
Subject: Night Regulator

Posted by [Ryu](#) on Mon, 09 Oct 2006 19:39:00 GMT

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Please, NO GOD DAMN FLAMEING.

Just post in you're reason's why YOU Dislike it.

or why you prefair another bot OVER Night Regulator.

I see no problem's with it...apart from the !slap and !fart command's...

Subject: Re: Night Regulator

Posted by [danpaul88](#) on Mon, 09 Oct 2006 21:49:29 GMT

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I prefer brenbot because... well I code it No point coding it and then using something else is there?

I have nothing against NR, it's a good bot in it's own right.

Subject: Re: Night Regulator

Posted by [Zion](#) on Mon, 09 Oct 2006 22:14:49 GMT

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Those commands can be turned off.

I prefer NRs user friendly interface and good staff that always solve problems. I onlce had the whole of NRs source code on my laptop (under Lees supervision of course) to debug a little error.

I'm a NR beta tester so i use NR, and i like it too.

Subject: Re: Night Regulator

Posted by [Ryu](#) on Mon, 09 Oct 2006 23:08:05 GMT

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If you ask me...

BRenBot seem's to be used the most..

And I can't understand why people say (About NR)

"it's a crap bot" I mean, It has all the same command's as every other bot, right?

;s, I just thought I ask.

Subject: Re: Night Regulator
Posted by [danpaul88](#) on Mon, 09 Oct 2006 23:18:55 GMT
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Merovingian wrote on Mon, 09 October 2006 23:14good staff that always solve problems.

And BRenBot's staff don't solve problems? You should see how long the changelog for the new version is.....

Subject: Re: Night Regulator
Posted by [Goztow](#) on Tue, 10 Oct 2006 07:16:22 GMT
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Brenbot 1.41 had been lacking support, I agree, but the people with access to the 1.43 beta know this ain't the case anymore.

I prefer brenbot because it works. I once tried NR and neevr got it to work. But that must have been my fault, i guess. All i did was install it and expect it to work thanks to its interface.

Subject: Re: Night Regulator
Posted by [EvilWhiteDragon](#) on Tue, 10 Oct 2006 07:53:05 GMT
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What I didnt like was that you could virtually set every small un importnat thingy in NR.. but that might have to do with how I was planning on using the bot.

Subject: Re: Night Regulator
Posted by [Zion](#) on Tue, 10 Oct 2006 07:53:48 GMT
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danpaul88 wrote on Tue, 10 October 2006 00:18Merovingian wrote on Mon, 09 October 2006 23:14good staff that always solve problems.

And BRenBot's staff don't solve problems? You should see how long the changelog for the new version is.....

I've never personally used BRenBot so i wouldn't know. Thanks for the accusation anyway.

Subject: Re: Night Regulator

Posted by [EvilWhiteDragon](#) on Tue, 10 Oct 2006 07:58:25 GMT

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another thing that I forgot to mention was the fact that most bots needs renlog with seems a bit of a workaround to me, and doesn't really improve either the speed of the bot nor the speed of the FDS as creating those logs does appear to take quite some CPU.

Subject: Re: Night Regulator

Posted by [PackHunter](#) on Tue, 10 Oct 2006 10:14:44 GMT

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EvilWhiteDragon wrote on Tue, 10 October 2006 03:58 another thing that I forgot to mention was the fact that most bots needs renlog with seems a bit of a workaround to me, and doesn't really improve either the speed of the bot nor the speed of the FDS as creating those logs does appear to take quite some CPU.

Because it is the first and only log that the FDS outputs to? And was the only log until a few years back as far as I know. SSAOW log is made by.. well... SSAOW. And gamelog by scripts.dll. If you have a clean FDS install renlog is still the only log.

Gamelog has detailed information about everything happening in the game easily readibly by bots.

SSAOW has detailed information too but you can configure what you want to see in SSAOW.ini and you can just one on one put it in IRC and it still looks nice.

