Subject: New in the BlackCell servers
Posted by vloktboky on Sun, 11 Jan 2004 05:43:21 GMT
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I'm pretty much at a loss of words looking at all of this right now. I woke up today after a 12 hour sleep that was suppose to be a 2 hour nap, funny how a simple thing like an alarm clock can screw up your day. What I awoke to was about 15 IM windows all with this link pasted in them, 6 PM windows in IRC with this link pasted in them, and as soon as I spoke one word on IRC, I was again told of this link. I thought this was something very important like EA announcing the discontinuing of WOL or something very big, but instead I see a 2 page topic of some of the more better known names from this community fueding it out over my work. It's funny how these things can turn into riots when you don't have all the facts, so let me fill everyone in on what has happened, what is going on now, and what will happen in the near future.

First of all, yes I did write an early version of a script that logged building kills and when a player is killed to the FDS/renlog. At first, this was only being used for our bot that we use to manage the Black-Cell servers with, which we call DragonServ. However, I was soon asked by Whitedragon, who Blazer was talking through, if I could make him a similar one that logged directly to the renlog that the FDS spits out. Figuring I could use this moment to show that we aren't this bad group to ren that doesn't care about the community (and don't laugh at that if you find it to be true, read first), I agreed and started work on converting it to match what Blazer wanted. I finished it, sent it to him after a few tries, and all seemed good. I then turned my attention to making SSM, or the Server Sniper Mod. The first version got done around christmas, and I was pretty happy with it. Sure there were a few bugs which I have fixed already (the newer version was released yesterday or 2 days ago, can't quite remember, http://web.black-cell.net/server_sniper_mod.zip), but it turned out nicely. Then, I started work on smaller projects that have evolved into what I call Dragonade. It was around this time that I started noticing screen shots of the "floating pistol bug" on the Pits' forums. This is a bug that resulted in some bad coding that I had fixed in our version already, so I knew that somehow msgtpain had gotten my work. Yes, I was a little ticked at this, because I had a feeling if that sort of error rose up, and everyone had gotten it, it would make my coding look bad. This is why I haven't released any of my work, because I don't WANT to release it UNTIL it is fully working. Getting back on the topic, I knew that if I were to give my work away, it would go to others, and those bugs could ruin the gameplay for others. So, I decided on keeping everything to myself and using our servers to test it before releasing anything to the public. Yes, I should have told this right off the bat to everyone that I knew, but I didn't think it would evolve into something like this topic. I guess I was wrong.

As it stands, my work is still being worked on. Just last night, and really the reason why I didn't go to bed until noon yesterday, was because I came up with a temporary solution that would let me get player names and data from scripts.dll working on our bot. I still have a lot of stuff I want to do, and as a result, I will not give this "Dragonade" out to anyone. Why? Because like I stated above, it isn't done, and the last thing I want to see is a bunch of servers running it, some exploit is found, and the gameplay is ruined for everyone who plays on those servers. It is not because I hate the community, that's a different story, but these kind of topics do fuel into that other story quite easily. If you get on renegade sometime, you will notice a server we are running, "BCServInf". This is using a special version of SSM that is made for infantry only servers (http://web.black-cell.net/infonly.txt). If it works out fine at the end of the weekend, it shall be released then as well.

Blazer, your building log is coming next. I would have had it sooner, but the CD I put your version of the scripts on got severly damaged from an accident that I wish not to speak about, I ruined a good pair of jeans as well. I am rewritting your work, and trying to remember what all you wanted. I will have it done soon, and you will get it. I told you in that IM window a few days back that I will give it to you.

Msgtpain, if you want to use it, all you have to do is ask. I stated my reasons as to why I don't want a whole lot of servers using it yet, but if you want to take the risk and use it, you may. Also, I just now noticed that you sent me a PM on our forums. I never check those things, so I am sorry if it seemd as though I was ignoring you. I wasn't, just blind that you tried to contact me. I feel as though what I have just said is enough to answer that PM.

Now please, stop flaming one another and go back to managing your servers, or whatever it is you do in the day. I will continue to work on things to better help this game, and I will release my work WHEN I feel it is ready for the public.