
Subject: RenMonitor

Posted by [snipesimo](#) on Fri, 05 Mar 2004 22:59:38 GMT

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Coming soon to a forum near you...

A must have tool for Renegade Server Moderators, RenMonitor the ultimate mIRC Renegade server moderation utility.

Note: I have just been introduced to a way to implement BRenBot support, but it will be a while before I complete a compatible version. I do hope to release a BR .Net beta very soon, however. Also, I don't intend to make DS or Gamebot version because I mod on none of those servers for me to test it.

Subject: RenMonitor

Posted by [egg098](#) on Fri, 05 Mar 2004 23:44:19 GMT

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/me likes

Will hostmessages be suffixed with "nickname@RenMonitor" or something of that nature?

Subject: RenMonitor

Posted by [snipesimo](#) on Sat, 06 Mar 2004 00:38:57 GMT

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Unlikely but I will look into it.

Subject: RenMonitor

Posted by [Xtrm2Matt](#) on Sat, 06 Mar 2004 01:10:18 GMT

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Nice, i'll be looking forward to it! :thumbs up:

Subject: RenMonitor

Posted by [kawolsky](#) on Sat, 06 Mar 2004 12:47:01 GMT

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looks pretty shweet and easy to use...nice job...

Subject: RenMonitor

Posted by [snipesimo](#) on Sat, 06 Mar 2004 15:44:26 GMT

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BRenBot support is pending. Whitedragon taught me how to handle the spacing, but the new problem is BRenBot doesn't say what team a player joins on, so I can't sort the players into the appropriate player lists. I could make the dialog bigger, and add a small player-pool box but I am still not sure if I want to do that.

Subject: RenMonitor

Posted by [snipesimo](#) on Sat, 20 Mar 2004 23:50:16 GMT

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Updates are going well, I should have a public BETA ready later tonight. If you wish to be involved, PM me or send me an email.

Subject: RenMonitor

Posted by [snipesimo](#) on Sun, 21 Mar 2004 04:35:51 GMT

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Subject: RenMonitor

Posted by [Javafx](#) on Sun, 21 Mar 2004 04:42:51 GMT

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If possible, try and encode the "team" chat by colour, so the people reading it can identify immediately who is who instead of running through both columns.

Just a suggestion.

Subject: RenMonitor

Posted by [snipesimo](#) on Sun, 21 Mar 2004 04:47:22 GMT

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That is something I wanted to implement, not only for team chat but normal chat as well. The bad news is I can only set the color for the entire box at a time, I can't change it per line. I would if I could, but its an mIRC/MDX.dll limitation. Sorry.

Subject: RenMonitor

Posted by [Homey](#) on Sun, 21 Mar 2004 05:07:37 GMT

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kbps would be nice too :/

Subject: RenMonitor

Posted by [snipesimo](#) on Sun, 21 Mar 2004 16:32:51 GMT

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I don't think kbps is outputted by BR .Net. I can check, but I am fairly sure its not.

Though I can't color team chat I do have another idea. Instead of:

[Team] snipesimo: hello

I will change it to:

[GDI] snipesimo: hello

and

[Nod] snipesimo: hi

Subject: RenMonitor

Posted by [ssptweek](#) on Mon, 22 Mar 2004 05:03:53 GMT

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looks nice snipesimo...if u need help with any of the codin let me know....

Subject: RenMonitor

Posted by [Alkaline](#) on Mon, 22 Mar 2004 18:51:59 GMT

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Looks like a piece of shit.

Hey get a clue moron Br.net already has all the stuff you put in your POS.

Puft, stupid shit can't come with any thing better than a wanna be br.net which he probably built upon Dante's vbproject.

And here is the dumbass that was parading around on how Mirc was better than making an application :rolleyes:

Subject: RenMonitor

Posted by [xptek_disabled](#) on Mon, 22 Mar 2004 19:01:10 GMT

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AlkalineLooks like a piece of shit.

Hey get a clue moron Br.net already has all the stuff you put in your POS.
Puft, stupid shit can't come with any thing better than a wanna be br.net which he probably built upon Dante's vbproject.

And here is the dumbass that was parading around on how Mirc was better than making an application :rolleyes:

Alkaline, instead of trolling around in all Snipe's posts, why dont you go and make a better application?

Subject: RenMonitor
Posted by [gibberish](#) on Mon, 22 Mar 2004 19:07:30 GMT
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Alkaline,

If this program has just one feature that BR.Net doesn't have, it may be useful to someone.

Unless you are prepared to write a Regulator that has all of the features of both BR.net and this application, I suggest you keep your comments to yourself.

Subject: RenMonitor
Posted by [snipesimo](#) on Mon, 22 Mar 2004 21:26:49 GMT
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Ignore him, I know I did.

Allow me to make it so some of you aren't confused about what this script does.