Subject: Re: Night Regulator

Posted by [trooprm02](#) on Tue, 10 Oct 2006 14:23:05 GMT

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I like BR more because it much simplier. I like that theres a sepcific file for every config, instead of 1 .exe that does it all

Subject: Re: Night Regulator

Posted by [Matix](#) on Wed, 11 Oct 2006 00:17:13 GMT

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[NR] is great cause you have a guy who keeps on working on it. Nightma is a great guy, he keeps on making betas, he debugs every bug within 1 day of his notice, personally. [NR] is the 3rd bot standing as of right now.. Only cause it has horrible .ini settings. Damn thing has like 9000 lines! He needs to make it more usable for FTP users.. Otherwise, it would be #1. But BRenBot and CloudyServ have the lead *right now*

Subject: Re: Night Regulator
Posted by [Tunaman](#) on Wed, 11 Oct 2006 06:27:55 GMT
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Here are a few of my problems with NR(not saying it is a bad bot), but are that the server to IRC lag gets VERY huge at times.. One time a friend of mine said something in game, and timed it, and it had taken over 3 minutes for it to show up IRC. Actually, this is probably my only real "problem", the other thing is that you cannot check to see what player names matche an IP through a command available to moderators who have access to the !ip command.

Subject: Re: Night Regulator
Posted by [jnz](#) on Wed, 11 Oct 2006 06:46:24 GMT
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it depends on what you prefer, i like the SBot because it is extremely fast and unlike NR and BR a n00b could use it. plus, i can modify anything i want or dislike

Subject: Re: Night Regulator
Posted by [Nightma12](#) on Wed, 11 Oct 2006 12:35:33 GMT
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lol @ this topic

Quote:[NR] is great cause you have a guy who keeps on working on it. Nightma is a great guy, he keeps on making betas, he debugs every bug within 1 day of his notice, personally. [NR] is the 3rd bot standing as of right now.. Only cause it has horrible .ini settings. Damn thing has like 9000 lines! He needs to make it more usable for FTP users.. Otherwise, it would be #1. But BRenBot and CloudyServ have the lead *right now*

thats exactly why NR 3.5 will have better config files

Quote:Here are a few of my problems with NR(not saying it is a bad bot), but are that the server to IRC lag gets VERY huge at times.. One time a friend of mine said something in game, and timed it, and it had taken over 3 minutes for it to show up IRC. Actually, this is probably my only real "problem", the other thing is that you cannot check to see what player names matche an IP through a command available to moderators who have access to the !ip command.

as i have said before, this is NOT a NR problem, its basically UnrealIRCd limiting the lines of text that is sent per second, to block spam attacks.

To fix this either set the IRC bot as an IRCop, or you can put NR 3.5 onto irc.aohost, which NR sends of special commands to (ive got a modified IRCd) that reduces the spam completely

Subject: Re: Night Regulator
Posted by [Zion](#) on Wed, 11 Oct 2006 14:09:57 GMT
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Spam? you mean lag?

Subject: Re: Night Regulator
Posted by [StealthEye](#) on Wed, 11 Oct 2006 15:13:04 GMT
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He meant flooding. I think it's a horrible protection though, as it just makes it worse as multiple lines get split up and sent with a delay instead. That's more annoying than a long message imo...

Subject: Re: Night Regulator
Posted by [fl00d3d](#) on Wed, 11 Oct 2006 17:42:01 GMT
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BRenBot and Cloudy don't have nearly as many features as [NR] and are only now catching up to some of the features that [NR] has had for awhile. Additionally, [NR] has a GUI for those "long INI files" which is not meant for manually editing unless, of course, you prefer to.

I'm really impressed with Nightma12's work on this bot and he puts a lot of effort into it. I'm trying to convince him to let me make a .net version which should make it 3X's as reliable and efficient. *cough*Lee*cough*

Subject: Re: Night Regulator
Posted by [futura83](#) on Wed, 11 Oct 2006 18:35:38 GMT
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night regulators gui also has a built in svrcnfg.ini that lets you easilt change server settings.

it's a great bot; i'd run it if i was running a server

Subject: Re: Night Regulator
Posted by [danpaul88](#) on Wed, 11 Oct 2006 21:01:23 GMT
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Has it ever occured to you that more features is not nessicaraily better?

