
Subject: Any interest?

Posted by [Hex](#) on Mon, 13 Dec 2010 16:06:50 GMT

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Since we have decided to shut down our servers the bot we developed (OnOeS) has come to the end of its life.

OnOeS was designed and coded by us over the last 2 years and surpassed any publicly available bot in function and design.

I am considering releasing OnOeS to the public (undecided as to if it would be open source or a closed dll) but really need to know if its worth doing, would anyone use it/be interested in it?

Hex

Subject: Re: Any interest?

Posted by [Caveman](#) on Mon, 13 Dec 2010 16:33:40 GMT

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Yeah i'd like a copy if you wouldnt mind. I dont host a server anymore but id still like to mess around with it. Have a read through the source.

Subject: Re: Any interest?

Posted by [raven](#) on Mon, 13 Dec 2010 20:33:17 GMT

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source!! yes times 10000

on another note, sorry to see n00bless go.

Subject: Re: Any interest?

Posted by [ExEric3](#) on Mon, 13 Dec 2010 22:04:23 GMT

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Im also interested.

Subject: Re: Any interest?

Posted by [Omar007](#) on Mon, 13 Dec 2010 23:46:21 GMT

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Caveman wrote on Mon, 13 December 2010 17:33 Yeah i'd like a copy if you wouldnt mind. I dont host a server anymore but id still like to mess around with it. Have a read through the source.

Same here. I'm interested in anything coded for Ren

Subject: Re: Any interest?

Posted by [Ethenal](#) on Tue, 14 Dec 2010 03:57:22 GMT

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Hell yeah! I'm sure plenty of people would make use of that (plenty in relation to how many people are actually left, that is).

Subject: Re: Any interest?

Posted by [Goztow](#) on Tue, 14 Dec 2010 07:21:19 GMT

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It would be a pity to see the source released 100 %, tbh. It contains a lot of useful features that you don't want in wrong hands.

Subject: Re: Any interest?

Posted by [Zeiss](#) on Tue, 14 Dec 2010 08:43:33 GMT

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I would also like one for the DeltaTeam server

Zeiss

PS:

Goztow

why should we protect each source ...

wait until it no longer needed?

the number of players is not greater

Subject: Re: Any interest?

Posted by [Goztow](#) on Tue, 14 Dec 2010 09:15:25 GMT

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It contains some advanced anti cheat measures, afaik.

Subject: Re: Any interest?

Posted by [Zeiss](#) on Tue, 14 Dec 2010 09:17:44 GMT

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Ok, that is another matter.

In my case, the source code is not important, I would appreciate the features on the server

Subject: Re: Any interest?

Posted by [Ethenal](#) on Tue, 14 Dec 2010 17:19:59 GMT

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Goztow wrote on Tue, 14 December 2010 03:15:lt contains some advanced anti cheat measures, afaik.

Sigh. That mentality is so stupid. The guy that's going to do the most damage is going to be 0x90, and do you really think even having the TT source and those associated bits of Renegade source is going to help him that significantly? He'd do what he wanted without the source. He pretty much slaughtered Renegade without it, so why the hell does it even matter?

Yeah, maybe somebody else is going to make a cheat. Guess what? There's nobody even around anymore to try.

That being said, the source to the anti cheat can just be externalized in a DLL or something. But being all tinfoil hat and security-through-obscurity clearly hasn't helped Renegade out at all, so I don't know why it even matters.

Subject: Re: Any interest?

Posted by [Goztow](#) on Tue, 14 Dec 2010 19:01:18 GMT

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0x90 is as lazy as u and me and rumour hasi t he even has a life. I can tell u that giving him source code does make a difference.

Subject: Re: Any interest?

Posted by [dippy](#) on Wed, 15 Dec 2010 10:43:06 GMT

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I confess I know very little of n00bless and and even less of the bot you use, let alone what features it may have. I'd be interested to see anything that has comes from years of work, though. I assume the intention behind your offer is to see (parts of) it used in other servers?

Subject: Re: Any interest?

Posted by [Ethenal](#) on Wed, 15 Dec 2010 21:04:56 GMT

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Goztow wrote on Tue, 14 December 2010 13:01:0x90 is as lazy as u and me and rumour hasi t he even has a life. I can tell u that giving him source code does make a difference.

Indeed, he is. But have you actually talked to him? It's pretty apparent he enjoys the challenge more than the cheat itself. Is having the source a challenge?

Subject: Re: Any interest?

Posted by [Goztow](#) on Wed, 15 Dec 2010 21:13:06 GMT

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If he wanted a real challenge, he'd have choosen a different game.

Subject: Re: Any interest?

Posted by [Hex](#) on Thu, 16 Dec 2010 08:07:00 GMT

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Thanks you trashing my thread.

Subject: Re: Any interest?

Posted by [Caveman](#) on Thu, 16 Dec 2010 08:21:41 GMT

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Hex wrote on Thu, 16 December 2010 08:07: Thanks you trashing my thread.

