Subject: Re: Night Regulator
Posted by Nightma12 on Wed, 11 Oct 2006 12:35:33 GMT

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lol @ this topic

Quote:[NR] is great cause you have a guy who keeps on working on it. Nightma is a great guy, he keeps on making betas, he debugs every bug within 1 day of his notice, personally. [NR] is the 3rd bot standing as of right now.. Only cause it has horrible .ini settings. Damn thing has like 9000 lines! He needs to make it more usuable for FTP users.. Otherwise, it would be #1. But BRenBot and CloudyServ have the lead *right now*

thats exactly why NR 3.5 will have better config files

Quote:Here are a few of my problems with NR(not saying it is a bad bot), but are that the server to IRC lag gets VERY huge at times.. One time a friend of mine said something in game, and timed it, and it had taken over 3 minutes for it to show up IRC. Actually, this is probably my only real "problem", the other thing is that you cannot check to see what player names matche an IP through a command available to moderators who have access to the !ip command.

as i have said before, this is NOT a NR problem, its basically UnrealIRCd limiting the lines of text that is sent per second, to block spam attacks.

To fix this either set the IRC bot as an IRCop, or you can put NR 3.5 onto irc.aohost, which NR sends of special commands to (ive got a modifed IRCd) that reduces the spam completely

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