:27 GMT  
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Sure you released it, but you seem to have ignored the fact that I pointed out 2 critical bugs one of which ruins the game entirely. :rolleyes:

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Subject: New in the BlackCell servers  
Posted by [Whitedragon](#) on Sat, 10 Jan 2004 03:08:03 GMT  
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as i write this vlokt is testing a fix to the negative points exploit.

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Subject: New in the BlackCell servers  
Posted by [snipesimo](#) on Sat, 10 Jan 2004 03:42:12 GMT  
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Thank you, it is good to hear that you are working on it.

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Subject: New in the BlackCell servers  
Posted by [Blazer](#) on Sat, 10 Jan 2004 04:07:16 GMT  
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Whitedragonas i write this vlok is testing a fix to the negative points exploit.

What negative points exploit? Whatever it is, it sounds like its good that its getting fixed :bigups:

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Subject: New in the BlackCell servers  
Posted by [Whitedragon](#) on Sat, 10 Jan 2004 04:21:58 GMT  
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BlazerWhitedragonas i write this vlok is testing a fix to the negative points exploit.

What negative points exploit? Whatever it is, it sounds like its good that its getting fixed :bigups:

beaconing your own buildings gave you and sometimes other team mates negative points.

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Subject: New in the BlackCell servers  
Posted by [Twizdid](#) on Sat, 10 Jan 2004 18:44:28 GMT  
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Somthing was said about the pits and some other server using vlokts building log script without permission (the pistol in the wf and ob) Then the thread on n00bstories, one thing lead to another now he doesnt want to release it.

Ack, this isnt an attack against you or whatever but. When you say it is more suited to death match.. why is that? because you can pick up weapons, wouldnt it stand to reason that a soldier would pick up ammo/weapon from the enemy and use it to complete an objective. Why isnt it suited to c&c mode?

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Subject: New in the BlackCell servers  
Posted by [Aircraftkiller](#) on Sat, 10 Jan 2004 20:23:19 GMT  
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Yeah, a lot of things would make sense if they were based off realism, but this isn't realistic. It's

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Command & Conquer.

RTS rules still apply. That is why, unless weapon spawns are on, each soldier has a set amount of weapons for their class type.

You can't honestly tell me that a SBH with a Ramjet Rifle and every other weapon under the sun would be balanced. It'd be neat for DM, but not for C&C. This shit just turns it into more of a deathmatch than it already is with the unbalanced sniping units and the shitload of credits and points they get off of heavy vehicles for doing almost no damage to them...

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Subject: New in the BlackCell servers

Posted by [msgtpain](#) on Sat, 10 Jan 2004 20:32:27 GMT

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TwizdidSomthing was said about the pits and some other server using vlokts building log script without permission (the pistol in the wf and ob) Then the thread on n00bstories, one thing lead to another now he doesnt want to release it.

I'm sorry, but this is absolutely ridiculous. I've sent a PM to vlokt on the black-cell's own forums and he doesn't even want to reply, so until HE comes in here and puts in his two cents, please stop telling us all the reasons YOU think he doesn't want to release it now.

A few weeks ago someone came to me and said that someone was working on a scripts.dll that adds more info to the server log file. We've been looking for someone to do that for quite a while now, as it will help me build a better statistics program for a tournament we've been wanting to have for a long time at The Pits.

I was given this scripts, told not to share it and did just that, in fact, I never even said a word to anyone that I had it. When I realized there were little bugs like the spawn pistol, I removed it from the FDS so it didn't cause any weird things to happen in the game.

ALL I was evaluating was the output to the log file, what it reported and trying to figure out what I would have to change in gamebot to pick up on these types of new entries.

I never said a word to anyone, in fact, I asked the person that gave it to me if I was allowed to output the small bit of new information to IRC that it reported, like building kills. I was told that I would have to inquire about that with Vlokt, so I NEVER DID, because I had no clue where this "Vlokt" person could be found. All I knew was that someone in the development community had shared something that they were working on, and I was helping to test it out on a large server to see how it worked.

We never had any intention of "using it without giving credit to the creator" or whatever other bullshit you all are spewing around; and it's really insulting to have all of you even make those accusations against me and my community. Please, tell me what The Pits has even done to BC Serv?



You don't want to share your scripts? I have no problem with that. But don't start talking shit like we've stolen your stuff and tried to take credit for it, and now you're cutting us out of the loop; that is pure nonsense.

if the creator doesn't respond to me, I can't very well get his permission to use it now can I?