Subject: Re: Night Regulator

Posted by [Matix](#) on Wed, 11 Oct 2006 21:12:12 GMT

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[NR] has some n00b command responses, lol..

[BR] is the most professional bot right now.

CloudyServ has the most expandibility because its based on mIRC Code so you can add some of your special codes, meaning you don't have to run another mIRC and BR or NR so you can add your own stuff ot it..

I use Cloudy right now, it has !aban, !ip, and 5 levels of moderation access.

[NR] will soon catch up to Cloudy as Nightma keeps on working on better and better betas..

CloudyServ on the other hand, it has nothing to get better on..

Subject: Re: Night Regulator

Posted by [AmunRa](#) on Wed, 11 Oct 2006 21:44:19 GMT

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Matix wrote on Wed, 11 October 2006 17:12[NR] has some n00b command responses, lol..

[BR] is the most professional bot right now.

CloudyServ has the most expandibility because its based on mIRC Code so you can add some of your special codes, meaning you don't have to run another mIRC and BR or NR so you can add your own stuff ot it..

I use Cloudy right now, it has !aban, !ip, and 5 levels of moderation access.

[NR] will soon catch up to Cloudy as Nightma keeps on working on better and better betas..

CloudyServ on the other hand, it has nothing to get better on..

that and the fact that mIRC scripts are quite limited. plus mIRC scripting disgusts me for large scale things such as this.

Subject: Re: Night Regulator

Posted by [Matix](#) on Wed, 11 Oct 2006 22:52:12 GMT

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Well, lets see here..

mIRC scripting is quite easy to do..

Of course, when you have a LARGE SCALE build like BR, and have excellent knowledge of comp language, like so C++, then why not do it?

BR has a long time running thing going in renegade. Its only fair its made in a complex language. CloudyServ is maintained by a dude who only knows IRC scripting afaik.. And it hasn't even reached a full version yet (0.982 latest)

Subject: Re: Night Regulator

Posted by [jschultz9](#) on Thu, 12 Oct 2006 00:51:23 GMT

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Brenbot is preferred by a lot of server owners because NR has adds for nightmas servers and hosting for one, which I personally think looks retarded on a persons server.

Quote:To fix this either set the IRC bot as an IRCop, or you can put NR 3.5 onto irc.aohost, which NR sends of special commands to (ive got a modified IRCd) that reduces the spam completely

Your limited to talking the irc owner into giving your bot irc op status or using nightmas irc server. Which is kinda stupid as well.

NR had no way around(that im aware of) of making mods log in to get thier status.

BR is just simply easier to use. Quicker to setup. Easier to maintain. BR has alot of available plugins now.

NR does also have alot of useless commands, especially on servers where the mods are totally ignorant.

Subject: Re: Night Regulator

Posted by [dead6re](#) on Thu, 12 Oct 2006 07:37:38 GMT

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The problem I have with NR is inefficent routines, if you ever get to see some of the coding, you will see this. It has loads of "n00b"like commands and if requires you to change SENDQ because NR can't regulator the amount of text it is sending to the IRC server.

Subject: Re: Night Regulator

Posted by [jnz](#) on Thu, 12 Oct 2006 09:16:38 GMT

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danpaul88 wrote on Wed, 11 October 2006 22:01Has it ever occured to you that more features is not nessicaraily better?

i agree, i try with the SBot to make it as fast and reliable as possible. it is a regulator which means it should be automatic, like on sod gaming servers.

but also it should be interactive, without too many commands as it is hard to remember them and the help command is retarded

Subject: Re: Night Regulator
Posted by [Nightma12](#) on Thu, 12 Oct 2006 15:20:48 GMT
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Quote:NR had no way around(that im aware of) of making mods log in to get their status.

do you mean auto-login? if so... ive explained this time and time again, its a BIG security issue

