Subject: NR New version recommended changes
Posted by bat66wat6 on Fri, 26 Oct 2007 18:54:20 GMT
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Okay right when you install NR it is the lowest level! So you have to wait for it to update itself to the latest version which takes 4 ever but there are certain things from the first versions of NR that i think should be kept...like the Moderator setup! Due to the Auto updates i have to run NightRegulator v0.3.5 BETA 8i
Do not get me wrong here there are severall things better about this version than the old one but the Moderator setup for the latest 1 is so rubbish! Before you could choose what commands each level of Moderator can and can't use it was fast and easier, not so much room for confusion! But with the version i have it is so rubbish! There is a GIANT long list of commands! It's impossible not to get lost or forget what certain commands a Moderator can and can't use!

Stuff to be Added:Another thing 2 do with the commands...there are like 1/4 of them that i do not need like the !fds command for example! What i am saying is could you make it possible to Delete commands that you do not want? I mean i know you can Disable em but when you typle !help or something that command still shows!

So i am asking here that can someone make a version of NR that has these changes...i think it would make Hosts lives much easier

Subject: Re: NR New version recommended changes
Posted by Nightma12 on Fri, 26 Oct 2007 19:18:28 GMT
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1) Your installing an old version then - get the later installer lol

2) Disable auto update if you dont want the latest version.

3) You cant be serious are you? Moderator permissions on the old version was awful. It was far too cluttered. On this verison.. you just click the command.. then select from the drop down list what level of mod is required to use it. - It also displays underneath that information on what the command does. Also you cant have a problem trying to find a command as they are all sorted in alphabetical order.

On the old version There was a button called 'Permissions' underneath each mod list, you had to click on each one to setup each mod level - then the commands were all scattered around the place and were awful to manage. as you had to check the box. If you wanted to disable a command.. you had to go though each indervidual mod level and untick the command, also it always spent ages looking for the command to untick, it was very timeconsuming. Also, I found that on my server things used to get 'out of sync' and you often ended up with an admin not having access to one command.. but a temp mod having access? I thought it was awful!

Check the following two attachments, comparing the latest version against the oldest.
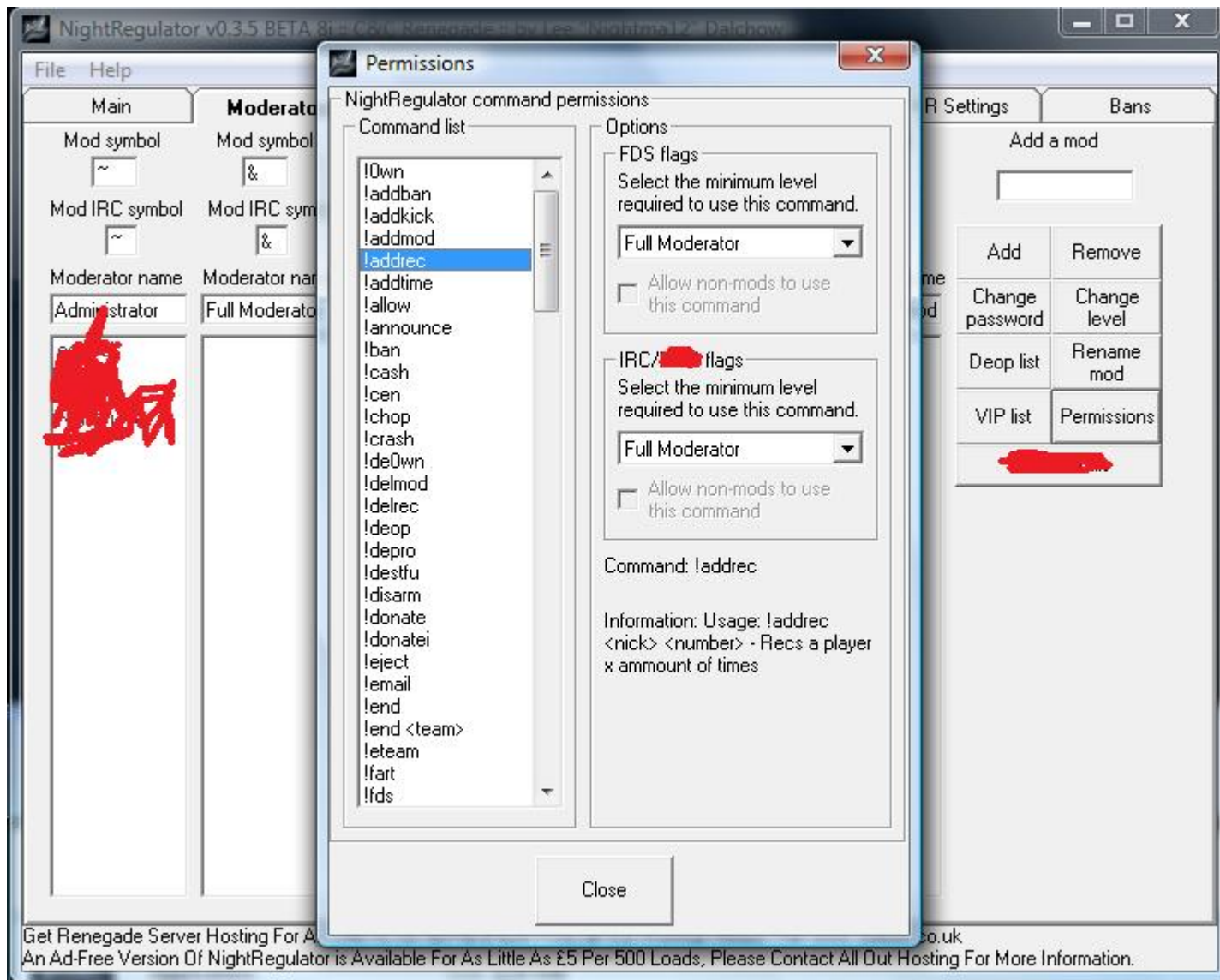
Latest:

Old:

And considering on the old one you also had to select each indervidual mod level that you wanted to edit :/ It was awful, and very time consuming with alot of room for error.

