Subject: History
Posted by SS217 on Fri, 26 Mar 2004 04:06:42 GMT
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http://ircd2.lomag.net/~wtdragon5/forum/index.php?act=ST&f=5&t=1370&s=952ffbd34b16352339
6242c2b31161f2

uall sux, caus-a we got here first

Subject: History
Posted by gibberish on Fri, 26 Mar 2004 07:00:50 GMT
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Congrats, Nice Job.

Subject: History
Posted by ApocXS on Fri, 26 Mar 2004 07:03:34 GMT
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yay for BC

Subject: History
Posted by Xtrm2Matt on Fri, 26 Mar 2004 07:52:06 GMT
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Very Nice Indeed!

Subject: History
Posted by Scythar on Fri, 26 Mar 2004 09:43:51 GMT
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Total prawnage!!!1

Subject: History
Posted by gendres on Fri, 26 Mar 2004 10:54:49 GMT
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excellent!

Subject: Re: History
Posted by Blazer on Fri, 26 Mar 2004 18:10:16 GMT
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SS217uall sux, caus-a we got here first

Nice attitude...I didn't know there was a competition

From speaking to vloktboky, I knew weeks ago this was coming. I wish server-side scripts.dll mods were discovered like a year ago, we would probably have kept more players around.

Good work vloktboky. Hopefully this will be shared, or is it going to be a black-cell only thing?

Subject: History
Posted by Cpo64 on Fri, 26 Mar 2004 19:02:07 GMT
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Yeah, its realy to bad alot of Renegades recent progress is so late in the game.

Subject: Re: History
Posted by vloktboky on Fri, 26 Mar 2004 20:05:19 GMT
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BlazerHopefully this will be shared, or is it going to be a black-cell only thing?

The specific things, such as the commands, are tightly integrated with DragonServ, so having them released to the public can not be done. However, the code itself that is used in the background can and will show up in my released server side mods. I have plans of using them for specific events, such as saying who completes an event in CTF, and for extra data servers can use for stats, such as how many Sakuras a player has killed in a sniper server.

I am not the only one to thank, Mac and FearHQ helped a ton in the early stage by getting the code prepared for getting a player's name from scripts.dll on the LFDS. I simply made it happen on the Win32 FDS and progressed from there.

Subject: History
Posted by Creed3020 on Fri, 26 Mar 2004 20:46:26 GMT
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Damm...

Subject: History

Posted by SS217 on Fri, 26 Mar 2004 22:13:27 GMT
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I'm not exactly sure this would be the right tool in the wrong hands, imagine if this got abused by a moderator, I recommend if you use this and make an mIRC script make it log all of it to a text file and make the moderator specify a reason.

Subject: History
Posted by IRON FART on Fri, 26 Mar 2004 22:28:42 GMT
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wow. Thats very cool.

Subject: History
Posted by Javaxcx on Fri, 26 Mar 2004 23:19:44 GMT
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The concept is kind of fun, IMO. Personally, when someone is being a jackass in our servers, we play them a little bit, then ban them. It's a fitting end when they also cheat.

Good work ladies.

Subject: Re: History
Posted by gibberish on Sat, 27 Mar 2004 00:00:25 GMT
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vloktbokygetting a player's name from scripts.dll on the LFDS. I simply made it happen on the Win32 FDS and progressed from there.

Any chance of an advanced code snipet for that?

Subject: History
Posted by Blazer on Sat, 27 Mar 2004 05:08:22 GMT
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Yeah hopefully its hard coded to print what its doing...I'd hate to see it abused in a clan game.

Subject: History
Posted by gibberish on Sat, 27 Mar 2004 06:54:22 GMT
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BlazerI'd hate to see it abused in a clan game.

I don't think that is really worth worrying about, since its fairly easy to cheat using a server side mod even without being able to identify players.

For example it would be real easy to create code that gives GDI huge amounts of money.

Subject: Re: History
Posted by Alkaline on Sat, 27 Mar 2004 07:04:13 GMT
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BlazerSS217uall sux, caus-a we got here first

Nice attitude...I didn't know there was a competition

From speaking to vloktboky, I knew weeks ago this was coming. I wish server-side scripts.dll mods were discovered like a year ago, we would probably have kept more players around.

Good work vloktboky. Hopefully this will be shared, or is it going to be a black-cell only thing?

Hah, just remember Blazer Released his work to everyone, was the first person to even have the idea of a in game bot. SO HE GOT THERE FIRST BEFORE ANYONE.

b.t.w. nice work, but please do not realse this scripts.dll thing to the public, the amount of cheating that could happen in clan games is now insane. HOme team is low on creds? no probs, here 500 on the house

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Subject: Re: History
Posted by gibberish on Sat, 27 Mar 2004 08:22:38 GMT
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Alkalinebut please do not realse this scripts.dll thing to the public, the amount of cheating that could happen in clan games is now insane. HOme team is low on creds? no probs, here 500 on the house

I hate to break it to you Alkaline, but the source for scripts.dll was released long ago.

Any moderately competent programmer could write that cheat in about 10 minutes, but I hate cheats too so it won't be coming from me.

Subject: History
Posted by snipesimo on Sat, 27 Mar 2004 15:32:18 GMT

Lets stick to the point Alkaline, this is completely unrelated to who released the first moderation bot. No need to bring up past arguements.