
Subject: NightRegulator
Posted by [Nightma12](#) on Mon, 22 Nov 2004 16:10:29 GMT
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just reposting coz of the forum fucker (haxxer)

<http://www.aohost.co.uk/NightRegulator/NightRegulator-v0.0.11.zip>

im working on v0.1.0 as we speak (IRC bot)

Subject: NightRegulator
Posted by [Stryder](#) on Mon, 22 Nov 2004 20:30:50 GMT
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Too bad nobody is speaking.

Subject: NightRegulator
Posted by [Creed3020](#) on Mon, 22 Nov 2004 21:39:53 GMT
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Finally IRC, once it has complete IRC capability I will be using this on all my servers.

Subject: NightRegulator
Posted by [achingwan](#) on Tue, 07 Dec 2004 06:27:02 GMT
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I too will be looking for the irc support. I like most the features i have seen so far but irc is a big thing for most moderators. Keep up the good work

Subject: NightRegulator
Posted by [Pavla](#) on Thu, 16 Dec 2004 12:41:40 GMT
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maybe a noobish question but i don't understand how to auth.. i assume it isn't running a webserver with aut system, irc wasn't working.. don't know what's meant with MSN.. can somebody explain because i really want to use this regulator

Subject: NightRegulator
Posted by [Nightma12](#) on Thu, 16 Dec 2004 18:06:31 GMT
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IRC will be available in the version that is coming out tommorrow

to auth, you page the game host with !login

Subject: NightRegulator

Posted by [DytHlt](#) on Thu, 16 Dec 2004 18:46:33 GMT

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tommorrow? yay!

Subject: NightRegulator

Posted by [Nighthma12](#) on Fri, 17 Dec 2004 15:58:13 GMT

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<http://www.aohost.co.uk/NightRegulator/NightRegulator-v0.1.0.zip>

Merry X-mas All!

EDIT:

Quote:v0.1.0

-Upgraded Security Of Validation System

-Added IRC Bot - DOES NOT RESPOND TO IRC COMMANDS YET

-Misc Changes To NR GUI

-Fixed Problems With Player Updating Errors On Player Join

-Fixed Bug Where A Player Could Remove Someone From !0wn By Typing !team <name>

-Updated !0wn Spawn Positions. You Now Always With The Exception Of Fan maps, Spawn Inside The Map.

-Removed Grammer Errors In Auto Recs On New Map.

-If The NR Debugger Is Loaded, The Details Of The Error Are Now Outputted To debug.txt

-Fixed Bug Where Certain Commands Could Be Used On Members Of The Same Mod Level

-SSAOW FDS Console Messages Are Now Outputted To NR GUI

- Banning System Is Now Based Around nickban.txt And ipban.txt Rather Than bans.ini. This Stops NR Randomly Removing Bans That Should Not Be Removed And Minimizes Lag
- Any Bans Randomly Removed By NR v0.0.11 That Should Not Of Been Removed, Are Now Restored During Auto-Update To v0.1.0
- !cp1 Command Now Outputs The Version They Are Useing
- NR Now Auto-Recs For Destroying Enemy Buildings
- Fixed Bug Where Recs Could Not Be Disabled
- NR Now Auto-N00bs 5 Times For Destroying Friendly Buildings
- Edited The Negative Score n00b msg
- When auto-n00bed For Negative Score, NR Now Gives 5 n00bs Instead Of 1
- When Doing !ban Or !kick On Someone, There Score Is Now Reset Before The Ban, This Is Used To Fix Games When The Cheater Has Put A Team In The Lead By 1 Mil Points, Or Something Like That
- When Moving Maps Up & Down In Rotation From NR GUI, The Map Now Remains Selected
- Fixed Bug Where Moving Maps Up & Down In Rotation From NR GUI The Rotation Would Not Be Saved To The Config File
- Fixed Bug Where You Could Rec/n00b Somebody Multiple Times
- NR No Longer Has A "Fit" When A Server Has Unlimited Time
- Changed The &player& & &time& Variables In Word Censoring & Tank Auto-Kicks To %player% & %time%
- Added %map% Variable To Word Censoring & Tank Auto-Kicks
- Added %nr%, %mods%, %map%, %nmap%, %web%, %mail%, %servname%, %time% And %date% Variables To Autorotate
- The "bye" Filter Now Keeps The Case
- Added A 1 Second Delay After Every Page Sent
- !votefail No Longer Is Fixed To 1 Mil No Votes, But 1 Mil + The Current Number Of No Votes
- NR No Longer Attmempts To Ban Host For Useing Censored Words
- !lecture Command Has Now Been Renamed To !nag

