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Subject: JTeKGuard Anthrax 1.1.6 instructions  
Posted by [SS217](#) on Wed, 23 Jun 2004 16:55:32 GMT  
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For those that got into the JTeKGuard beta tomorrow connect to irc.black-cell.net and PM SS saying you are ready, along with the email address you sent the beta letter with, I will email you the link. For those wondering you can still signup for the beta. Just visit <http://gloryfades.black-cell.net/home.php>

Warning: Please do not run more than one copy of JG on the same computer for the beta.

Warning: Do NOT keep more that one BCServ\_Forward.exe open at ANY given time.

Warning: This copy of JG was NOT designed to work with GameSpy.

There will be 4 files you need to edit.

ARotate.ini

The file that contains the messages to be repeated every so and so seconds.

Format:

number=message

(ex.

1=Visit our website <http://blah blah blah>

2=Rules for <serv> are: <rules> (<serv> and <rules> are variables replaced with real data by the bot)

)

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BCServ\_Forward\_settings.ini

Edit the LogDir to your RenegadeFDS server directory (default C:/westwood/renegadefds/server/)

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maprules.ini

Used for the !maprules command, if there are no specific rules don't add the map into the ini

Format:

Map.mix=rules/messages

(ex.

C&C\_Field.mix=No tunnel beacons. No B2B.

C&C\_Islands.mix=No B2B.

C&C\_Mesa.mix=No B2B. No wall jumping.

C&C\_Hourglass.mix=No glitching Obelisk or camping on hill with MRLS and ART.

C&C\_Canyon.mix=No tunnel beacons or beacons on roof.

)

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JG.ini  
Main JG config file

```
[GameOptions]
Rules=Server rules used for !rules (public)
Welcomemsg=Welcome message when a player joins
[FDSSettings]
FDSDirectory=C:\Westwood\RenegadeFDS\Server\
FDSSvrCfg=C:\Westwood\RenegadeFDS\Server\Data\svrcfg_cnc.ini
[KickOptions]
KickTime=time to auto-kick player if he was !kick'ed (in seconds)
[TbanOptions]
TbanTime=time to auto-kick player if he was !tban'ed (in seconds)
[IRCOptions]
NickServ=Yes (Does this IRC server have NickServ? Please keep the servers on Black-Cell or
n00bstories, JG hasn't been tested on another IRCd other than UnrealIRCd)
NickPassword=test (If yes, the nickserv password here)
IRCNick=JTeKBot (IRC Nickname)
IRCServ=irc.black-cell.net (IRC server to connect to on start)
IRCChannel=#jteksvrs (IRC channel to log to)
IRCAdminChannel=#jteksvr06-admin (IRC admin channel, report major events etc here)
OpsAllowedmsg=true (Are ops allowed to use !msg? true / false)
HopsAllowedmsg=true (Are halfops allowed to use !msg? true / false)
VoiceAllowedmsg=true (Are voices allowed to use !msg? true / false)
```

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Subject: JTeKGuard Anthrax 1.1.6 instructions  
Posted by [dead6re](#) on Thu, 24 Jun 2004 12:03:05 GMT  
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I saw the mIRC coding behind this and it looks very good. Its a great bot and is entirely mIRC and the Black-Cell forwarder.

Keep the nice work up SS

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Subject: JTeKGuard Anthrax 1.1.6 instructions  
Posted by [Alkaline](#) on Thu, 24 Jun 2004 20:23:52 GMT  
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gsa support possible soon?

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Subject: JTeKGuard Anthrax 1.1.6 instructions  
Posted by [xptek\\_disabled](#) on Thu, 24 Jun 2004 21:28:23 GMT

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It pages for a ton of commands and uses !login for moderation so a lot would have to be changed.

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Subject: JTeKGuard Anthrax 1.1.6 instructions  
Posted by [SS217](#) on Fri, 25 Jun 2004 06:47:46 GMT

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GSA support will come after JG is publically released.

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Subject: JTeKGuard Anthrax 1.1.6 instructions  
Posted by [dead6re](#) on Fri, 25 Jun 2004 16:44:40 GMT

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xptekIt pages for a ton of commands and uses !login for moderation so a lot would have to be changed.

Notices arent that bad but if it msg's that sucks!

NB: 2 - 1 SS

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Subject: JTeKGuard Anthrax 1.1.6 instructions  
Posted by [Alkaline](#) on Wed, 07 Jul 2004 15:42:57 GMT

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ohh forgot, you should wait for that new scripts.dll it uses the host to page people in blue before releasing gsa version.

B.t.w. I'm making a serverside server.dat fix that will block long names, special chars and the space\_character from entering the server, it could help the script to be more compatible for gsa servers.

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