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Subject: Kambot on TT server

Posted by [robbyke](#) on Fri, 16 Mar 2012 21:50:22 GMT

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I Converted the old kambot to tt and added some new commands

features

Toggle Spoiler

extras:

!vtach/!detach (attaches ground veh to vtols)

!notach (blocks vtaching your vehicle)

characters:

!defender

!saboteur

!soldier

!commando

!raveshaw

!petrova

!ultima

!kamuix

!thief

!spy

defenses:

Neutral:

!gate

!shack

!moab

GDI/NOD:

!basegate

!gun (!g)

!cannon (!c)

!rockets (!r)

!tower

!pt

!forwardbase (!fb)

!bgg (basegapgen)

GDI:

!guardtower (!gt)

!miniagt (!ma)

!heavyguardtower (!hgt)

!advancedguardtower (!agt)

NOD:

!turret (!t)

!samsite (!ss)

!missilesamsite (!mss) (samsite with accurate missiles)

!obelisk (!obi)

powerups:

chars :

!hp <number> (max health is 400)

!ap <number> (max armor is 400)

!flamesuit

!chemsuit

!skinvehicle

!skinmutant

!freezer

veh:

!vupgrade

!gapgen

!vehweap (only works for hum/bug and chinook atm)

weapons:

almost all weapons

!agtgun

searching for a place to host it

runs on a lousy laptop with only 512 mb ram

also looking for some help designing a forum

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Subject: Re: Kambot on TT server  
Posted by [Ani](#) on Fri, 16 Mar 2012 21:59:19 GMT  
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If you're not releasing it, then don't post in "Mod Release Forum"

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Subject: Re: Kambot on TT server  
Posted by [iRANian](#) on Fri, 16 Mar 2012 22:51:54 GMT  
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You can attach it to the first post.

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Subject: Re: Kambot on TT server

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Posted by [robbyke](#) on Fri, 16 Mar 2012 23:40:05 GMT

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its a server..... where else do i gotta post it?

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Subject: Re: Kambot on TT server

Posted by [iRANian](#) on Sat, 17 Mar 2012 00:29:38 GMT

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errrr, why are you posting in the mod release forum then?

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Subject: Re: Kambot on TT server

Posted by [robbyke](#) on Sat, 17 Mar 2012 01:16:42 GMT

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because i "release" the serverside mod on my server if people would like to play it

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Subject: Re: Kambot on TT server

Posted by [iRANian](#) on Sat, 17 Mar 2012 14:53:39 GMT

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you're not releasing shit wtf is wrong with you lmao

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Subject: Re: Kambot on TT server

Posted by [NACHO-ARG](#) on Sat, 17 Mar 2012 15:25:39 GMT

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shit i really would like to see this came back online, i miss kamuix lite times .

PD: i still have mike's mod source if needed, dont know why i downloaded it back then as i dont know shit about server mods and such ;p

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Subject: Re: Kambot on TT server

Posted by [ExEric3](#) on Sat, 17 Mar 2012 16:54:54 GMT

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robbyke contact me and we will see what we can do.

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Subject: Re: Kambot on TT server

Posted by [robbyke](#) on Sat, 17 Mar 2012 19:01:25 GMT

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NACHO-ARG wrote on Sat, 17 March 2012 16:25shit i really would like to see this came back online, i miss kamuix lite times .

PD: i still have mike's mod source if needed, dont know why i downloaded it back then as i dont know shit about server mods and such ;p

i have the old source myself i downloaded it knowing shit

ive been working on it 3 months then a year doin nothin almost 3 years now i think and now i finally got it up without major bugs

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Subject: Re: Kambot on TT server

Posted by [NACHO-ARG](#) on Sat, 17 Mar 2012 20:24:39 GMT

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now get that server up, i want to play some old kambot stile, shit i remember buying a mammy ones in city\_flying and some guys whit an orca give me a ride to the batle. i miss that things.

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Subject: Re: Kambot on TT server

Posted by [robbyke](#) on Sat, 17 Mar 2012 20:50:01 GMT

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i took me long to get that working again ^^ mike deleted that in the end really lame

i found someone that is willing to host for me so i turned mine off for a sec it was running though

its gonna take some time to get it running verry well though kambot was fun because of the amount of ppl 1 on 1 its not always fun

and its up and running again ^^

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Subject: Re: Kambot on TT server

Posted by [a000clown](#) on Sun, 18 Mar 2012 02:35:15 GMT

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Hi! Mike here

It's great to finally see someone take my code to learn and improve upon it, as that is the reason I made it public in the first place.

When I first began that project I knew absolutely nothing about C++ and only basic web scripting,

however, by going through the scripts.dll project and other open-source software I learned quite a bit. It is for this reason that I would like to request you release your modifications to this forum so that others may do the same and maybe I'll learn a thing or two as well. As my hackjob coding probably shows I was (and still am since I've since stopped programming) a novice and am curious to see your style of code achieve the same goals in different ways.

Whatever your decision, I hope my work was able to help you in some small way

I don't spend much time playing games anymore but I'll come check out your server sometime.

If you'd like to join us on Facebook we have a small group of people who either played or helped manage the various Kamuix servers: <https://www.facebook.com/groups/290805244304392/>

robbyke wrote on Sat, 17 March 2012 16:50mike deleted that in the end really lame  
Some features I had removed from the public release because they were either written by someone else (nopol, bluethen, megamoo) or I had significant help in implementing. I was pressed for time so instead of asking for permission to co-release their work I had decided to only include my own code.

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Subject: Re: Kambot on TT server  
Posted by [robbyke](#) on Sun, 18 Mar 2012 15:45:58 GMT

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although id love to release the code someday for now id like to keep ir for myself since id like to get the server up and running and thats gonna be harder if i release the code

though if you would like to see it i can pm it to you