Subject: RenMonitor Posted by Alkaline on Tue, 23 Mar 2004 03:25:49 GMT View Forum Message <> Reply to Message

ssptweekok lil bitch, make some sense Quote:Here are the steps this gay program has to take to work:

- FDS SERVER Starts
- Br.net starts
- Br.net sends info to IRC

- Client starts MIRC and connects to channel (notice, this stupid program does not work without mirc)

- Client starts SNIPESMOs POS application

hmmm can BR run with out the FDS Server Starting....NO

so the FDS has to start....idiot

BR starts...like normal

BR sends to IRC....yes which i can't think of a real server that doesn't do this.

mIRC....you already start this and connect to a channel in under a second to watch the game with fellow clan members/moderators

in under another second, if snipe added an on start, or on connect script for it. or u type a command....still starts in under a second.

So what 10 different routes are there? None. Well maybe for you....or do you have BR sending to IRC, and are u watching the game through a script?? just curious. If you do...well than dumbass....

Quote:Puft, as if Dante hadn't made it already easy enough, he could have just ripped off Dante's Renremn 32 and base his app off that instead of going to this irc bullshit route.

Maybe i am confused here...are you talking about the RenRem.Net? didn't Steve Tall make that?

So once again you have been proven wrong....n00b

What the Hell are you talking about idiot? THis application if made properly DOES NOT NEED BR.NET ONLY FDS. You dare call me a n00b when you don't even fucking understand what is going on.

Look around dumbass, the only thing this program does is read from the FDS INDIRECTLY GOING THOUGH 10 differnt things.

The functionality of this app only needs 1 thing: FDS Server, it doens't need br.net, it doesn't irc server, it doesn't need mirc. But Snipesmo not knowing anything made it go though a hoopla of bullshit to accomplish this.

All this is renrem 32 basically but bloated 10 ways and requreing 10 differnt things.

Your a fool to even try to rationalize this :rolleyes: