
Subject: Help finding CPUKiller

Posted by [Jerad2142](#) on Mon, 09 Apr 2007 07:32:54 GMT

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Does anyone know a person known as CPUKiller? I need to talk to him. If you know his e-mail, please notify him that I would like to talk to him, or pm me his email so I can talk to him. The question is about his scripts, and thats why this is in the mod forum.

Subject: Re: Help finding CPUKiller

Posted by [Mad Ivan](#) on Mon, 09 Apr 2007 09:44:52 GMT

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Talk to Oblivion, CPUKiller is his brother if i remember correctly.

Subject: Re: Help finding CPUKiller

Posted by [Carrierll](#) on Mon, 09 Apr 2007 15:14:30 GMT

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cpukiller@viralsound.com

Renhelp.net site, team page. Don't know if that's still a valid email.

Subject: Re: Help finding CPUKiller

Posted by [Oblivion165](#) on Tue, 10 Apr 2007 05:49:50 GMT

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You the feds? That email should work or add Cpukiller9 to YIM. Is this about the Advanced Bots scripts? If it is, we sent them to johnny twice and he has never added them into his releases.

I need to add his VTOL bots scripts to Advanced Bots level, but i'm lazy.

Subject: Re: Help finding CPUKiller

Posted by [jonwil](#) on Tue, 10 Apr 2007 07:34:06 GMT

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Send these scripts again for me to look at:

Make sure:

- 1.All scripts have documentation
 - 2.Only scripts that are tested, complete and working are included
 - and 3.That everything is based off at least scripts.dll 3.1.x if not 3.2.
-
-

Subject: Re: Help finding CPUKiller
Posted by [Jerad2142](#) on Tue, 10 Apr 2007 13:38:42 GMT
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jonwil wrote on Tue, 10 April 2007 01:34 Only scripts that are tested, complete and working are included
and 3. That everything is based off at least scripts.dll 3.1.x if not 3.2.

If a persons scripts are running off of scripts 2.92's engine file, could we just simply give it separate engine files?

IE:
#include "scriptsold.h"
#include "engineold.h"
#include "jmgscripts.h"

Subject: Re: Help finding CPUKiller
Posted by [jonwil](#) on Tue, 10 Apr 2007 14:35:30 GMT
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Wont work that way.
However, if the scripts are based off something old (such as 2.9.x), making them work with current code should be trivial.

Subject: Re: Help finding CPUKiller
Posted by [Jerad2142](#) on Wed, 11 Apr 2007 16:57:07 GMT
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Oblivion165 wrote on Mon, 09 April 2007 23:49 You the feds? That email should work or add CpuKiller9 to YIM. Is this about the Advanced Bots scripts? If it is, we sent them to johnny twice and he has never added them into his releases.

I need to add his VTOL bots scripts to Advanced Bots level, but i'm lazy.
Yes I was going to ask if you could (or I could) add your brothers scripts to JFW's scripts, I would do the testing ect.
