Subject: kambot 3.0 server
Posted by robbyke on Wed, 11 May 2011 14:40:11 GMT
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well its online thnx to zunnie

no crashes finally

hope to that some ppl come and test

Subject: Re: kambot 3.0 server
Posted by zunnie on Wed, 11 May 2011 15:09:16 GMT
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I joined the other day for 5 mins but i got no clue what to do
and i kept getting killed by some gunemplacement

lol

Subject: Re: kambot 3.0 server
Posted by robbyke on Wed, 11 May 2011 15:20:55 GMT
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haha wtf who placed it XD

well you have to know that its nothin more then old fashioned ren with some extra commands for extra fun

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Subject: Re: kambot 3.0 server
Posted by a000clown on Sat, 14 May 2011 14:27:35 GMT
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Nice to see my contributions to the Kamuix legacy live on

Subject: Re: kambot 3.0 server
Posted by robbyke on Sat, 14 May 2011 16:03:51 GMT
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ive even re-added some things you had deleted

even vetach with alot of problems XD

Subject: Re: kambot 3.0 server
Posted by a000clown on Tue, 17 May 2011 03:50:57 GMT
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Yea I removed the parts I had not coded by myself or at least refactored by a good amount. Sorta rushed getting it released, so I didn't have time to ask for permission to use the parts of code written by others such as nopol or bluethen, although I'm sure they wouldn't have had a problem with it.
I had planned to update it to be compatible with the TT patch but now I'm not too sure. Haven't played in a while so I don't know if there's much of a player base to even be worth it at this time, or whenever TT ends up being released for that matter... We'll see what happens

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Subject: Re: kambot 3.0 server
Posted by robbyke on Tue, 17 May 2011 04:40:47 GMT
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well server is kinda dead =(noone is left for kamuix lite although i love the coding so ill keep coding and when tt comes ill update too

what were the things you had removed more ive readded

obitower and agttower
vtach
mes (with an ini)

ive made

bgate
poison
basezone -> i removed basegapgen and replaced it with a zone where couldnt be build
basegapgen -> made a structure with gapgen
hpgen -> a zone where you get healed automatically (doesnt stack)

and thats kinda it

Subject: Re: kambot 3.0 server
Posted by a000clown on Tue, 17 May 2011 18:41:56 GMT
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Mostly a lot of non-public commands me and the other admins used to mess around with every now and then. Also a few debugging tools.

A big thing I was working on was integrating a lot of the code to a mysql server and a website interface for players to edit some things, such as their custom "me" chars. The plan was to add a

full featured control panel to replace the use of irc bots.
I ended up scrapping it though as it seemed more trouble than it was worth...

Subject: Re: kambot 3.0 server
Posted by robbyke on Tue, 17 May 2011 19:37:20 GMT
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WOW i wouldnt even have a clue how to start atm im just a noob at programming atm

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Subject: Re: kambot 3.0 server
Posted by Gen_Blacky on Wed, 18 May 2011 04:53:46 GMT
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keep om making stuff for renegade it what keeps the game alive plus its awesome on it own.

Subject: Re: kambot 3.0 server
Posted by robbyke on Wed, 18 May 2011 08:40:21 GMT
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well if i would code for a community it would be even more awesome to bad server is always
empty however ill just keep coding ideas i get because i love it when it works =D

Subject: Re: kambot 3.0 server
Posted by reborn on Tue, 24 May 2011 16:18:33 GMT
View Forum Message <> Reply to Message

a000clown wrote on Tue, 17 May 2011 14:41Mostly a lot of non-public commands me and the
other admins used to mess around with every now and then. Also a few debugging tools.

A big thing I was working on was integrating a lot of the code to a mysql server and a website
interface for players to edit some things, such as their custom "me" chars. The plan was to add a
full featured control panel to replace the use of irc bots.
I ended up scrapping it though as it seemed more trouble than it was worth...

Not so much the web coding, but the threaded SQL query code, even as a WIP would be
excellent to have in the hands of the community.