It uses a BR .Net channel to retrieve information from the BR .Net bot, and puts it in a GUI, thereby making it easier for server moderators to better do their job of keeping an eye on the servers they moderate, as well as make it easier for those who dislike mIRC and its interface. It is in no way a server-side regulation app, it is entirely client side and can be used by admins, but also by moderators.

Subject: RenMonitor
Posted by [Crimson](#) on Mon, 22 Mar 2004 21:34:24 GMT
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Blazer thought the same thing at first...

But this app gives server moderators the same (similar GUI that a server owner has with BR.NET. It works WITH BR.NET, not as an alternative to it.

Subject: RenMonitor

Posted by [snipesimo](#) on Mon, 22 Mar 2004 21:39:59 GMT

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If Blazer would be so kind as to add one small feature, it would be enough to make this app fully compatible with BRenBot. If he is willing, all he has to do is add the team someone joins on to the IRC message and I can make a BRenBot-compatible version.

Subject: RenMonitor

Posted by [Alkaline](#) on Tue, 23 Mar 2004 00:07:45 GMT

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CwazyapeAlkalineLooks like a piece of shit.

Hey get a clue moron Br.net already has all the stuff you put in your POS.

Puft, stupid shit can't come with any thing better than a wanna be br.net which he probably built upon Dante's vbproject.

And here is the dumbass that was parading around on how Mirc was better than making an application :rolleyes:

Alkaline, instead of trolling around in all Snipe's posts, why dont you go and make a better application?

In case you haven't noticed he does that to EVERY SINGLE ONE of my posts, so I'm just returning the favor and hopefully his threads will be locked just like how the faggot manages to get mine locked. :rolleyes:

Subject: RenMonitor

Posted by [Alkaline](#) on Tue, 23 Mar 2004 00:11:14 GMT

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snipesimolf Blazer would be so kind as to add one small feature, it would be enough to make this app fully compatible with BRenBot. If he is willing, all he has to do is add the team someone joins on to the IRC message and I can make a BRenBot-compatible version.

Brenbot was originally designed to be run completley client side, there is no need for your useless app. If you expect anyone to alb-tab just to moderate, your an idiot. I rather use ren-rem. OR BETTER YET USE THE DAMN IN GAME COMMANDS :rolleyes:

puft, and you were bitching when I posted about the Web config claiming it was useless. WTF IS THIS SHIT THEN? IT TOO IS USELESS :rolleyes:

But I still don't understand why the GOD of irc managed to make an application after he bashed how apps were useless and how great IRC and there wasn't a need for any application.

Subject: RenMonitor

Posted by [xptek_disabled](#) on Tue, 23 Mar 2004 00:11:34 GMT

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Well, then why dont you step up, and be mature enough to end this little fight.

Subject: RenMonitor

Posted by [Alkaline](#) on Tue, 23 Mar 2004 00:15:39 GMT

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CwazyapeWell, then why dont you step up, and be mature enough to end this little fight.

Because I have had with this stupid bastard, I can't make a single post without him coming and spraying his shit every where. Look on these forums, he always invades my post, he is worse than ACK vs. TITAN ramblings.

Maybe if I return the favor he wil leave me alone next time :rolleyes:

Subject: RenMonitor

Posted by [ssptweek](#) on Tue, 23 Mar 2004 00:24:33 GMT

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hmmm Alk let me see if i can explain this n00b style. So you understand this.

With this program:

Why use alt-tab

Why not use in-game commands

Well you wouldn't. Idiot, let's try to think here...ahhh yes BR reports to IRC, you can kick from IRC, and see what is typed in IRC.

Well what it looks like to me is snipesimo wrote a script (which you can't write) for when admin's / moderator's are in IRC with fellow admins / moderators not playing the game. It appears it makes it easier to control a game from IRC. So for several people who are admins / moderators might find this script usefull...of course you wouldn't, because your a n00b.

Shit Crimson should make a whole page on n00bstories...dedicated to your ass. So in n00b language for you....this is for when you are in IRC and NOT in the game....dumbass

Subject: RenMonitor

Posted by [xptek_disabled](#) on Tue, 23 Mar 2004 00:35:02 GMT

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AlkalineCwazyapeWell, then why dont you step up, and be mature enough to end this little fight.

Because I have had with this stupid bastard, I can't make a single post without him coming and spraying his shit every where. Look on these forums, he always invades my post, he is worse than ACK vs. TITAN ramblings.

Maybe if I return the favor he will leave me alone next time :rolleyes:

You're not grasping this. I'll try to be simple. You're both fighting. One of you needs to stop the constant flaming, then the other one will most likely subside.

Subject: RenMonitor

Posted by [snipesimo](#) on Tue, 23 Mar 2004 01:10:04 GMT

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Just to clear it up for certain people who still don't know what this was made to do, it is a GUI for people to moderate BR .Net servers from IRC with. It is to give you something nicer to look at instead of a plain-text IRC channel.