Quote:NR can't regulator the amount of text it is sending to the IRC server.

yes you can... you can disable it on the Advanced Settings tab (disable what gets outputted)

Quote:Your limited to talking the irc owner into giving your bot irc op status or using nightmas irc server. Which is kinda stupid as well.

or disable some of the output options, or bitch to unreal to make a better "fake-lag" feature

Quote:NR does also have alot of useless commands, especially on servers where the mods are totally ignorant.

ya dont like them, disable them!

i will have them disabled by default on 3.5

Quote:The problem I have with NR is inefficient routines, if you ever get to see some of the coding, you will see this.

and lol, NR was my first ever program, take a look at some of the things that were coded recently, compared to the things that were coded first

Subject: Re: Night Regulator
Posted by [jnz](#) on Fri, 13 Oct 2006 22:23:19 GMT
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Nightma12 wrote on Thu, 12 October 2006 16:20 have them disabled by default on 3.5

Quote:The problem I have with NR is inefficient routines, if you ever get to see some of the coding, you will see this.

and lol, NR was my first ever program, take a look at some of the things that were coded recently, compared to the things that were coded first

tell me about it, if Cat998 saw the source for the SBot he would scream

Subject: Re: Night Regulator
Posted by [Cat998](#) on Fri, 13 Oct 2006 22:37:06 GMT
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would I, why

Subject: Re: Night Regulator
Posted by [jnz](#) on Fri, 13 Oct 2006 22:52:24 GMT
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here is a snippet from the parse function

```
else if(command == "!gameover")
{
    ostringstream pID_s;
    pID_s << obj->Player_Name;
    if(is_admin(pID_s.str()) == 1)
    {
        oss << "msg Gameover in 5 seconds!";
        Send_Message((char *)oss.str().c_str(), IP2Long(IP), (short)atoi(Port.c_str()));
        Sleep(5000);
        oss.str();
        Send_Message("gameover", IP2Long(IP), (short)atoi(Port.c_str()));
    }
    else
    {
        LOG("get_player_id called on line 535. parse.cpp\n");
        string pID = get_player_id((char *)obj->Player_Name.c_str());
        string id, playername;
        splitstring(pID, " ", id, playername);
        oss << "ppage " << id << " you need to be an admin to perform this command";
        Send_Message((char *)oss.str().c_str(), IP2Long(IP), (short)atoi(Port.c_str()));
    }
}
```

the reason

LOG("get_player_id called on line 535. parse.cpp\n");
is there is because i have a bug i am trying to ger rid of

Subject: Re: Night Regulator
Posted by [dead6re](#) on Sat, 14 Oct 2006 06:54:01 GMT
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Use? Means you can turn debugging on easily.

```
#define DEBUG  
#ifndef DEBUG
```

Subject: Re: Night Regulator
Posted by [jnz](#) on Sat, 14 Oct 2006 11:47:06 GMT
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yeah. i was going to do that, i dont see why i didn't.

Subject: Re: Night Regulator
Posted by [StealthEye](#) on Sat, 14 Oct 2006 18:01:04 GMT
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You could make yourself an DEBUGLOG macro or whatever, which does nothing in release builds and logs a message including file and line on a debug build... Then you don't have to type those anymore, you will have cleaner code and you will have no overhead in release builds.

Subject: Re: Night Regulator
Posted by [jnz](#) on Sat, 14 Oct 2006 18:05:51 GMT
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StealthEye wrote on Sat, 14 October 2006 19:01 You could make yourself an DEBUGLOG macro or whatever, which does nothing in release builds and logs a message including file and line on a debug build... Then you don't have to type those anymore, you will have cleaner code and you will have no overhead in release builds.

LOG is a function, but i can do it anyway. good idea

Subject: Re: Night Regulator

Posted by [Nightma12](#) on Sun, 15 Oct 2006 11:50:18 GMT

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after considering this topic, ive created this: <http://aohost.co.uk/php/viewtopic.php?p=7550>

guests are allowed to post

- Happy Bitching