- Fixed Bug Where After A Period Of Time, Commands Would Not Work From NR GUI
 - Added "Beacon" To The Malicious Nicks List
 - NR Now Auto-Kicks For Beacon Spamming
 - Added !logout
 - SSAOW Logs Are Now Properly Logged By NR
 - Merged Tank Logs With Com Logs (Tank logs are useless on there own!)
 - Added Full SSAOW Support
 - Added Any Name That Contains h4ckbot To The Malicious Nicks List
 - NR Now N00bs For Friendly Fire
 - Other Minor Misc Changes Ive Forgotten About
-

Subject: NightRegulator

Posted by [Pavla](#) on Fri, 17 Dec 2004 20:32:16 GMT

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aaah too bad a broken link, i'm going to run this one on my

[WOLSpy] <http://www.dbf-clan.nl.tt>

server, and if there comes a system so gamespy users can auth too (maybe an ip-based system? or with a textfile that gets updated by a webpage?) it would be great!

Subject: NightRegulator

Posted by [Nightma12](#) on Fri, 17 Dec 2004 20:57:01 GMT

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set the password as there IP, this only works on GSA servers though, not on wolspy servers

when IRC gets commands, you will be able to auth via IRC

<http://www.aohost.co.uk/NightRegulator/NightRegulator-v0.1.0.zip>

spelt it wrong

Subject: NightRegulator
Posted by [Pavla](#) on Fri, 17 Dec 2004 21:33:43 GMT
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it's working for me, great work!

Subject: NightRegulator
Posted by [Nightma12](#) on Fri, 17 Dec 2004 22:20:39 GMT
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ty

<http://www.aohost.co.uk/NightRegulator/NightRegulator-v0.1.1.zip>

Quote:v0.1.1

-Added An 'On Error Resume Next' Before The SSAOW Parseing, This Should Fix Alot Of The Crash Errors

-[Team] Is Now Purple In IRC To Help Identify It From The Many Kill Msgs

Subject: NightRegulator
Posted by [bobodude](#) on Sun, 19 Dec 2004 14:07:07 GMT
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NIGHTMA U SUCK, THAT NR I DOWNLOADED IS FAKE AND IT WONT LET ME RUN FDS AND ALSO CALLED ME A F**CKING NOOB!!!! AND THE MSN SECTION DONT WORK!!!!!!!!!!!!

Subject: NightRegulator
Posted by [Pavla](#) on Sun, 19 Dec 2004 14:21:27 GMT
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probably you tried to edit the config files, just reinstall and setup it from the GUI itself.. msn i haven't tried,
next time turn ur caps off and ask it nicely

Subject: NightRegulator
Posted by [bobodude](#) on Sun, 19 Dec 2004 16:09:44 GMT
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ok it works now but the rules and stuff dont work its just like a regular server client plz help!!!

Subject: NightRegulator

Posted by [evanscnc](#) on Sun, 19 Dec 2004 17:52:39 GMT

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Do you really think that being angry like that is a good approach? Try talking nicely about it and people might help you. I know personally, if I were Nightma12, I wouldn't help you. But, anyways, are you talking about IRC commands? Because you cannot do IRC commands yet.

Subject: NightRegulator

Posted by [bobodude](#) on Sun, 19 Dec 2004 18:18:23 GMT

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very sriry for my jerkish behavior, i dunno, the !rules and cammands that u type in are not working. ALso the moderators plz help!

Subject: NightRegulator

Posted by [Nightma12](#) on Sun, 19 Dec 2004 20:42:18 GMT

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does team chat appear on the NR GUI when its connected to FDS?