Subject: RenMonitor

Posted by [Alkaline](#) on Tue, 23 Mar 2004 01:57:17 GMT

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ssptweekhmmm Alk let me see if i can explain this n00b style. So you understand this.

With this program:

Why use alt-tab

Why not use in-game commands

Well you wouldn't. Idiot, let's try to think here...ahhh yes BR reports to IRC, you can kick from IRC, and see what is typed in IRC.

Well what it looks like to me is snipesimo wrote a script (which you can't write) for when admin's / moderator's are in IRC with fellow admins / moderators not playing the game. It appears it makes it easier to control a game from IRC. So for several people who are admins / moderators might find this script usefull...of course you wouldn't, because your a n00b.

Shit Crimson should make a whole page on n00bstories...dedicated to your ass. So in n00b language for you....this is for when you are in IRC and NOT in the game....dumbass

First of all STFU you random dumbass. Let me explain why this program is compeltely retraded: Here are the steps this gay program has to take to work:

- FDS SERVER Starts

- Br.net starts

- Br.net sends info to IRC

- Client starts MIRC and connects to channel (notice, this stupid program does not work without mirc)

- Client starts SNIPESMOs POS application

Basically this program forces you to take 10 differnt routes to do something that would normally require only 1 step:

Use NATRIVE RENREM SUPPORT AND LOG INTO THE DAMN FDS DIRECTLY instead fucking around with this IRC SHIT.

Puft, as if Dante hadn't made it already easy enough, he could have just ripped off Dante's Renremn 32 and base his app off that instead of going to this irc bullshit route.

The fact of the matter is, anyone can use the source code for renrem32, make a program with some buttons and map fds commands in it, then have it communicate with the FDS directly instead of fucking around with IRC :rolleyes:

but knowing Snipesmo, he has to fuck with irc.... :rolleyes:

Subject: RenMonitor

Posted by [Alkaline](#) on Tue, 23 Mar 2004 02:05:18 GMT

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As it stands now, its a wannabe renrem32 & br.net look-a-like app.

If snipesmo hadn't wrecked all my post, I would have posted nothing on this thread, but since he has ruined all my posts I feel obligated to ruin his.

Here is some advice Snipesmo:

- Use the damn source code for renrem 32 and rebuild your app so that it communicates directly with the fds instead of having to go through the IRC route.

- If you stop wrecking my posts I'll stop wrecking yours.

Subject: RenMonitor

Posted by [xptek_disabled](#) on Tue, 23 Mar 2004 02:13:16 GMT

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Stop fighting like children.

Subject: RenMonitor

Posted by [Alkaline](#) on Tue, 23 Mar 2004 02:15:36 GMT

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CwazyapeStop fighting like children.

HE STARTED IT!

Subject: RenMonitor

Posted by [ssptweek](#) on Tue, 23 Mar 2004 02:32:42 GMT

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ok lil bitch, make some sense

Quote:Here are the steps this gay program has to take to work:

- FDS SERVER Starts
- Br.net starts
- Br.net sends info to IRC
- Client starts MIRC and connects to channel (notice, this stupid program does not work without mirc)
- Client starts SNIPESMOs POS application

hmmm can BR run with out the FDS Server Starting....NO

so the FDS has to start....idiot

BR starts...like normal

BR sends to IRC....yes which i can't think of a real server that doesn't do this.

mIRC....you already start this and connect to a channel in under a second to watch the game with fellow clan members/moderators

in under another second, if snipe added an on start, or on connect script for it. or u type a command....still starts in under a second.

So what 10 different routes are there? None. Well maybe for you....or do you have BR sending to IRC, and are u watching the game through a script?? just curious. If you do...well than dumbass....

Quote:Puft, as if Dante hadn't made it already easy enough, he could have just ripped off Dante's Renremn 32 and base his app off that instead of going to this irc bullshit route.

Maybe i am confused here...are you talking about the RenRem.Net? didn't Steve Tall make that?

So once again you have been proven wrong....n00b

Subject: RenMonitor

Posted by [xptek_disabled](#) on Tue, 23 Mar 2004 02:39:13 GMT

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Valid points, just clean up your damn typing!

Subject: RenMonitor

Posted by [ssptweek](#) on Tue, 23 Mar 2004 02:42:12 GMT

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lol its hard to type when n00bs like Alk are around.....

Subject: RenMonitor

Posted by [gibberish](#) on Tue, 23 Mar 2004 02:50:12 GMT

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This flame war gave me an idea,

Has anyone written a regulator that can respond to pages i.e. you log into WOL then page the name of the server and it could write back player information to you via pages, then you wouldn't need any client (IRC or otherwise) to be able to kick.

