
Subject: Re: Quick Question on SSAOW + bhs.dll
Posted by [Cat998](#) on Wed, 26 Jul 2006 23:46:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nightma12 wrote on Thu, 27 July 2006 00:44right....., first, is there a !vkick command built into SSAOW? i heard there was.. but im not 100% sure, if so how is it regulated so that only mods can use it????

yes there is, everyone can use it to kick people of his bound vehicle.

Nightma12 wrote on Thu, 27 July 2006 00:44secondly, wtf does rlmon + rlmonoff do in bhs.dll? it just says renlog moniter.... but that dousnt really help me, lol

i wikied the above and the page only goes up to BHS 2.7, and those 2 commands are in bhs 2.8:
http://renegadewiki.com/index.php?title=Renegade_%28FDS%29_console_commands

from bhs.txt

There is a new feature which I call RenLogMon. Basicly, what you do is to open a UDP listening socket on any internet connected machine and on any port.

Then you pass to the RLMON console command a string like 1.2.3.4:5 (ip and port) to enable logging.

Then, anytime data goes through the interface rlmon uses (which will catch console command output, chat stuff, pretty much everything that is printed to the FDS console), you get sent that data.

You can use RLMONOFF if you want to stop recieveing data logs.

RenLogMon is for dedicated servers only.

The data is sent as a raw UDP packet and is a null terminated string of variable length.

You can only have one mointor registered at once.
