
Subject: My releases

Posted by [iRANian](#) on Wed, 18 Jul 2012 17:09:25 GMT

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By request i'm listing all the stuff I've publicly released for Renegade:

Software:

[SSGM 4.0 Plugin] Leave Deaths Exploit Fix
[SSGM 4.0 Plugin] Restore Weapons Characters on Join
[SSGM 4.0 Plugin] Vehicle Kills Command
[SSGM 4.0 Plugin] Chat Aliases
[SSGM 4.0 Plugin] Reserved Slots
[SSGM 4.0 Plugin] Screen Shake Console Command
[SSGM 4.0 Plugin] Set Deaths Console Command
[SSGM 4.0 Plugin] Snipers Points Credits Mod
[SSGM 4.0 Plugin] Protect Console Command
[SSGM 4.0 Plugin] InfiniteAmmo
[SSGM 4.0 Plugin] Remove Weaker Double Gun
[SSGM 4.0 Plugin] Remove Weapon Chat Command
[SSGM 4.0 Plugin] FlamingC4Prevention
[SSGM 4.0 Plugin] Range and RoF Cheat Detection
[SSGM 4.0 Plugin] Refill Costs Money
[SSGM 4.0 Plugin] Character Refund Kebab Edition
[SSGM 4.0 Plugin] Harvester Shells
[SSGM 4.0 Plugin] Chinook Armor Mod
[SSGM 4.0 Plugin] SBH No Remote C4 Pick
[SSGM 4.0 Plugin] Time Expired Command
[SSGM 4.0 Plugin] Suicide 5 Min Wait
[SSGM 4.0 Plugin] Kill Harvester Console Commands
[SSGM 4.0 Plugin] TeamDonate Plugin
[SSGM 4.0 Plugin] Reset Match
[SSGM 4.0 Plugin] Better PPAGE Console Command
[SSGM 4.0 Plugin] RR Client Anti-cheat Messages Support
[SSGM 4.0 Plugin] Better MSG Console Command
[SSGM 4.0 Plugin] GameSpy Support
[SSGM 4.0 Plugin] Building Revival Console Commands V2
[SSGM 4.0 Plugin] Custom Kill Messages ALPHA
[SSGM 4.0 Plugin] VeteranSystem ALPHA
[SSGM 4.0 Plugin] NoC4DefuseOnLeave
[SSGM 4.0 Plugin] Custom Flip Kill
[SSGM 4.0 Plugin] Join Name Regulator
[SSGM 4.0 Plugin] No Reload Snipers
[SSGM 4.0 Plugin] SetSFPS
[SSGM 4.0 Plugin] Scope Cheat Detection ALPHA
[SSGM 4.0 Plugin] Sounds Plugin
[SSGM 4.0 Plugin] CustomRadioCommands
[SSGM 4.0 Plugin] Beacon Deploy Spam Detection ALPHA

[SSGM 4.0 Plugin] HideCommands
[SSGM 4.0 Plugin] Taunts
[SSGM 4.0 Plugin] Map Starting Credits
[SSGM 4.0 Plugin] WOL Ban Remover (removes the WOL banning logic from the FDS, not needed with 4.0 Beta 5 and later)
[SSGM 4.0 Plugin] Disallow Elevator Beacons (not needed with 4.0 Beta 5 and later)
[SSGM 4.0 Plugin] MAPCH Console Command

Code:

[CODE] Automatically loaded hash map of weapons and their powerups
[CODE] Game start auto-team change functions hooks
[CODE] Vehicle enter hook
[CODE] 4.0 server damage hook
[CODE] Sending WOL pages without the PAGE console command
[CODE] SCAnnouncement class definition
[CODE] cScTextObj class definition
[CODE] Beacons prevention script zone (script comes with Scripts 4.0)
[CODE] Custom PPAGE

Maps:

[MAP] C&C_Glacier_Flying server-side fixed
[MAP] C&C_Under server-side fixed

Client-side modifications:

Radio command flood check removal patch (Replaced pattern "E8 13 1D 03 00 83 C4 04 84 C0 75 25" with "B1 01 90 90 90 83 C4 04 84 C0 90 90" inside the binary)

Unsupported Alphas:

AzazelBot SSGM 4.0 IRC bot (modified OnOeS, see attachment)
Python SSGM 2.0.2 Plugin (see attachment)

File Attachments

- 1) [AzazelBot ALPHA.zip](#), downloaded 428 times
 - 2) [Python SSGM 2.0.2 Plugin.zip](#), downloaded 392 times
-

Subject: Re: My releases
Posted by [zunnie](#) on Wed, 18 Jul 2012 17:59:22 GMT
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Nice Thats alot of plugins

Subject: Re: My releases
Posted by [Ethenal](#) on Wed, 18 Jul 2012 18:51:55 GMT
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Bookmarked!

Subject: Re: My releases
Posted by [Creed3020](#) on Sat, 21 Jul 2012 02:34:08 GMT
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Ethenal wrote on Wed, 18 July 2012 14:51Bookmarked!