Subject: NightRegulator

Posted by [bobodude](#) on Sun, 19 Dec 2004 22:34:10 GMT

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sriry nightma but it dosent, could you please fix the NR and enable the MSN.

Subject: NightRegulator

Posted by [zunnie](#) on Mon, 20 Dec 2004 06:37:08 GMT

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bobodudeNIGHTMA U SUCK, THAT NR I DOWNLOADED IS FAKE AND IT WONT LET ME RUN FDS AND ALSO CALLED ME A F**CKING NOOB!!!! AND THE MSN SECTION DONT WORK!!!!!!!!!!!!

FUCK

YOU

Subject: NightRegulator
Posted by [DarkDemin](#) on Mon, 20 Dec 2004 12:29:21 GMT
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bobodudeNIGHTMA U SUCK, THAT NR I DOWNLOADED IS FAKE AND IT WONT LET ME RUN FDS AND ALSO CALLED ME A F**CKING NOOB!!!! AND THE MSN SECTION DONT WORK!!!!!!!!!!!!

how about you go play hide and go fuck yourself n00b!

Subject: NightRegulator
Posted by [Nightma12](#) on Mon, 20 Dec 2004 15:49:03 GMT
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bobodudesrry nightma but it dosent, could you please fix the NR and enable the MSN.

when the FDS is running, click on FDS Connect on NR

Subject: NightRegulator
Posted by [Pavla](#) on Tue, 21 Dec 2004 17:48:11 GMT
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in the old version the connection isn't very stable (it didn't passthrough the commands, only after you clicked disconnect fds it spammed renegade with all the commands you tried and then quitted) but after the update it runs very smooth for me now, you may want to try that

Subject: NightRegulator
Posted by [bobodude](#) on Wed, 22 Dec 2004 03:34:49 GMT
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ummmm i have tried many times but the !rules (cammands) dont work and i cant type anything in the BR client.!

Subject: NightRegulator

Posted by [Nightma12](#) on Wed, 22 Dec 2004 11:29:43 GMT

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<http://www.aohost.co.uk/NightRegulator/NightRegulator-v0.1.2.zip>

Quote:v0.1.2

-Added [####] Tags To IRC RenLog2 Messages In IRC

-Got Rid Of That Annoying Music When Someone Joins With CP1

-Removed Information About What The Killer Was When Someone Kills A Building Or Disarms A Beacon From The Normal IRC Channel

-Fixed Bug Where Obelisk & AGT Kill Were Outputted To IRC As White

-Added Advanced, Turret & Obelisk To Malicious Nicks List

-Fixed !rec & !n00b Command

-Added Protection To Stop "Ghosting" Ingame

-When NR Loses Connection To IRC, It Now Only Waits 10 Seconds Before Reconnecting To IRC Again

-Fixed Bug Where Temp Mods Could Not Login

-Fixed Bug Where An 0wn3d Would Get N00bed For Friendly Fire When Killing Someone On GDI

-Fixed Bug Where A GDI Player Killing Someone On Team 0wn3d Would Get N00bed For Friendly Fire

-Added Variables %room% %room2% %nick% & %pass% for Password Ident

-Fixed Bug Where If SSAOW Log File Was Contained Within A Folder, NR Would Crash

-Fixed A Spelling Mistake In NR When The FDS Fails To Create Game Channel

-Changed !de0wn Command To Say 0wn3d Instead Of Death Row

-Fixed A Few Stability Issues

-NR Now Detects When A User Has Loaded

-Fixed Bug Where !stfu Could Not Be Turned Off

-Updated !0wn Spawn Positions

- Fixed Bug Where Typing !own Instead Of !0wn Would Cause The NR Debugger To Load
 - Fixed Bug Where Someone Could Crash The Server By Doing !donate On Someone That Is Loading
 - Other Stuff I Ve Forgotten About
-

Subject: NightRegulator
Posted by [Nightma12](#) on Thu, 23 Dec 2004 11:08:29 GMT
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<http://www.aohost.co.uk/NightRegulator/NightRegulator-v0.1.3.zip>