Subject: RenMonitor

Posted by [gibberish](#) on Tue, 23 Mar 2004 02:55:23 GMT

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AlkalineUse the damn source code for renrem 32 and rebuild your app so that it communicates directly with the fds instead of having to go through the IRC route.

Some people don't like exposing the RenRem port to the internet, there is at least one good reason not to do this.

Hence IRC is a reasonable compromise since there is already a network of servers that can be connected to.

Subject: RenMonitor

Posted by [Alkaline](#) on Tue, 23 Mar 2004 03:25:49 GMT

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ssptweekok lil bitch, make some sense

Quote:Here are the steps this gay program has to take to work:

- FDS SERVER Starts
- Br.net starts
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dumbass....

Quote:Puft, as if Dante hadn't made it already easy enough, he could have just ripped off Dante's Renrem 32 and base his app off that instead of going to this irc bullshit route.

Maybe i am confused here...are you talking about the RenRem.Net? didn't Steve Tall make that?

So once again you have been proven wrong....n00b

What the Hell are you talking about idiot? THIS application if made properly DOES NOT NEED BR.NET ONLY FDS. You dare call me a n00b when you don't even fucking understand what is going on.

Look around dumbass, the only thing this program does is read from the FDS INDIRECTLY GOING THROUGH 10 differnt things.

The functionality of this app only needs 1 thing: FDS Server, it doesn't need br.net, it doesn't irc server, it doesn't need mirc. But Snipesmo not knowing anything made it go though a hoopla of bullshit to accomplish this.

All this is renrem 32 basically but bloated 10 ways and requireing 10 differnt things.

Your a fool to even try to rationalize this :rolleyes:

Subject: RenMonitor

Posted by [cheesesoda](#) on Tue, 23 Mar 2004 03:32:54 GMT

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you're a moron who can't just let OTHER server owners and moderators try it out and give their opinions. Instead, you insist on continuing your flame war with snipesimo. You're making it worse for yourself not snipe.

Subject: RenMonitor

Posted by [Whitedragon](#) on Tue, 23 Mar 2004 03:52:36 GMT

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Since its a script to be ran on the mods/admins comps, NOT the server it does need BR or some other admin tool to relay it the FDS log. I dont see how you're relating this to renrem32.net when all it is is a renrem.exe replacement while this is a mIRC script to give the end user a GUI like BR's.

Subject: RenMonitor

Posted by [ssptweek](#) on Tue, 23 Mar 2004 03:57:52 GMT

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I just looked around. Here is what i saw. You want to call me a n00b. Ha
How many double post's are in this topic alone? n00b.

Quote:You dare call me a n00b when you don't even fucking understand what is going on.

I think i know what is going on. Jealous? n00b.

Your an ass, except for when you need FDS serials. yup, a n00b.

Can you create a real website, "Mr. Badass" oppss silly me, n00b.

Shall we even start on your forums? Nah, let me try being nice, n00b.

How many people hate you here? Everybody. That makes you a n00b.

What does your name stand for? HaHa, n00b.

Quote:Some people don't like exposing the RenRem port to the internet, there is at least one good reason not to do this

Do you know that reason? I didn't think so, n00b.

I can think of a ton of things that I bet you want for your server. [Map Rules] [Poll Commands] just to name a few. All of which i have written in mIRC. Oh what scripting is going through 20 billion different "things" to be read, but I have things you want, n00b.

You still haven't answered my question,n00b.

Let's think about this, who is the fool?

Thanks for shopping, have a good day. Goodbye.

No get you lil bitch ass out of here, n00b.

As we all can see, you have yet to proven shit, or even code shit. So why are you talking shit?

Answer: Your a n00b.

Subject: RenMonitor

Posted by [Alkaline](#) on Tue, 23 Mar 2004 04:25:04 GMT

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A n00b is somone who joins a game and does stupid crap. The fact of the matter is I can kick your ass in renegade, and I don't do stupid stuff while playing so sadly I'm not a n00b.

You dumb goat fucker.

Subject: RenMonitor

Posted by [ssptweek](#) on Tue, 23 Mar 2004 04:27:33 GMT

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All that matters is, your a little bitch, you can't anwser questions (to affraid to contradict yourself)
Your a pussy, Im sure you will say you can kick my ass in anything, which is fine. Your the one looking like the bitch.

Subject: RenMonitor

Posted by [Alkaline](#) on Tue, 23 Mar 2004 04:31:39 GMT

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WhitedragonSince its a script to be ran on the mods/admins comps, NOT the server it does need BR or some other admin tool to relay it the FDS log. I dont see how you're relating this to renrem32.net when all it is is a renrem.exe replacement while this is a mIRC script to give the end user a GUI like BR's.

You don't get the point.

What is the purpose features of this application?

It only has commands found in renrem. Any other thing on the app can be done in game with bots already out.

