## Subject: NightRegulator

Posted by Nightma12 on Wed, 22 Dec 2004 11:29:43 GMT

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http://www.aohost.co.uk/NightRegulator/NightRegulator-v0.1.2.zip

Quote:v0.1.2
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-Added [####] Tags To IRC RenLog2 Messages In IRC

-Got Rid Of That Annoying Music When Someone Joins With CP1

-Removed Information About What The Killer Was When Someone Kills A Building Or Disarms A Beacon From The Normal IRC Channel

-Fixed Bug Where Obelisk & AGT Kill Were Outputted To IRC As White

-Added Advanced, Turret & Obelisk To Malicous Nicks List

-Fixed !rec & !n00b Command

-Added Protection To Stop "Ghosting" Ingame

-When NR Loses Connection To IRC, It Now Only Waits 10 Seconds Before Reconnecting To IRC Again

-Fixed Bug Where Temp Mods Could Not Login

-Fixed Bug Where An 0wn3d Would Get N00bed For Friendly Fire When Killing Someone On GDI

-Fixed Bug Where A GDI Player Killing Someone On Team 0wn3d Would Get N00bed For Friendly Fire

-Added Variables %room% %room2% %nick% & %pass% for Password Ident

-Fixed Bug Where If SSAOW Log File Was Contained Within A Folder, NR Would Crash

-Fixed A Spelling Mistake In NR When The FDS Fails To Create Game Channel

-Changed !de0wn Command To Say 0wn3d Instead Of Death Row

-Fixed A Few Stability Issues

-NR Now Detects When A User Has Loaded

-Fixed Bug Where !stfu Could Not Be Turned Off

-Updated !0wn Spawn Positions

-Fixed Bug Where Typing !own Instead Of !0wn Would Cause The NR Debugger To Load

-Fixed Bug Where Someone Could Crash The Server By Doing !donate On Someone That Is Loading

-Other Stuff IVe Forgotten About