
Subject: Re: BlazeRegulator.Net
Posted by [f100d3d](#) on Tue, 03 Oct 2006 19:20:02 GMT
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Dante wrote on Tue, 03 October 2006 14:45: yeah, i figured as much.

i am in the process of building a framework to support multiple games and input types. i am just using the renegade one because it is easily available.

that GUI is just for testing, and parsing the logs.

i am also not using any type of remote protocol to communicate with the server, i am "swallowing it" so to speak, and what you see, is the FDS there.

Yeah, I spoke with Blazer about something like that about a year ago. I have a project of my own that I started to layout (high level) and never bothered to finish. When BR was resurrected and passed from one person to another - I suggested a lot of ideas that I had planned for my control panel - and he said that no one really knew vb.net and mac was MIA. I'm a little rusty, but if you're looking for help - I'm available. Especially for ideas as I have already laid many of them out.