Why would you bother to make a app that has to be run in irc, using mirc, and on top of that, using br.net. When all of the functionality can be there by making an application that communicates directly with FDS.

2nd of all, the renrem port argument is completely flawed. ANY RENEGADE MODERATING BOT USES the remote admin part of the FDS to communicate with it, so your always going to have that port open :rolleyes: The so called server owners that manage to run a server with remote admin dissabled are full of shit, just like ssptweek & snipesmo.

Subject: RenMonitor

Posted by [Alkaline](#) on Tue, 23 Mar 2004 04:35:00 GMT

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ssptweekAll that matters is, your a little bitch, you can't anwser questions (to affraid to contradict yourself) Your a pussy, Im sure you will say you can kick my ass in anything, which is fine. Your the one looking like the bitch.

I answered all your questions stupid bastad. This app is useless poorly constructed, and complete waste of time. Anyone even co nsidering using it should be slapped acroos the face 1000 times.

I'm bring out the huge flaws on this completley retarded application which no one will use, and when the ask snipesmo he will try to answer the question by making some retarded 12 hours restart script :rolleyes:

Your so fucking stupid its not funny. Have you even ever used renrem thats included with renegade? That doesn't needs Br.net or irc fuckhead. :rolleyes:

Subject: RenMonitor

Posted by [ssptweek](#) on Tue, 23 Mar 2004 04:50:35 GMT

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Quote:and are u watching the game through a script?? just curious. If you do...well than

dumbass....

You can't read? How do you know it is poorly constructed? Have you seen the coding, or seen the app? Wait can you even understand the coding?

As far as snip making a 12 hour restart script, he was fixing a bug in BR. Snip didn't write BR, it wasn't even snipe's problem, but he made a patch.

Quote:Your so fucking stupid its not funny. Have you even ever used renrem thats included with renegade? That doesn't needs Br.net or irc fuckhead.

Yeah im stupid, how bout you stop for a second, take a deep breathe, go and read some info, learn what the fuck you are talking about, then come back, and try to make some fucking sense. Yes I have used renrem, but why go through all that trouble with typing in a pass and so on when all i need to do is type !ban Alkaline in IRC. Yup, your a real smart one.

But what the fuck ever. Snipe, sorry i ruined your post, good luck on your script, and i LOOK forward to taking a look at the coding.

Alk go fuck a rabbit you bitch.

I'm out.

Subject: RenMonitor

Posted by [gibberish](#) on Tue, 23 Mar 2004 05:26:17 GMT

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Alkaline2nd of all, the renrem port argument is completely flawed. ANY RENEGADE MODERATING BOT USES the remote admin part of the FDS to communicate with it, so your always going to have that port open :rolleyes: The so called server owners that manage to run a server with remote admin dissabled are full of shit, just like ssptweek & snipesmo.

Alkaline you may want to stop rolling your eyes and read my post before trying to contradict it next time.

I didn't say anything about disabling remote administration I simply said not to expose the port to the internet. In other words you should run the regulator and the game behind a firewall that blocks access to the renrem port from the internet.

vehicle purchases which can not be detected via the RenRem protocol, additionally not having a server side app that can detect events as they happen means that the remote client has to keep polling for information such as when a new player joins, this is an inefficient use of bandwidth, hence Snipesimo actually has a better design than the one you are proposing.

Subject: RenMonitor

Posted by [Whitedragon](#) on Tue, 23 Mar 2004 05:30:51 GMT

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AlkalineWhitedragon Since its a script to be ran on the mods/admins comps, NOT the server it does need BR or some other admin tool to relay it the FDS log. I dont see how you're relating this to renrem32.net when all it is is a renrem.exe replacement while this is a mIRC script to give the end user a GUI like BR's.

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Its purpose is to provide mods with an easy to read GUI similar to BR's.

Your "but you have to use mIRC to run this script!!" arguement is seriously flawed, i'd say 3/4 of the people that host servers now use IRC and mIRC. Hell, most people would take this being a mIRC script as a good thing since they dont have to start another app.

All mod bots use renrem? Dragonserv doesnt use renrem, winrem, or any native renrem code thanks to vloktboky and mac.

Yes he could use renrem or renrem32 or some other shit to talk to the FDS, but i doubt most server owners give all their mods renrem access when they have BR or BrenBot running.

Subject: RenMonitor

Posted by [Alkaline](#) on Tue, 23 Mar 2004 16:08:01 GMT

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I never said all bots use renrem, I said all bots use remote administration. Please look before you post.

You can detect vehicle purchases by logging into the server, the renrem application just doesn't display this information, but any application using native renrem connectivity can.

RENREM IS NOT A PROTOCOL, do not make stuff up if you are not sure what the word means :rolleyes: As for bandwidth consumption, lol.. you think running an IRC server uses less bandwidth that communicatind directly with FDS? Please I used to give you some credit, but now you're just

being stupid.