The new system also allows for plugins to interactive with the Permissions tab alot easier as they can jsut add themselfs to the list wereas that was not possible in the old verison. I also have alot of other things planned to get changed with the permissions for the next version - but as it stands, I have no plans to revert to the previous permissions purely due to how limited and how awful they are in design.
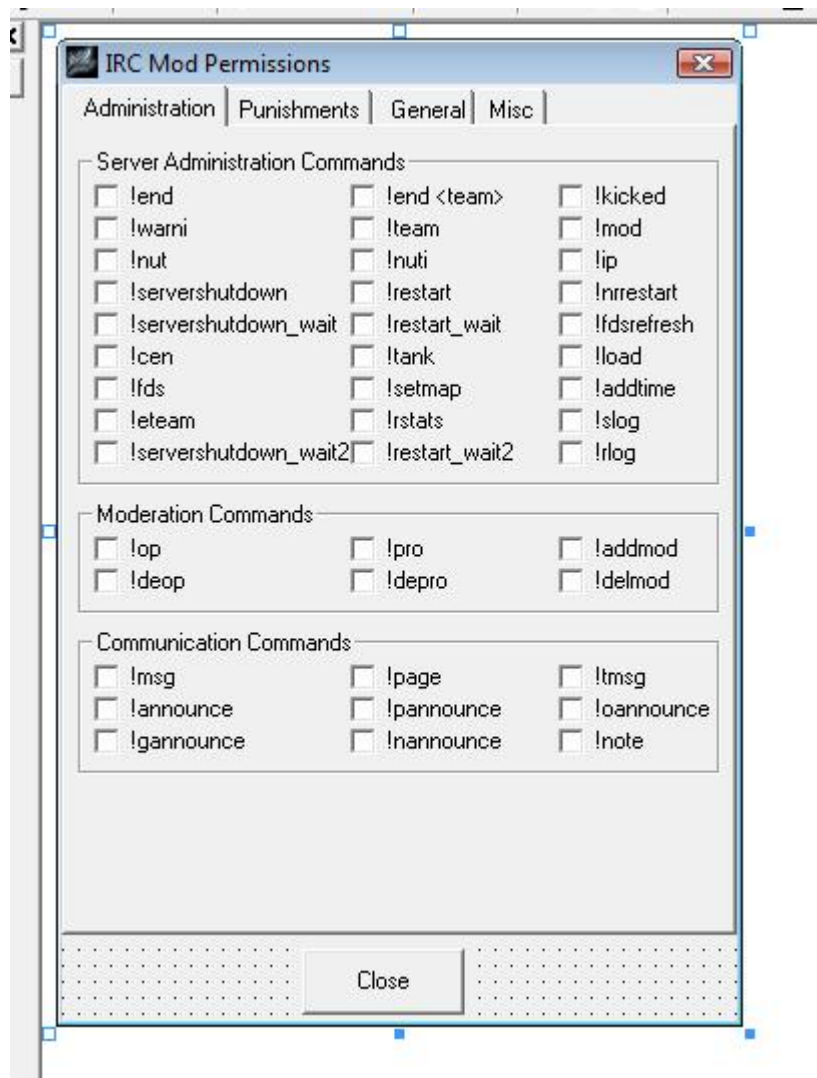
Your the first person to really disagree with me :/

File Attachments
1) NR_Permissions.jpg, downloaded 571 times

2) OLDPermissions.jpg, downloaded 562 times

IRC Mod Permissions

Administration | Punishments | General | Misc

Server Administration Commands

- [ ] !end
- [ ] !warni
- [ ] !nut
- [ ] !servershutdown
- [ ] !servershutdown_wait
- [ ] !cen
- [ ] !fds
- [ ] !eteam
- [ ] !servershutdown_wait2
- [ ] !end <team>
- [ ] !team
- [ ] !nuti
- [ ] !restart
- [ ] !restart_wait
- [ ] !tank
- [ ] !setmap
- [ ] !rstats
- [ ] !restart_wait2
- [ ] !kicked
- [ ] !mod
- [ ] !ip
- [ ] !nrrestart
- [ ] !fdsrefresh
- [ ] !load
- [ ] !addtime
- [ ] !slog
- [ ] !rlog

Moderation Commands

- [ ] !op
- [ ] !deop
- [ ] !pro
- [ ] !depro
- [ ] !addmod
- [ ] !delmod

Communication Commands

- [ ] !msg
- [ ] !announce
- [ ] !gannounce
- [ ] !page
- [ ] !pannounce
- [ ] !nannounce
- [ ] !tmsg
- [ ] !oannounce
- [ ] !note

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Subject: Re: NR New version recommended changes
Posted by bat66wat6 on Fri, 26 Oct 2007 21:46:41 GMT
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Yeah whatever...I don't really care about adding new commands cus i dunno how to make em!
Maybe you are right about the Moderator commands in a way but i found it easier to controll what
commands different Level Moderator's could use....there must be a way you can make it simpler
than a GREAT big long list surely!?