Subject: BlackIntel.dll Requests/Future
Posted by dead6re on Tue, 10 Oct 2006 09:06:47 GMT
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I am currently improving the BlackIntel.dll that has been released into one big dll to include all the fixes that have been released. I would like to know if there are any features that other people would like to have added to the public release from our community, these I have currently got planned.

Reserved Slot Groups
People without access can join the game when it is "full"
Gameplay Pending Patch
Players serial will be outputted to the renlog file when they join
Auto-Update Feature (If Possible)
WindowsFDS Only Check Code

Does anyone else have some requests or something I have missed out?

Subject: Re: BlackIntel.dll Requests/Future
Posted by Goztow on Tue, 10 Oct 2006 09:58:48 GMT
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You mean their serial hash?

I hope all of these will be configurable in blackintel.ini? E.g. I wouldn't want to have the no gameplay pending patch.

What is the last point u mentionned?

Request: auto-bind feature.

Subject: Re: BlackIntel.dll Requests/Future
Posted by EvilWhiteDragon on Tue, 10 Oct 2006 10:40:28 GMT
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Dead6re, I know you're able to get the serial directly from the client, but please, make a md5 hash of it before writing it to some kind of log. Since else I expect a lot of stolen serials coming up.

And dead6re, I dont know whether or not you know which JW is going to implement in scripts.dll? I beleive he might include the reserved slots, though I'm not 100% sure. Ask StealthEye to be sure.

Another thing, maybe look into the possibility to enable /disable the wall lag fix in the config too.

Thatway servers which are low on bandwidth can use it too

Subject: Re: BlackIntel.dll Requests/Future
Posted by jonwil on Tue, 10 Oct 2006 12:46:47 GMT
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Currently, the turret lag fix, the wall lag fix (both server and client) and a fix for vehicles getting stuck on/near ladders (e.g. the infamous "flying vehicle ladders" bug) have been added. All 3 will appear in 3.0 (as of right now, there is no way to disable any of them)

I may add more (such as a way to disable the wall lag fix or other fixes) in scripts.dll 3.1

Subject: Re: BlackIntel.dll Requests/Future
Posted by StealthEye on Tue, 10 Oct 2006 17:00:26 GMT
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EWD, I think you can only get a serial hash from the client, I'm not sure though.
Being able to turn on/off the gameplay pending patch would be a good idea.
Are the reserved slots already displayed correctly in the xwis listings? (So if the real size is 16 players and you have 4 reserved slots it would display 12)

Subject: Re: BlackIntel.dll Requests/Future
Posted by dead6re on Tue, 10 Oct 2006 20:37:45 GMT
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Goztow wrote on Tue, 10 October 2006 05:58You mean their serial hash? Yes, I am hoping to encrypt them to the same standard as RenGuard so they can be compared

I hope all of these will be configurable in blackintel.ini? E.g. I wouldn't want to have the no gameplay pending patch.
They will all have options to turn them on and off

What is the last point u mentionned? Currently, if you load BlackIntel.dll it will crash the client if you try to use it, the check code will disable all features so the crashes will not happen.

Request: auto-bind feature. Should be possible

Subject: Re: BlackIntel.dll Requests/Future
Posted by EvilWhiteDragon on Tue, 10 Oct 2006 21:40:26 GMT
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Dead6re, we do already have a auto-bind feature on our servers, but I'm not sure whether or not we should release it already. Please talk about this in our private forums, ok?

Subject: Re: BlackIntel.dll Requests/Future
Posted by dead6re on Wed, 11 Oct 2006 13:57:34 GMT
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EvilWhiteDragon wrote on Tue, 10 October 2006 17:40Dead6re, we do already have a auto-bind feature on our servers, but I'm not sure whether or not we should release it already. Please talk about this in our private forums, ok?

Don't worry, I was going to ask before if I want to release something that I hadn't made myself.

Subject: Re: BlackIntel.dll Requests/Future
Posted by EvilWhiteDragon on Wed, 11 Oct 2006 15:31:45 GMT
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Well, I wasn't 100% sure you knew we already having it