Whether a person uses mirc or not is the question, for this application to work you have to install it. I run 5 servers, I certainly do not use IRC to administer my servers, don't make statistics out of your ass such as "3/4" of all server owners :rolleyes:

As for sspteawk, ya stay the fuck out before I pound you in the ground further Jackass. You just proved my point, if you are going to use !ban XXX then your using the ingame bot, not snipes POS now are ya? And if you are going to be doing administration outside the game then you'll have to start mirc and this crappy program.

ALso, please stop with the renrem port crap. IRC servers pose a 1000x greater risk. WHY DO YOU THINK MANY HOST STRIAGHT OUT SAY NO IRC SERVRS including ServerMatrix? You mean to tell me you rather run the risk of running an IRC server or joining an IRC server than leaving the renrem port open? Ya ok real smart, the whole damn world knows what IRC's port is, but only server runners know what the renrem port is :rolleyes:

Keep the retarded posts coming, I'm amused at the stupid logic you Jug Heads are coming up with.

This is the bottom fucking line:

- Everything this retarded app does can be done by using Renrem 32 by Dj or the One released by Dante. Or by using the included renrem app with renegade.
- communication is directly to the server with current solutions, it does not require any irc server or mirc on the client
- Majority of the people will have no use for this as people will use built in commands for game bots such as brenbot or br.net .
- This application takes a retarded and unneed approach to accomplish a task which is not efficient, poses huge security risks, and will probably take 10x as much cpu time and resources when compared to a direct solution.
- The only thing that "MUST HAVE" this app is the recycle bin. :rolleyes:

Subject: RenMonitor

Posted by [Dante](#) on Tue, 23 Mar 2004 16:21:31 GMT

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what happens when a server admin wishes to not give out the remote admin information to his mods?

RenRem32 .Net was made by me, a .Net clone of DJLapTop's RenRem32 (under permission). Then released Open Source for people to use freely.

Steve Tall made the FDSTalk.dll, not RenRem32 or RenRem32.Net.

Now, with all that said.

If a server admin doesn't want to give out his remote admin information to his moderators, uses BR.Net, and the users have a fragile memory or a bad case of CRS, then this would be a nifty app.

btw, snipesimo is the official tech support weenie for BR.Net, has been for a while, and knows more about it then anyone without source code.

Subject: RenMonitor

Posted by [Dante](#) on Tue, 23 Mar 2004 16:26:47 GMT

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another note, about Win32 Winsock coding, and connecting to servers...

when a computer connects to a remote port, say the standard IRC port 6667, it will use a random open local port for connecting, unless specified by the application. BR.Net uses a completely random local port to connect to the IRC servers, so in all technicality, there is no way for you to know what port that was, as it is different each time you connect. And you would have to do a simple netstat to find out.

Also, most hosts don't do IRC not because of security issues, but for BW issues and people running DCC bots.

Subject: RenMonitor

Posted by [Alkaline](#) on Tue, 23 Mar 2004 16:42:11 GMT

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You can design the application so that it gets permissions from the host. You could host a simple config.xml file on the game server's webserver where the clients application would get rights and the app would enable on the commands a person has access to.

As for IRC. I use a host (same as Crimson & renwarz & black-cell) that does not allow IRC servers because of security problems. They allocate 1000 GB per month to you and you have a dedicated server. YOu are free to use your server anyway you want to. However, they ban IRC because it posses a risk to there network. I don't know how because i'm not an IRC guru

As for winsock programming, yes I know there are 65K random local ports a machine uses to

connect, but if you are hosting an IRC server, you do leave the IRC port open to the public.

Subject: RenMonitor

Posted by [Dante](#) on Tue, 23 Mar 2004 16:44:13 GMT

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AlkalineYou can design the application so that it gets permissions from the host. You could host a simple config.xml file on the game server's webserver where the clients application would get rights and the app would enable on the commands a person has access to.

yes, but as i just stated, most admins are very reluctant to give out there remote admin passwords for this feature.

Subject: RenMonitor

Posted by [Alkaline](#) on Tue, 23 Mar 2004 16:54:53 GMT

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B.t.w, SNIPE,

Do you remember you post on renevo.com:

<http://renevo.com/forum/showthread.php?s=&threadid=1151>

to cut the story short:

Here is the fix for wolspy THAT I KNOW 12 servers are running:

<http://renmaps.neronhosting.com/wolspyfix.zip>

Ohh and I love this quote by ssptweak, notice how he bashes making programs in MDE:

Quote:i dont understand how mIRC lags, SS is right scripting is a log easier than VB, and u can see the code. AS far as any of the JG or DS server's....i have never seen the sfps lower than 55, with my fps usually steady between 60 and 80. You are digging yourself into a hole here. You can't win this arguement. So you should leave, if you don't like the people here and just want to argue, than u shouldn't be here, we are fine without you. I know how to script in mIRC, and have no clue how to in VB...personally u can do anything u want in scripting language, easier than in VB....i bet neither whitedragon or SS have a ton of dll's to drag there server's down with mem usage.....all we need is \$2 == !command to write server commands in mIRC.....
you should just leave

Lolz... and you actually have the nerve to come back and support this after talking all that crap earlier.