<-- Still interested despite the trashing.

Subject: Re: Any interest?

Posted by [Xpert](#) on Thu, 16 Dec 2010 09:11:37 GMT

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raven wrote on Mon, 13 December 2010 15:33: source!! yes times 10000

on another note, sorry to see n00bless go.

This ^

It will be interesting to see. I've been bored lately anyways. Need something new to mess with.

Subject: Re: Any interest?

Posted by [Zeiss](#) on Thu, 16 Dec 2010 10:04:38 GMT

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I'm also still interested

Subject: Re: Any interest?

Posted by [crysis992](#) on Thu, 16 Dec 2010 20:15:52 GMT

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Im also interested!!

(+ source code would be awesome)

Subject: Re: Any interest?

Posted by [Ethenal](#) on Fri, 17 Dec 2010 08:29:59 GMT

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Hex wrote on Thu, 16 December 2010 02:07 Thanks you trashing my thread.

A quick four post discussion is trashing? Have you been to Renforums? This is like a diet version of a typical thread.

As said before though, would be very interested in this in any condition.

Subject: Re: Any interest?

Posted by [Hex](#) on Sat, 15 Jan 2011 18:43:35 GMT

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I've decided to release OnOeS publicly (compiled) and will start supporting it.

I have no time scale for this at this time due to not having access to a dedicated server to test on anymore

Subject: Re: Any interest?

Posted by [Omar007](#) on Sun, 16 Jan 2011 01:30:33 GMT

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Hex wrote on Sat, 15 January 2011 19:43 I've decided to release OnOeS publicly (compiled) and will start supporting it.

I have no time scale for this at this time due to not having access to a dedicated server to test on anymore

Awesome
Looking forward to the release

Subject: Re: Any interest?
Posted by [Caveman](#) on Sun, 16 Jan 2011 11:43:11 GMT
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Omar007 wrote on Sun, 16 January 2011 01:30Hex wrote on Sat, 15 January 2011 19:43I've decided to release OnOeS publicly (compiled) and will start supporting it.

I have no time scale for this at this time due to not having access to a dedicated server to test on anymore

Awesome
Looking forward to the release

Seconded.

Subject: Re: Any interest?
Posted by [Goztow](#) on Sun, 16 Jan 2011 13:49:21 GMT
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Sounds good .

Subject: Re: Any interest?
Posted by [Hex](#) on Thu, 03 Feb 2011 21:26:05 GMT
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I'M lacking the time to do the site ect so I'm releasing a early version for people so they can see what its like, you can download it here

Subject: Re: Any interest?
Posted by [shaitan](#) on Fri, 04 Feb 2011 04:30:33 GMT
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Any idea why it does not auth correctly all of the time?

01 = OSTKshai shaitan ~

[23:11:12] <OSTK> [Paged OSTKshai] OSTKshai is a protected name, Identify yourself in 60 seconds or you will be kicked.

[23:11:29] <shaitan> !auth OSTKshai

[23:11:29] <OSTK> OSTKshai not found in moderator list

[23:15:43] <OSTK> Moderators: ~OSTKshai

I did the same with shaitan67(ingame) w/ shaitan(irc). I also used OSTKshai(ingame) w/ OSTKshai(irc), and it works fine. Your bot dislikes my irc name(identified of course each time).

Subject: Re: Any interest?

Posted by [Hex](#) on Fri, 04 Feb 2011 09:10:15 GMT

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Try just !auth

Subject: Re: Any interest?

Posted by [shaitan](#) on Fri, 04 Feb 2011 15:39:25 GMT

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Thank you Hex. I like your bot...will take some getting used to. It auth'd a few times the way I was doing it when I had both my nicks the same in the config.

Do you think you'd be making a little tutorial on this...ie: how to "Usage !sql <query> (Options: select, delete, update, count(*))"?

I keep getting this error:

[11:20:07] <OSTK> Sqlite error: no such table: Seen

[11:20:07] <OSTK> Sqlite error: no such table: Seen

[11:20:08] <OSTK> Sqlite error: no such column: Serial

Do you think you will be releasing the source to owners at some point? I'd like to see this working with MP-Gaming's MissionDM modified server. That'd be sweet.

Subject: Re: Any interest?

Posted by [Hex](#) on Fri, 04 Feb 2011 19:28:21 GMT

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Not at this time, no

Subject: Re: Any interest?

Posted by [crazfulla](#) on Sun, 24 Apr 2011 06:20:11 GMT

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Hex wrote on Thu, 16 December 2010 01:07 Thanks you trashing my thread.

You still fail at english. I will miss all these little quirks that made n00bless my 'home' for so long.

Subject: Re: Any interest?

Posted by [iRANian](#) on Thu, 28 Apr 2011 17:28:15 GMT

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he's british of course he has bad spelling

i'd love to see the source code too.