Quote:v0.1.3

-
- Fixed Bug Where NR Was Not Reconnecting To IRC
 - Fixed Bug Where NR Would Sometimes Not Accept An FDS Directory
 - Fixed Input Past End Of File Run Time Error
 - Fixed File Already In Use Run Time Error
-

Subject: NightRegulator
Posted by [Nightma12](#) on Thu, 23 Dec 2004 19:57:04 GMT
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<http://www.aohost.co.uk/NightRegulator/NightRegulator-v0.1.4.zip>

Quote:v0.1.4

-
- Fixed Bug Where Adding Censored Words Would Make It Spam The List With end
 - Fixed Bug Where "Custom Kick Reason" Would Constantly Get Changed To Random Things
 - Made Help----->Readme Work
-

Subject: NightRegulator
Posted by [jd422032101](#) on Thu, 23 Dec 2004 20:05:16 GMT
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nice

Subject: NightRegulator
Posted by [xptek](#) on Thu, 23 Dec 2004 20:05:53 GMT
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Are any servers actually using this?

Subject: NightRegulator
Posted by [glyde51](#) on Thu, 23 Dec 2004 20:07:20 GMT
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Only three or four, BR is much more popular.

Subject: NightRegulator
Posted by [Nightma12](#) on Thu, 23 Dec 2004 21:01:00 GMT
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i suspect more servers will run it when i finish commands for IRC

Subject: NightRegulator
Posted by [Pavla](#) on Sat, 25 Dec 2004 14:01:20 GMT
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mine already does run it (www.dbf-clan.nl.tt server on gamespy)

Subject: NightRegulator
Posted by [Nightma12](#) on Thu, 30 Dec 2004 15:22:40 GMT
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im thinking of a new NR command, !jukebox

the only problem is, i wont be able to make it stop untill the end of a song without the help of BHS (new FDS command will have to be added), so what ya think with it currently how it is

ill see if i can get BHS to make the new FDS command: sndt

Subject: NightRegulator
Posted by [evansnce](#) on Thu, 30 Dec 2004 18:53:10 GMT
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Just get the IRC commands working before you worry about extra commands lol. Nice idea though...

Subject: NightRegulator

Posted by [Nightma12](#) on Thu, 30 Dec 2004 22:17:58 GMT

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just spoke with jonwil, hes going to add MUSIC <file.mp3> & NOMUSIC into v2.1

Subject: NightRegulator

Posted by [Nightma12](#) on Sat, 08 Jan 2005 19:08:40 GMT

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Subject: NightRegulator

Posted by [Creed3020](#) on Sat, 08 Jan 2005 19:47:29 GMT

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That is a great step forward. Finally IRC command control, can't wait till it's done, keep up the great work.

Subject: NightRegulator

Posted by [Nightma12](#) on Sun, 09 Jan 2005 19:32:52 GMT

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NR is now temporarily canceled untill i can sort things out with this girl

whenever i try to work on NR, i keep thinking about her & make too many mistakes during the code

Subject: NightRegulator

Posted by [Nightma12](#) on Mon, 10 Jan 2005 17:29:50 GMT

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sorted

or at least it is to a degree that i can work on NR & not make as errors =/

Subject: NightRegulator

Posted by [vicson88](#) on Thu, 13 Jan 2005 03:06:07 GMT

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Nightma, i have tried with the latest version but it still dosent connect and msn dont work srry man keep trying i dont want to use BR, its too complicated. !!

Subject: NightRegulator

Posted by [Nightma12](#) on Thu, 13 Jan 2005 16:10:25 GMT

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MSN will be available in v0.3.0

it dousnt connect to what?

Subject: NightRegulator

Posted by [vicson88](#) on Thu, 13 Jan 2005 21:27:22 GMT

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srry nightma it works now, i forgot to run the FDS first!

Subject: NightRegulator

Posted by [Nightma12](#) on Fri, 14 Jan 2005 14:29:46 GMT

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it dousnt matter which order eavh one is run in

if NR is loaded first, you just need to wait 50 seconds for NR to relize that it is not connected to anything & it connects to FDS when it loads

Subject: NightRegulator

Posted by [vicson88](#) on Sat, 05 Feb 2005 18:06:30 GMT

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i need the link for the free didicated server, anyone have it??