Further here are some quotes by snipesmo where he bashes programming and now look, the fool turned around and a program in vb.net:

Quote:I agree, the main reason is mIRC is a simple language, and free. I don't know any programming languages but I do know mIRC scripting very well. Not to mention that while connected to 2 servers mIRC takes < 1ok of memory usage. If that makes your server lag then your comp just plain sucks

In refrence to making an APP v.s a mIRC script Snipesmo says:
Quote:So? Its still in no way a rip, also, mIRC is better.

haha, what a loser... After saying all that shit, in the end he makes a vb.net app. Albiet a useless app, but still an app.

Subject: RenMonitor
Posted by [Alkaline](#) on Tue, 23 Mar 2004 16:58:08 GMT
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DanteAlkalineYou can design the application so that it gets permissions from the host. You could host a simple config.xml file on the game server's webserver where the clients application would get rights and the app would enable on the commands a person has access to.

yes, but as i just stated, most admins are very reluctant to give out there remote admin passwords for this feature.

What do you mean?

- 1 you start the client side application, you supply a username and password when you start the client side application.

- 2 The client side app first looks in the config.xml which is hosted on the webserver, gets rights and connects you to the FDS. Only the commands that you are qualified for are enabled on the client side.

for simple security, you can enable SSL on the dir hosting the config.xml file

Subject: RenMonitor
Posted by [Dante](#) on Tue, 23 Mar 2004 17:15:13 GMT
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i still think you are missing my point, but oh well, i really don't care, this game has one of the poorest remote admins available, but we seem to have gotten by.

there are plenty of options available, use one you like and can understand.

Subject: RenMonitor

Posted by [Crimson](#) on Tue, 23 Mar 2004 19:22:32 GMT

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Alkaline, I'm sorry, but you are WAY off base here. You obviously know very little of IRC, so that explains your failure to understand.

Server Matrix forbids you RUNNING an IRC server on their servers, but you ARE in fact allowed to connect to an IRC network FROM a Server Matrix box. As a result of this, all 7 of my servers connect to my IRC network that I host off other servers I lease or have accounts on that allow that sort of thing.

My moderators and admins frequently watch the in-game chat from the IRC channels and talk to the players there to take care of issues even when they're not in the game. RenRem alone can't do this. RenRem sends commands TO the FDS and receives only the result of those commands back. It doesn't see in-game chat. Without IRC, there can't be any real-time communication between someone other than the server owner, and gamers in the server.

Now, understanding that, there are many commands that BR.NET and BRenBot (and others) use to get information about the server or basically to interact with the server. Snipesimo's script is merely a GUI to facilitate those commands and make a moderator not have to remember a whole bunch of commands (which differ between scripts).

I would never give my RenRem password to my moderators, and I have no need to. This tool of his is merely to facilitate what dozens of people are doing already.

Given the fact that you do not understand IRC, you can't even think you're informed enough to comment on a program written to make the IRC experience better.

Subject: RenMonitor

Posted by [snipesimo](#) on Tue, 23 Mar 2004 20:25:13 GMT

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Alkaline

First of all STFU you random dumbass. Let me explain why this program is completely retraded: Here are the steps this gay program has to take to work:

- FDS SERVER Starts
- Br.net starts
- Br.net sends info to IRC
- Client starts MIRC and connects to channel (notice, this stupid program does not work without mirc)
- Client starts SNIPESMOs POS application

Basically this program forces you to take 10 differnt routes to do something that would normally require only 1 step:

Use NATRIVE RENREM SUPPORT AND LOG INTO THE DAMN FDS DIRECTLY instead fucking around with this IRC SHIT.

Puft, as if Dante hadn't made it already easy enough, he could have just ripped off Dante's Renremn 32 and base his app off that instead of going to this irc bullshit route.

The fact of the matter is, anyone can use the source code for renrem32, make a program with some buttons and map fds commands in it, then have it communicate with the FDS directly instead of fucking around with IRC :rolleyes:

but knowing Snipesmo, he has to fuck with irc.... :rolleyes:

Ok Alkaline, lets see you remotely moderate a server with no FDS and no bot :rolleyes:
Lets see you moderate an IRC channel without joining the channel the bot is in :rolleyes:

IRC is in no way shit, every moderation utility made for Renegade that doesn't require the renrem pass uses mIRC. There are thousands of uses for mIRC.

BTW, do you mind posting this "renrem32 source code" you speak of, because to my understanding that was NEVER released.