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Subject: New in the BlackCell servers

Posted by [msgtpain](#) on Sat, 10 Jan 2004 20:38:21 GMT

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Aircraftkiller

with the unbalanced sniping units and the shitload of credits and points they get off of heavy vehicles for doing almost no damage to them...

yea, and with its unbalanced Helicopter units that can ram their rotors in to bridges and see through them then smash in to the ground as they try to kill the one measily little sniper charecter that they are so deathly afraid of..

There are tons of unbalanced units in the game, I agree...

Unless of course, you take the game as A WHOLE, and realize that each little unit has a particular place.

If it was a game of only APC's and Engies it would suck just as bad.. can you imagine how many little techs one single APC could run over if nothing could shoot back at them? Yea.. same scenario with your flying units ack.. get over it.

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Subject: New in the BlackCell servers

Posted by [Aircraftkiller](#) on Sat, 10 Jan 2004 21:35:07 GMT

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You miss the entire point I'm making. I've told you before that airborne units aren't balanced out either, but nope, don't acknowledge that...

I'm not talking about APCs, I'm talking about sniper units and the absurd amount of damage that they do to seven VEHICLES that normally shouldn't be damaged by them in the RTS game... Or how the units they can't destroy give them 10-25 points per shot... It's real great that I can get almost 100 points from a Stealth Tank by just shooting it four times with a Havoc...

Everything in the game balances out if it were kept in line with the RTS.

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Subject: New in the BlackCell servers  
Posted by [SS217](#) on Sat, 10 Jan 2004 22:41:35 GMT  
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I've yet to see the game be completely thrown off because of this, it makes the game more fun, it makes it harder, and if you kill someone you deserve their weapon.

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Subject: New in the BlackCell servers  
Posted by [msgtpain](#) on Sat, 10 Jan 2004 22:54:48 GMT  
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Aircraftkiller  
Everything in the game balances out if it were kept in line with the RTS.

How many vehicles and troops could you group together and command to attack one single point in the RTS?

And how do you do that in the FPS?

That's right.. you can't... so changes have been made to account for that.

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Subject: New in the BlackCell servers  
Posted by [Aircraftkiller](#) on Sat, 10 Jan 2004 23:06:52 GMT  
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That's an excuse and you know it. They didn't change it because of the RTS\FPS transition. They changed it because some suit at EA went "Hey, lets change this, it'll be cooler!" and so they did. You can't honestly sit here and tell me that the guys working on the game wanted to turn it into a bastardized version of what the original was.

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Subject: New in the BlackCell servers  
Posted by [Blazer](#) on Sun, 11 Jan 2004 00:04:02 GMT  
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WhitedragonBlazerWhitedragonas i write this vlokt is testing a fix to the negative points exploit.

What negative points exploit? Whatever it is, it sounds like its good that its getting fixed :bigups:

beaconing your own buildings gave you and sometimes other team mates negative points.

I thought the sniper mod says that buildings can't be destroyed?

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Subject: New in the BlackCell servers

Posted by [Blazer](#) on Sun, 11 Jan 2004 00:08:27 GMT

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AircraftkillerYI'm not talking about APCs, I'm talking about sniper units and the absurd amount of damage that they do to seven VEHICLES that normally shouldn't be damaged by them in the RTS game...

I have always found it amusing that I can be sitting in a Mobile Artillery, which is a pretty heavily armed metal vehicle, and some guy with the equivalent of a deer rifle (deadye) can take me out in 4-5 shots. Snipers should do little to no damage to vehicles of any kind, but ah well I guess we have to deal with it

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Subject: New in the BlackCell servers

Posted by [Blazer](#) on Sun, 11 Jan 2004 00:16:33 GMT

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TwizdidSomthing was said about the pits and some other server using vlokts building log script without permission (the pistol in the wf and ob) Then the thread on n00bstories, one thing lead to another now he doesnt want to release it.

That was my fault. I am the one that gave a copy of the scripts.dll to msgtpain, but I did so with the following restrictions:

1. He was to tell nobody about it.
2. He was to share it with no-one.
3. No in-game messages to indicate that it was in use.
4. It was only to be used to evaluate if the extra output, both to see if it interfered with GameBots normal operation, and so he could write some code to use the full release version when it became available.

My reason for giving it to him was that I knew that vloktboky was going to publically release this cool server-side mod, and I wanted Shane to have a headstart on parsing the kind of output it created. I specifically told him not to actually "use" it and AFAIK he held true to his word. The only reason anyone knew he was testing it was the floating pistol glitch.

I honestly don't remember if vloktboky told me not to let anyone else see or use the early scripts.dll he gave me, but I probably should have just asked him if msgtpain could test it too, so I accept responsibility for that screwup, and vloktboky, if you are reading this I apologize. I had no intention of trying to "leak" the scripts.dll file. I completely trust Shane and I figured since it was going to be public soon anyway he could get a headstart on adding support to gamebot for it.

