Subject: Renguard Messages
Posted by Creed3020 on Sun, 05 Dec 2004 21:25:01 GMT
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A lot of messages are displaying twice or more. This is getting very annoying as we only need to know once.

Example 1:

<eoesvr01> Host: alkatek is NOT running RenGuard! alkatek COULD be cheating.
<eoesvr01> Host: alkatek is NOT running RenGuard! alkatek COULD be cheating.

Example 2:

<eoesvr01> Host: creed3020 is NOT running RenGuard! creed3020 COULD be cheating.
<eoesvr01> Host: creed3020 is a server owner/administrator.
<eoesvr01> Host: creed3020 is NOT running RenGuard! creed3020 COULD be cheating.
<eoesvr01> Host: creed3020 is a server owner/administrator.
<eoesvr01> Host: creed3020 is NOT running RenGuard! creed3020 COULD be cheating.
<eoesvr01> Host: creed3020 is a server owner/administrator.

So not cool.

Subject: Renguard Messages
Posted by laeubi on Sun, 05 Dec 2004 21:30:57 GMT
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recognized that today too

Subject: Renguard Messages
Posted by Creed3020 on Sun, 05 Dec 2004 22:29:04 GMT
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OMG GETTING WORSE

<eoesvr01> Host: hourofgun is NOT running RenGuard! hourofgun COULD be cheating.
<eoesvr01> Host: hourofgun is NOT running RenGuard! hourofgun COULD be cheating.
<eoesvr01> Host: hourofgun is NOT running RenGuard! hourofgun COULD be cheating.
<eoesvr01> Host: warboy1bc is NOT running RenGuard! warboy1bc COULD be cheating.
<eoesvr01> Host: warboy1bc is NOT running RenGuard! warboy1bc COULD be cheating.
<eoesvr01> Host: warboy49 is NOT running RenGuard! warboy49 COULD be cheating.
<eoesvr01> Host: gotchia27 is NOT running RenGuard! gotchia27 COULD be cheating.
<eoesvr01> 14Host: wilkiluxx is NOT running RenGuard! wilkiluxx COULD be cheating.
<eoesvr01> 14Host: wizardx10 is NOT running RenGuard! wizardx10 COULD be cheating.
<eoesvr01> 14Host: wilkiluxx is NOT running RenGuard! wilkiluxx COULD be cheating.

<eoesvr01> 14Host: wizardx10 is NOT running RenGuard! wizardx10 COULD be cheating.
<eoesvr01> Host: creed3020 is NOT running RenGuard! creed3020 COULD be cheating.
<eoesvr01> Host: creed3020 is NOT running RenGuard! creed3020 COULD be cheating.
<eoesvr01> Host: creed3020 is NOT running RenGuard! creed3020 COULD be cheating.

So that dumb little msg box comes up and makes it so hard to play. It loads like 5 iterations of it so you have to click okay like 5 times.

Subject: Renguard Messages
Posted by Crimson on Mon, 06 Dec 2004 00:26:50 GMT
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Try restarting the bot as a bandaid fix.

Subject: Renguard Messages
Posted by Creed3020 on Mon, 06 Dec 2004 01:46:18 GMT
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CrimsonTry restarting the bot as a bandaid fix.

I did but it did not help. I just decided to turn off that ingame message ofr the time being.

Also not sure if this is the right place, but this command is not working.

<[EoE]Creed3020> !ve
<eoesvr01> Current Vehicles:
<eoesvr01> No GDI vehicles
<eoesvr01> No Nod vehicles

I know for fact both teams have lots of vehicles.

Subject: Renguard Messages
Posted by laeubi on Mon, 06 Dec 2004 08:32:54 GMT
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Sometimes Renguard don't send the info to the server that you are conected to the Renguard Network, so oneday I get a message: 'Laeubi is NOT using Anticheat.... blabla' and get a Adminmessage that say's: You need Renguard to play on this server every 5 minutes... thats really anoing.
Also the doublemessage thing apears on some servers as I played yesterday.

Subject: Renguard Messages

Posted by mac on Mon, 06 Dec 2004 09:16:21 GMT
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Detecting vehicles only works when the server side presets in objects.ddb are loaded in SSAOW.

Subject: Renguard Messages
Posted by Creed3020 on Mon, 06 Dec 2004 21:18:53 GMT
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macDetecting vehicles only works when the server side presets in objects.ddb are loaded in SSAOW.

Could you dumb that down a little. Is there a file I need to edit or is this something I can't fix?

Subject: Renguard Messages
Posted by flyingfox on Mon, 06 Dec 2004 21:49:13 GMT
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Creed3020
<[EoE]Creed3020> !ve
<eoesvr01> Current Vehicles:
<eoesvr01> No GDI vehicles
<eoesvr01> No Nod vehicles

Why should you get to know how many vehicles your enemy has......gay

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Subject: Renguard Messages
Posted by Alkaline on Tue, 07 Dec 2004 05:53:15 GMT
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go to your brenbot dir and inside brenbot and open rengaurd.cfg
dissable the option to msg in game on who or who isn't running renguard, while it sounds nice its more of a pain then anything and you're right it floods the entire screen.

Subject: Renguard Messages
Posted by Creed3020 on Tue, 07 Dec 2004 21:28:20 GMT
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Ya Alkaline, I did that shortly after this flooding started because I couldn't handle it spamming so much, especially that each one of those messages is accompied with it's own iteration of an Admin Msg pop-up box ingame.

My suggestion would be to be able to make that an option in the Renguard file to choose what form of message you want, i.e. page, msg, amsg

Would that be possible?

Also FlyingFox it's a great out of game tool that allows you to easily moderate the server by seeing what team has what in case a vehicle was stolen, etc.