This app was made to suit my desire, and this is the way I want to do it. I never said anyone has to use it, hell I never even said you had to post in my topic. But if you don't like it, you can go to hell and not use my script. There is no reason to bash someone else's script just because I bashed your piece of shit arguments in the past.

Subject: RenMonitor

Posted by [snipesimo](#) on Thu, 25 Mar 2004 21:19:41 GMT

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Status update:

Version 1.0 will be released tomorrow, I have the day off and will be making the finishing touches and fixing anymore lasting bugs.

Subject: RenMonitor

Posted by [blackhand456](#) on Fri, 26 Mar 2004 17:39:42 GMT

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while were on the topic where can i go to get the br. net bot i've looked everywhere unless it isn't anywhere

also where can i get a serial number for the renegade dedicated server. The place wont send me a serial number because westwood doesn't exist to send me a serial number.

Subject: RenMonitor

Posted by [Xtrm2Matt](#) on Fri, 26 Mar 2004 18:07:34 GMT

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<http://www.blazeregulator.com> - also BRenBot <http://www.brenbot.com>

Subject: RenMonitor

Posted by [snipesimo](#) on Wed, 07 Apr 2004 17:01:28 GMT

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Version 1.0 is ready for releas! (Yes, finally)

I fixed the last known bug and now my idea to add [GDI]: and [Nod]: instead of [Team] has become a reality.

I will release it as soon as I find someone willing to host the file.

Subject: RenMonitor

Posted by [K9Trooper](#) on Wed, 07 Apr 2004 17:04:52 GMT

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Simo, sorry to say this but I think I found a bug just by viewing the screen shot. Do you notice something wrong with the team scores?

Subject: RenMonitor

Posted by [snipesimo](#) on Wed, 07 Apr 2004 17:12:55 GMT

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Yea, the old way I had it Nod on left, but in BR .Net its Nod on right so I changed it. I guess I forgot to change that, fixed.

Subject: RenMonitor

Posted by [ssptweek](#) on Wed, 07 Apr 2004 19:57:30 GMT

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snipe, i can host the file for ya. Once you fix the team score issues.

Subject: RenMonitor

Posted by [snipesimo](#) on Wed, 07 Apr 2004 20:56:54 GMT

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Already fixed, PM me your email and I can send the .zip file.

Subject: RenMonitor

Posted by [snipesimo](#) on Wed, 07 Apr 2004 23:57:05 GMT

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<http://www.nextgenerationsnipers.com/downloads/RenMonitor.zip>

Subject: mistake

Posted by [IR2HARD4U](#) on Thu, 08 Apr 2004 02:56:24 GMT

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SFPS is a bit far to the right lol.

Move it back the other way

Subject: RenMonitor

Posted by [xptek_disabled](#) on Thu, 08 Apr 2004 03:09:08 GMT

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Good software, using it now to adminster my server

Makes administration a lot easier.

Subject: RenMonitor

Posted by [snipesimo](#) on Thu, 08 Apr 2004 03:17:58 GMT

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Will do, I just noticed it was out of place. Also, eventually I will release a version that is multitabbed and has support for multiple servers

Subject: RenMonitor

Posted by [snipesimo](#) on Thu, 08 Apr 2004 03:22:28 GMT

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To fix it the easy way, paste the following in place of line 1207:

```
text "SFPS:", 18, 225 18 25 8, center
```

Subject: RenMonitor

Posted by [snipesimo](#) on Thu, 08 Apr 2004 17:12:12 GMT

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Download updated to 1.01

Subject: RenMonitor

Posted by [ssptweek](#) on Sat, 10 Apr 2004 03:26:02 GMT

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will RenMonitor be compatible with BR 1.5 still, or will you need to do any changes?

Subject: RenMonitor

Posted by [snipesimo](#) on Sat, 10 Apr 2004 03:32:16 GMT

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To my knowledge the changes are minor enough that everything should still work. But if you find any bugs with RM 1.01 and BR .Net 1.5 post them here.

Subject: RenMonitor

Posted by [ssptweek](#) on Sat, 10 Apr 2004 03:35:39 GMT

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sorry for the double post, maybe i am doing something wrong, but in your readme it says to kick/page a player all you need to do is highlight the players name, type the message and hit the appropriate button, well when i do this, it wont bring up the players name....

(9:33) - (@ssptweek) !page dfgdfg

(9:33) - -@TNGS1- You forgot a message...

(9:33) - (@ssptweek) !kick

(9:33) - -@TNGS1- No player specified

Subject: RenMonitor

Posted by [snipesimo](#) on Sat, 10 Apr 2004 03:58:57 GMT

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I will look into it...

Subject: RenMonitor

Posted by [snipesimo](#) on Sat, 10 Apr 2004 04:01:40 GMT

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Works fine for me. Show me a SS of exactly whats happening.
