Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by Nightma12 on Thu, 23 Jul 2009 05:33:31 GMT

jnz wrote on Wed, 22 July 2009 13:55Nightma12 wrote on Wed, 22 July 2009 19:29Why code this when both BR *AND* NR include these features by default?

Seems a bit redundant and reinventing the wheel?

It's much quicker, doesn't hog memory and doesn't assist hard drive fragmentation.

NR hogs memory? thats new to me! I agree with the fragmentation though, but alas.... unless your going to write an entire bot in an SSGM plugin.. why ahve a single feature like this thats provided wit hthe bot already? lol

Quote:in nr dont work ,,,

Works fine on my serv....

Quote:Well for BR some times display wrong values. Always higher ping like in game. Dunno if its average ping or what. But yeah this is much faster.

Its good plugin for people which using another regulators. Like CloudyServ.

Fair enough lol, im not being rude and insulting your work, it just seems a lil strange that you would recode 'parts' of the bot into an SSGM plugin for a feature thats already available and runs fine. (Or at least the NR pings are correct =/ lol)