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Subject: New in the BlackCell servers

Posted by [Twizdid](#) on Sun, 11 Jan 2004 00:31:32 GMT

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AircraftkillerYeah, a lot of things would make sense if they were based off realism, but this isn't realistic. It's Command & Conquer.

RTS rules still apply. That is why, unless weapon spawns are on, each soldier has a set amount of weapons for their class type.

You can't honestly tell me that a SBH with a Ramjet Rifle and every other weapon under the sun would be balanced. It'd be neat for DM, but not for C&C. This shit just turns it into more of a deathmatch than it already is with the unbalanced sniping units and the shitload of credits and points they get off of heavy vehicles for doing almost no damage to them...

But for that to happen they would have to kill each and everyone of these units, make it to the weapon before someone else gets it and pray they get lucky, theres a percent chance it will spawn armour or the weapon, like a ramjet will only spawn 25% of the time, a sniper rifle 50%, remote c4 off an engineer, 50%, an engineer strength repair gun off a hotty/tech 50%.

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Subject: New in the BlackCell servers

Posted by [Twizdid](#) on Sun, 11 Jan 2004 00:46:41 GMT

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msgtpain, if you are trying to contact vloktbody still all I can sugest is that you come on the blackcell irc network and page him directly. irc.black-cell.net.

Ack as you say flying units are broken, so are snipers, most of the units can probably be called broken but these inbalances balance out.. if that makes sense. Like in an apache your scared of havocs. It may not be very realistic but it still balances out.

<http://web.black-cell.net/dragonade.txt>

is what the server side script does, im not meaning this to be like were waving it in your face etc, its to show ack how the script isnt so much a deathmatch type thing and can be used in normal c&c with no inbalances.

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Subject: New in the BlackCell servers

Posted by [Blazer](#) on Sun, 11 Jan 2004 01:33:43 GMT

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Twizdid

<http://web.black-cell.net/dragonade.txt>

is what the server side script does, im not meaning this to be like were waving it in your face etc, its to show ack how the script isnt so much a deathmatch type thing and can be used in normal c&c with no inbalances.

Then why not PM it to him, instead of posting it publically, where surely many people will ask for it

only to be turned down

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Subject: New in the BlackCell servers

Posted by [Nanakasse](#) on Sun, 11 Jan 2004 02:30:33 GMT

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ack i know you really hate BC, but you havent try the script, so i think you should not talk about something you havent try, now read and enjoy what the ppl having fun with cause they like it, btw if it get realeased, we aint going to put a gun in your head "ACK you must use this script or we shot j00".

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Subject: New in the BlackCell servers

Posted by [Aircraftkiller](#) on Sun, 11 Jan 2004 03:27:57 GMT

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I don't have to try it to speak about the features it has. If it spawns weapons a unit normally should not have, or a bunch of other wacko shit, it's unbalanced for C&C Mode and makes the online play worse.

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Subject: New in the BlackCell servers

Posted by [Twizdid](#) on Sun, 11 Jan 2004 03:31:43 GMT

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Well, its your opinion, but I just cant see how you can have a valid point when youve not played a game with it.

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Subject: New in the BlackCell servers

Posted by [Scrumfy](#) on Sun, 11 Jan 2004 03:33:54 GMT

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TwizdidWell, its your opinion, but I just cant see how you can have a valid point when youve not played a game with it.

Honestly, does he EVER have a valid point? Even he in all his infinite wisdom can't tell if it's balanced or not without playing it...And he won't get that chance because he got himself banned

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Subject: New in the BlackCell servers

Posted by [Aircraftkiller](#) on Sun, 11 Jan 2004 04:09:39 GMT

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I got myself banned? Umm, no, actually you had me banned since you couldn't take the shit you

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were dishing out.

Setting the record straight, I joined as JupitersK because I didn't want to get DoS attacked by Abarrat's friends. He had been doing that quite often using Relay to get my IP off of WOL.

So I join up and play like I had been before. I die to someone using the damage hack, combined with big head, considering I was behind the bunker by Nod's base on Islands. After that, I couldn't damage anything. It gave me the neutral damage issue where you cannot do any sort of damage to anything, including negative damage. It also prevents you from gaining credits if you fire at anything registered as a game object; structures, soldiers, vehicles, static objects, etc...

So I exclaim that I have the "zero bug" problem. Scrumfy does a series of !msg saying that I'm cheating, etc... I page the server telling them that I'm not cheating, that it was caused by the death by a Final Renegade user. Of course, he cites my alternate nickname and says that I was there to test out cheats.