Subject: NightRegulator

Posted by [Dave Mason](#) on Sat, 05 Feb 2005 18:09:16 GMT

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<ftp://ftp.westwood.com/pub/renegade/dedicatedserver/>

Subject: NightRegulator
Posted by [Nightma12](#) on Mon, 07 Feb 2005 19:32:28 GMT
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NightRegulator v0.1.5 Status: 70% complete

EXPECTED RELEASE DATE: Sunday

Subject: NightRegulator
Posted by [Drkpwn3r](#) on Mon, 07 Feb 2005 19:54:34 GMT
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Wow Nightma, you really sped up your work on NR now that you heard about some of the features DR (DrkRegulator) is going to have on the first release

Subject: NightRegulator
Posted by [Nightma12](#) on Mon, 07 Feb 2005 19:56:14 GMT
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you stole the MSN bot idea from me

Subject: NightRegulator
Posted by [Drkpwn3r](#) on Mon, 07 Feb 2005 19:57:39 GMT
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We didn't steal the idea from you, we simply had the same idea about it

Subject: NightRegulator
Posted by [Nightma12](#) on Mon, 07 Feb 2005 20:01:56 GMT
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no comment.....

Subject: NightRegulator
Posted by [Blazer](#) on Mon, 07 Feb 2005 21:51:25 GMT
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I added AIM, MSN, and ICQ support to BRenBot, but nobody seemed interested in actually using it so I removed the code to make the executable smaller

Subject: NightRegulator
Posted by [Creed3020](#) on Mon, 07 Feb 2005 23:11:25 GMT
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What version was that Blazer?

Good to hear that expected release will be soon. I really want to use NR 100% of the time.

Subject: NightRegulator
Posted by [Blazer](#) on Tue, 08 Feb 2005 00:57:59 GMT
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I didn't publically release it, although many people watched me testing it. I had it setup so you could send commands via ICQ, AIM, or MSN and get the output, and also set triggers on keywords like *cheat* which would be IM'd to the server owner.

Everyone pretty much said it was a waste of time though, and there is too much chance for abuse (warning the bot offline, etc), so I just scrapped it.

Subject: NightRegulator
Posted by [Nightma12](#) on Sat, 12 Feb 2005 20:35:59 GMT
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NightRegulator v0.1.5 RELEASED!!

<http://www.aohost.co.uk/NightRegulator/NightRegulator-v0.1.5.zip>

sadly, i cant test it like i was going to

since WOL is down, so i cant guarantee 100% bug free

report all bugs in this topic

p.s. NR now supports GSA! GSA mods can login via IRC

Subject: NightRegulator
Posted by [jd422032101](#) on Sun, 13 Feb 2005 00:32:02 GMT
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chrahses on fds connect also on irc it joins then leaves and disconnects

Subject: NightRegulator

Posted by [Nightma12](#) on Sun, 13 Feb 2005 09:12:49 GMT

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mines fine

Subject: NightRegulator

Posted by [Nightma12](#) on Mon, 14 Feb 2005 16:41:31 GMT

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<http://www.aohost.co.uk/NightRegulator/NightRegulator-v0.1.6.zip>

try now

Quote:v0.1.6

-Halfed The Time NR Takes To Valdiate

-Halfed The Time NR Takes To Detect An Update

-Fixed News File Being Displayed Incorrectly

-Fixed !help Command From IRC

-Fixed 'Type Mismatch Error When Changeing Autorotate Time

-Fixed "INCORRECT PASSWORD" Page On A GSA Server

-Fixed A Security Hole In The Validation Server

-Bot Now Rejoins IRC Channel If It Is Kicked

-Regular Users Are Now No Longer Reconised As Admins From IRC

-Sciprts.dll Version Removed From !pi Due To Alignment Issues

-Fixed Bug Where You Could End The Game Via !psreset, !0wn, !kill, !team & !killme

-Fixed Bug Where If NR Was Restarted It Would Lose Information Of Who Is On Team Own3d

