Subject: BlazeRegulator.Net
Posted by Dante on Tue, 03 Oct 2006 06:02:34 GMT
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Who actually still uses this application?

I am trying to get a decent count on the current usage of the app.

If you do use it, what do you like, don't like?

Subject: Re: BlazeRegulator.Net
Posted by Dante on Tue, 03 Oct 2006 09:32:22 GMT
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Subject: Re: BlazeRegulator.Net
Posted by dead6re on Tue, 03 Oct 2006 17:35:08 GMT
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Thats looking very nice, I have to say most people have stopped using BlazeRegulator because no more updates were being released.

Subject: Re: BlazeRegulator.Net
Posted by Dante on Tue, 03 Oct 2006 18:45:43 GMT
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yeah, i figured as much.

i am in the process of building a framework to support multiple games and input types. i am just using the renegade one because it is easily available.

that GUI is just for testing, and parsing the logs.

i am also not using any type of remote protocol to communicate with the server, i am "swallowing it" so to speak, and what you see, is the FDS there.

Subject: Re: BlazeRegulator.Net
Posted by Speedy059 on Tue, 03 Oct 2006 18:52:55 GMT

If it was updated, i would use it

Subject: Re: BlazeRegulator.Net
Posted by fl00d3d on Tue, 03 Oct 2006 19:20:02 GMT

Dante wrote on Tue, 03 October 2006 14:45yeah, i figured as much.

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Yeah, I spoke with Blazer about something like that about a year ago. I have a project of my own that I started to layout (high level) and never bothered to finish. When BR was ressurected and passed from one person to another - I suggested a lot of ideas that I had planned for my control panel - and he said that no one really knew vb.net and mac was MIA. I'm a little rusty, but if you're looking for help - I'm available. Especially for ideas as I have already laid many of them out.

Subject: Re: BlazeRegulator.Net
Posted by Creed3020 on Tue, 03 Oct 2006 23:24:25 GMT

I used to swear by BR.Net, heck I used to pretty good at scripting my own commands. I've loved how using xml you could do that.

Once no updates were available and newer options came out I was 'forced' to change to another bot. I tried various solutions and chose BRenBot in the end.

Subject: Re: BlazeRegulator.Net
Posted by Dante on Wed, 04 Oct 2006 00:49:13 GMT

as soon as i get more in a development state, rather then a configuration state for the parser, i will open up a thread to take ideas on my forum.

i hope that you all stop by, as they just won't be used in renegade, they will be used in all games

that the software will support (currently slated for at least 5).