1. If I was going to cheat, I would have had a hell of a lot more points and kills than I did.
2. I fucking SAID that I was Aircraftkiller when I joined, and I stated the exact reason as to why I joined under that nickname, because of the fear of being DoS attacked. :rolleyes:

Go ahead and keep lying to yourself Scrunchy. BC has nothing that other servers do not, beyond Scripts.dll modifications that Dante or NeoSaber could write.

Do I ever have a valid point? I don't know, that's all subjective. What isn't is that you're speaking ad hominem like a motherfucker and expect that to make up for your lack of knowledge in the subject you're writing about. Kudos, champ.

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Subject: New in the BlackCell servers  
Posted by [Scrumfy](#) on Sun, 11 Jan 2004 04:43:12 GMT  
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AircraftkillerI got myself banned? Umm, no, actually you had me banned since you couldn't take the shit you were dishing out.

Setting the record straight, I joined as JupitersK because I didn't want to get DoS attacked by Abarrat's friends. He had been doing that quite often using Relay to get my IP off of WOL.

So I join up and play like I had been before. I die to someone using the damage hack, combined with big head, considering I was behind the bunker by Nod's base on Islands. After that, I couldn't damage anything. It gave me the neutral damage issue where you cannot do any sort of damage to anything, including negative damage. It also prevents you from gaining credits if you fire at anything registered as a game object; structures, soldiers, vehicles, static objects, etc...

So I exclaim that I have the "zero bug" problem. Scrumfy does a series of !msg saying that I'm cheating, etc... I page the server telling them that I'm not cheating, that it was caused by the death by a Final Renegade user. Of course, he cites my alternate nickname and says that I was there to

test out cheats.

1. If I was going to cheat, I would have had a hell of a lot more points and kills than I did.
2. I fucking SAID that I was Aircraftkiller when I joined, and I stated the exact reason as to why I joined under that nickname, because of the fear of being DoS attacked. :rolleyes:

Go ahead and keep lying to yourself Scrunchy. BC has nothing that other servers do not, beyond Scripts.dll modifications that Dante or NeoSaber could write.

Do I ever have a valid point? I don't know, that's all subjective. What isn't is that you're speaking ad hominem like a motherfucker and expect that to make up for your lack of knowledge in the subject you're writing about. Kudos, champ.

I don't think you realize the other half of the story. You know, where you made graphic death threats and practically busted an artery on AIM, after I banned you. Then there's also your shitty attitude which was the real reason for the ban. So yes, you did earn it. And if Dante could write all of this, then why doesn't he? Why are you all bitching and moaning? Why am I still here, other than to laugh at your pathetic attempts at replies? We may never know...

Edit: Well shit, look what I found...

Aircraftkiller: I'd actually kill you

Aircraftkiller: Just put a knife into that nice little artery on the side of your throat and rip it upward towards your face, severing any vital connections between your brain and your spine

Aircraftkiller: Though I'd feel sorry that I had to do that to anyone.

Aircraftkiller: Enjoy the mental imagery, I'm sure you'll find a way to use it somewhere.

Aircraftkiller signed off at 11:40:19 PM.

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Subject: New in the BlackCell servers

Posted by [spreegem](#) on Sun, 11 Jan 2004 05:16:23 GMT

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Scrumfy

Edit: Well shit, look what I found...

Aircraftkiller: I'd actually kill you

Aircraftkiller: Just put a knife into that nice little artery on the side of your throat and rip it upward towards your face, severing any vital connections between your brain and your spine

Aircraftkiller: Though I'd feel sorry that I had to do that to anyone.

Aircraftkiller: Enjoy the mental imagery, I'm sure you'll find a way to use it somewhere.

Aircraftkiller signed off at 11:40:19 PM.

You could have made that up, the only way to prove it would be to take a screen shot of the conversation, then post the picture of it here.

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Subject: New in the BlackCell servers

Posted by [Scrumfy](#) on Sun, 11 Jan 2004 05:22:03 GMT

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spreegemScrumfy

Edit: Well shit, look what I found...

Aircraftkiller: I'd actually kill you

Aircraftkiller: Just put a knife into that nice little artery on the side of your throat and rip it upward towards your face, severing any vital connections between your brain and your spine

Aircraftkiller: Though I'd feel sorry that I had to do that to anyone.

Aircraftkiller: Enjoy the mental imagery, I'm sure you'll find a way to use it somewhere.

Aircraftkiller signed off at 11:40:19 PM.

You could have made that up, the only way to prove it would be to take a screen shot of the conversation, then post the picture of it here.