-Fixed Bug Where Validation Would Hang Sometimes

-Fixed Bug Where NR Would Randomly Leave A Channel

-Fixed Bug Where A Command Was Inputting Incorrectly, Could Return Multiple Results

Subject: NightRegulator

Posted by [Nightma12](#) on Mon, 14 Feb 2005 18:46:05 GMT

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<http://www.aohost.co.uk/NightRegulator/NightRegulator-v0.1.7.zip>

Quote:v0.1.7

-Fixed An Alignment Error In !pi

-Added "Load Server" Under The File Menu

Subject: NightRegulator

Posted by [evanscnce](#) on Tue, 15 Feb 2005 04:51:28 GMT

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I can't get NR to connect to irc. It says the server could be down. But, its not, I am on it on my client, so I don't know what to do.

Subject: NightRegulator

Posted by [Nightma12](#) on Tue, 15 Feb 2005 07:49:35 GMT

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urm, try another IRC server, see if it can connect

Subject: NightRegulator

Posted by [Nightma12](#) on Fri, 18 Feb 2005 11:22:07 GMT

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NightRegulator v0.1.8 RELEASED!

Quote:v0.1.8

-Removed Validation

-Greatly Reduced The File Size Of The exe

-Added 'Drop To Tray' Under File Menu

-Fixed Bug Where !warni Would Not Work From IRC

-Fixed Bug Where !announce Would Not Work

- Fixed Bug Where !pannounce Would Not Work
 - Fixed Spelling Errors In A Few Commands Because A Certain 'Grammer Nazi' Was Complaining
 - Fixed Multiple Bugs/Issues/Alignment Errors In !pi
 - Added UnderLineing/Bolding to !pi & !pl To Signify Mod Stat Level
 - Fixed Bugs In A Few Commands That Could Be Used To End The Game
 - Made It Slightly Easier To Input Your FDS Directory When It Is Incorrect
-

Subject: NightRegulator
Posted by [jd422032101](#) on Fri, 18 Feb 2005 19:53:00 GMT
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coufghs*** link

Subject: NightRegulator
Posted by [Nightma12](#) on Fri, 18 Feb 2005 21:15:57 GMT
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<http://www.aohost.co.uk/NightRegulator/NightRegulator-v0.1.8.zip>

or get it via autoupdate

Subject: NightRegulator
Posted by [EA-DamageEverything](#) on Mon, 21 Feb 2005 23:36:47 GMT
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I have a question: Why do I need to fill in 2 IRC channels? I added the channel from a friend as normal channel and added my IRC channel as Admin channel. In my channel, NR has auto-op rights and on the other channel, NR needs only voice to work (and dont flood FDS if "Connect to FDS is clicked).

BrenBot is reporting on my IRC channel and NR is reporting on the other channel, what is wrong there?

Plz give me some advise to correct this annoying situation, I am new to building up a FDS....

EDIT: I created a second channel on my own and it didnt stop flooding IRC and FDS, so what can

I do?

Can you give me a correct tutorial how to set the NR right? I want to use it...

Subject: NightRegulator

Posted by [Nightma12](#) on Tue, 22 Feb 2005 18:35:43 GMT

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Quote:I have a question: Why do I need to fill in 2 IRC channels?

Administration Channel & Normal Channel

things like Team Chat, Server Pages etc go to admin channel

normal chat goes to normal, etc

Quote: I added the channel from a friend as normal channel and added my IRC channel as Admin channel.

thats wrong

Quote:NR has auto-op rights and on the other channel

thats nice

Quote:NR needs only voice to work

??

what is it flooding FDS with?

Subject: NightRegulator

Posted by [Nightma12](#) on Fri, 25 Feb 2005 19:18:47 GMT

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NightRegulator v0.2.0 coming soon!

what should be next?

WOLSPY

Custom Commands

MSN

RG

one that receives the most votes will be put into NightRegulator v0.2.0

Subject: NightRegulator

Posted by [evanscnc](#) on Fri, 25 Feb 2005 23:17:30 GMT

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RG/Custom Commands!

RG over all though, everyone likes the RG security blanket...

Subject: NightRegulator

Posted by [Deadyoe](#) on Sun, 27 Feb 2005 09:26:29 GMT

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hm, at least not msn - it wont be used much, since everybody is at IRC already.. WOLSPY always fancied me a lot, but with the one djlaptop made, it didnt work for me.. it would be great though - will result in more players ingame

RG is ok, but I wouldn't turn it on though, I like the sounds of it, but not the rest.. So if it would be available to do have sounds on server, and not that ppl who dont have RG, get kicked (or cant use certain commands) it would be good.

Custom commands are great ofcourse, if it works easy, i can just put all my scripts in NR, then i dont need 3 mirc's online anymore

SO my vote would be WOLSPY - Custom scripts - RG - msn

i hope this version will come out within a week, since i got holidays now, so i have all the time in the world

Subject: NightRegulator

Posted by [Terminator](#) on Sun, 27 Feb 2005 13:54:14 GMT

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RG and custom commands, all the way!

Subject: NightRegulator

Posted by [Nightma12](#) on Sun, 27 Feb 2005 14:36:52 GMT

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which one?

Subject: NightRegulator

Posted by [evanscnc](#) on Sun, 27 Feb 2005 16:30:06 GMT

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I would say Custom Commands, there is the server side RG client that we can run until then...

Subject: NightRegulator

Posted by [Nightma12](#) on Sun, 27 Feb 2005 16:54:29 GMT

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true, but many people want Half RG

Subject: NightRegulator

Posted by [l3eastie](#) on Sun, 27 Feb 2005 17:05:44 GMT

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I vote RenGuard then custom commands, for many people RenGuard is a necessity but custom commands aren't vital

Subject: NightRegulator

Posted by [Nightma12](#) on Sun, 27 Feb 2005 17:10:29 GMT

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<http://aohost.co.uk/php/index.php?act=ST&f=13&t=40&st=0>

a POLL will be easier

Subject: Re: NightRegulator

Posted by [Nightma12](#) on Fri, 19 Aug 2005 13:34:45 GMT

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been a long time!

NR v0.2.0 almost ready for release!

<http://aohost.co.uk/php/index.php?act=ST&f=13&t=66>

vote plz!

Subject: Re: NightRegulator
Posted by [Nightma12](#) on Sun, 18 Sep 2005 15:05:56 GMT
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wonderful, my topic was completely ignored!

NR 2.0 BETA released!

Subject: Re: NightRegulator
Posted by [TTHERO](#) on Sun, 18 Sep 2005 20:29:21 GMT
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poor nighty no one replies to him u wont ge that @ wod fourms ^^

Subject: Re: NightRegulator
Posted by [cheesesoda](#) on Sun, 18 Sep 2005 21:54:55 GMT
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NR fails.

Subject: Re: NightRegulator
Posted by [DrasticDR](#) on Sun, 18 Sep 2005 22:07:58 GMT
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His contribution is far better than your contribution of being a troll.

Subject: Re: NightRegulator
Posted by [cheesesoda](#) on Sun, 18 Sep 2005 22:36:17 GMT
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Hell, I'm not going to make something for some ungrateful little twits. It's not worth it at all. BC's idea of keeping their things private is definetely the way to go with this community.

Subject: Re: NightRegulator
Posted by [TTHERO](#) on Mon, 19 Sep 2005 10:07:09 GMT
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dude nightma is 15 years old and he made NR and its like 100x better then BR or w/e other shit is out there...his sytem is more safe and funner...the other systems out there dont block out Lan exploit... NR DOES...

Subject: Re: NightRegulator
Posted by [Blazer](#) on Mon, 19 Sep 2005 10:47:26 GMT
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DarkHeavx wrote on Mon, 19 September 2005 06:07the other systems out there dont block out Lan exploit... NR DOES...

LOL

Subject: Re: NightRegulator
Posted by [TTHERO](#) on Mon, 19 Sep 2005 10:49:55 GMT
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lol have u guys found out how to block that out yet?