Too bad I only have it saved in .htm format as per AIM's system...Besides, he knows he said it, and I know he said it, so frankly, I don't care if you believe me or not.

Anyway, I just expect him to come back with a brilliant response like "Murderers are people too!"

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Subject: New in the BlackCell servers

Posted by [Nanakasse](#) on Sun, 11 Jan 2004 05:25:33 GMT

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lol

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Subject: New in the BlackCell servers

Posted by [vloktboky](#) on Sun, 11 Jan 2004 05:43:21 GMT

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I'm pretty much at a loss of words looking at all of this right now. I woke up today after a 12 hour sleep that was suppose to be a 2 hour nap, funny how a simple thing like an alarm clock can screw up your day. What I awoke to was about 15 IM windows all with this link pasted in them, 6 PM windows in IRC with this link pasted in them, and as soon as I spoke one word on IRC, I was again told of this link. I thought this was something very important like EA announcing the discontinuing of WOL or something very big, but instead I see a 2 page topic of some of the more better known names from this community fueding it out over my work. It's funny how these things can turn into riots when you don't have all the facts, so let me fill everyone in on what has happened, what is going on now, and what will happen in the near future.

First of all, yes I did write an early version of a script that logged building kills and when a player is killed to the FDS/renlog. At first, this was only being used for our bot that we use to manage the Black-Cell servers with, which we call DragonServ. However, I was soon asked by Whitedragon, who Blazer was talking through, if I could make him a similar one that logged directly to the renlog that the FDS spits out. Figuring I could use this moment to show that we aren't this bad group to ren that doesn't care about the community (and don't laugh at that if you find it to be true, read



first), I agreed and started work on converting it to match what Blazer wanted. I finished it, sent it to him after a few tries, and all seemed good. I then turned my attention to making SSM, or the Server Sniper Mod. The first version got done around christmas, and I was pretty happy with it. Sure there were a few bugs which I have fixed already (the newer version was released yesterday or 2 days ago, can't quite remember, [http://web.black-cell.net/server\\_sniper\\_mod.zip](http://web.black-cell.net/server_sniper_mod.zip)), but it turned out nicely. Then, I started work on smaller projects that have evolved into what I call Dragonade. It was around this time that I started noticing screen shots of the "floating pistol bug" on the Pits' forums. This is a bug that resulted in some bad coding that I had fixed in our version already, so I knew that somehow msgtpain had gotten my work. Yes, I was a little ticked at this, because I had a feeling if that sort of error rose up, and everyone had gotten it, it would make my coding look bad. This is why I haven't released any of my work, because I don't WANT to release it UNTIL it is fully working. Getting back on the topic, I knew that if I were to give my work away, it would go to others, and those bugs could ruin the gameplay for others. So, I decided on keeping everything to myself and using our servers to test it before releasing anything to the public. Yes, I should have told this right off the bat to everyone that I knew, but I didn't think it would evolve into something like this topic. I guess I was wrong.

As it stands, my work is still being worked on. Just last night, and really the reason why I didn't go to bed until noon yesterday, was because I came up with a temporary solution that would let me get player names and data from scripts.dll working on our bot. I still have a lot of stuff I want to do, and as a result, I will not give this "Dragonade" out to anyone. Why? Because like I stated above, it isn't done, and the last thing I want to see is a bunch of servers running it, some exploit is found, and the gameplay is ruined for everyone who plays on those servers. It is not because I hate the community, that's a different story, but these kind of topics do fuel into that other story quite easily. If you get on renegade sometime, you will notice a server we are running, "BCServInf". This is using a special version of SSM that is made for infantry only servers (<http://web.black-cell.net/infonly.txt>). If it works out fine at the end of the weekend, it shall be released then as well.

Blazer, your building log is coming next. I would have had it sooner, but the CD I put your version of the scripts on got severely damaged from an accident that I wish not to speak about, I ruined a good pair of jeans as well. I am rewriting your work, and trying to remember what all you wanted. I will have it done soon, and you will get it. I told you in that IM window a few days back that I will give it to you.

Msgtpain, if you want to use it, all you have to do is ask. I stated my reasons as to why I don't want a whole lot of servers using it yet, but if you want to take the risk and use it, you may. Also, I just now noticed that you sent me a PM on our forums. I never check those things, so I am sorry if it seemd as though I was ignoring you. I wasn't, just blind that you tried to contact me. I feel as though what I have just said is enough to answer that PM.

Now please, stop flaming one another and go back to managing your servers, or whatever it is you do in the day. I will continue to work on things to better help this game, and I will release my work WHEN I feel it is ready for the public.

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