Subject: Re: NightRegulator
Posted by [Crimson](#) on Mon, 19 Sep 2005 10:51:18 GMT
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First, which "LAN exploit" are you talking about?

Subject: Re: NightRegulator
Posted by [TTHERO](#) on Mon, 19 Sep 2005 10:56:07 GMT
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isnt there just 1 exploit? which is typing any random name into the lan thingy as ur name...and then using the main menu click enter on lan and move up quickly and enter on internet...and then ur using that name that u used on lan...or the nameless hack...which is go into registry keys and take away ur pc's name and make it blank and then do the same as above but not writing any name and then WALLA! u have no name in any server but ours and u can use cheats with it and no one can kick u...but on our servers run under NR the system picks up nameless or changed names through Lan and when that person is about to join it make them time outta the game as soon as they join.

Subject: Re: NightRegulator
Posted by [Crimson](#) on Mon, 19 Sep 2005 10:57:27 GMT
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Well that exploit doesn't work on my servers or any server that had the good sense to install Silent_Kane's fix, which doesn't require using any specific server moderation software.

And no, there isn't just one exploit. I just can't tell you about any others.

Subject: Re: NightRegulator
Posted by [TTHERO](#) on Mon, 19 Sep 2005 11:04:57 GMT
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XD well nightma made it first and u copyed him lol
and look heres a pic of RG been used with cheats...my m8 posted this on our fourms and hes a hacker on ren (and has nothing to do with our clan) but he posts on our fourms and hes v.friendly...anyway heres his pic...

btw hes like cyberpunks bst m8

Subject: Re: NightRegulator
Posted by [Crimson](#) on Mon, 19 Sep 2005 11:13:12 GMT
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First off, no, SK didn't copy him. I assure you that SK did it first. I had a fix pretty early on that just flooded them to the point where they were unable to play the game and crashed out.

Second of all, your picture proves absolutely nothing at all. I could join a server with cheats and !rg someone else and blank out the names, too.

Subject: Re: NightRegulator
Posted by [TTHERO](#) on Mon, 19 Sep 2005 11:14:34 GMT
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hmm true i see ur point...but he wont uncover it lol

Subject: Re: NightRegulator
Posted by [Crimson](#) on Mon, 19 Sep 2005 12:58:05 GMT
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Well then you've proven nothing at all...

Subject: Re: NightRegulator
Posted by [Nightma12](#) on Mon, 19 Sep 2005 15:30:49 GMT
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heav, please learn what you are talking about BEFORE trying to backup NR

i must admit, im not to keen on BR either, but if you wish to bash it, heres not the place ^_^ k?

the LAN exploit heav is talking about is NOT fixed in NR and NEVE WILL BE

this paticular LAN Exploit is fixed in RPB which is a completely seperate program from NR that is not yet finished

RPB basically stops you from joining under somebody elses nick who IS NOT IN THE GAME which SK's fix DOES NOT provide this, therefore it is completely different, and nobody copied anybody

heav, please get your facts straight before commenting

EDIT: i am 14, not 15

Subject: Re: NightRegulator
Posted by [TTHERO](#) on Mon, 19 Sep 2005 19:37:34 GMT
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allright mr moody hoe
i shall not back u up again

Subject: Re: NightRegulator
Posted by [EA-DamageEverything](#) on Thu, 22 Sep 2005 15:29:05 GMT
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I love the NR, because it's way easier to set up than BR and if I am a Mod,I can simply auth myself, just type /r !login password when joining or !login password whenever I need Modpower. This is truely helpful, nobody sees the mod status of a mod when he/she is joining. In example, there is a cheater ingame, you can easily switch on the mod status and kick/ban etc...

BTW, the update against long Nicks, joining with a Nick which is already ingame is a good addition to this.

And finally: Setting up NR with RG SSC is a good job against 98% of all cheaters out there. Don't bother to start complaining of the missing features in comparison to BR, NR has SSAOW support since 0.19 AFAIK...

EDIT= corrections...

Subject: Re: NightRegulator
Posted by [Nightma12](#) on Thu, 22 Sep 2005 16:08:13 GMT
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Quote:NR has SSAOW support since 0.0.9 AFAIK