+1 Great resource. Thanks again!

Subject: Re: My releases
Posted by [reborn](#) on Sun, 22 Jul 2012 20:02:33 GMT
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This needs pinning. However, it seems I am unable to do so.

Subject: Re: My releases
Posted by [Gen_Blacky](#) on Tue, 24 Jul 2012 23:44:38 GMT
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Great job iRANian! I know this has helped a lot of people.

Subject: Re: My releases
Posted by [raven](#) on Fri, 03 Aug 2012 13:29:27 GMT
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Ridiculous amount of releases.. all of them awesome

Subject: Re: My releases
Posted by [iRANian](#) on Fri, 03 Aug 2012 13:50:27 GMT
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plus backdoors

Subject: Re: My releases
Posted by [Ethenal](#) on Fri, 03 Aug 2012 15:12:37 GMT
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iRANian wrote on Fri, 03 August 2012 08:50plus backdoors
+1

Subject: Re: My releases
Posted by [Sean](#) on Fri, 03 Aug 2012 17:49:52 GMT
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iRANian wrote on Fri, 03 August 2012 06:50plus backdoors

Wouldn't suprise me in the slightest with you.

Subject: Re: My releases
Posted by [Ethenal](#) on Fri, 03 Aug 2012 18:28:57 GMT
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Croatoan wrote on Fri, 03 August 2012 12:49iRANian wrote on Fri, 03 August 2012 06:50plus backdoors

Wouldn't suprise me in the slightest with you.
HAHAHA SAYS THE KNOWN CHEATER!

Just an FYI you fucking moron, the DLLs are open source. So you can kinda, you know, see exactly what his code does.

But you wouldn't understand that, would you? Or know how to spell "surprise," for that matter.

Subject: Re: My releases
Posted by [Gen_Blacky](#) on Sat, 04 Aug 2012 01:17:45 GMT
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Ethenal wrote on Fri, 03 August 2012 09:12iRANian wrote on Fri, 03 August 2012 08:50plus backdoors
+1

lol

Subject: Re: My releases

Posted by [F1r3st0rm](#) on Sat, 04 Aug 2012 04:09:23 GMT

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noes, you ruined under how am i supposed to get my hummer inside tunnels now :[

Subject: Re: My releases

Posted by [Gen_Blacky](#) on Sat, 04 Aug 2012 05:58:19 GMT

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F1r3st0rm wrote on Fri, 03 August 2012 22:09noes, you ruined under how am i supposed to get my hummer inside tunnels now :[

He should be shot for doing such a thing.

Subject: Re: My releases

Posted by [iRANian](#) on Sat, 04 Aug 2012 11:39:37 GMT

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mad

Subject: Re: My releases

Posted by [Gen_Blacky](#) on Sun, 05 Aug 2012 05:43:42 GMT

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Subject: Re: My releases

Posted by [liquidv2](#) on Sun, 05 Aug 2012 06:45:12 GMT

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Subject: Re: My releases

Posted by [iRANian](#) on Wed, 05 Sep 2012 19:17:10 GMT

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Added flood filter check remove patch

Subject: Re: My releases

Posted by [iRANian](#) on Wed, 05 Sep 2012 19:23:51 GMT

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Added two unsupported alphas: AzazelBot (modified OnOeS-based IRC bot for SSGM 4.0) and Python SSGM Plugin (Adds Python support to an SSGM 2.0.2 server).

Subject: Re: My releases

Posted by [Starbuzz](#) on Thu, 06 Sep 2012 03:26:07 GMT

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What is this "AzazelBot?"

I keep seeing these sometimes pop up in All Chat...I am just curious about the name lol.

Subject: Re: My releases

Posted by [Gen_Blacky](#) on Thu, 06 Sep 2012 04:01:34 GMT

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TriggerBot yo

Subject: Re: My releases

Posted by [Sean](#) on Thu, 06 Sep 2012 10:04:01 GMT

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Starbuzz wrote on Wed, 05 September 2012 20:26What is this "AzazelBot?"

I keep seeing these sometimes pop up in All Chat...I am just curious about the name lol.

It will be obsolete in the next version of scripts anyways. So I don't see any use for releasing this unsupported alpha.

Subject: Re: My releases

Posted by [Xpert](#) on Thu, 06 Sep 2012 12:27:23 GMT

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Croatoan wrote on Thu, 06 September 2012 06:04Starbuzz wrote on Wed, 05 September 2012 20:26What is this "AzazelBot?"

I keep seeing these sometimes pop up in All Chat...I am just curious about the name lol.

It will be obsolete in the next version of scripts anyways. So I don't see any use for releasing this unsupported alpha.

Not everyone runs 4.0 moron.

Subject: Re: My releases

Posted by [Sean](#) on Thu, 06 Sep 2012 19:46:53 GMT

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Xpert wrote on Thu, 06 September 2012 05:27Croatoan wrote on Thu, 06 September 2012 06:04Starbuzz wrote on Wed, 05 September 2012 20:26What is this "AzazelBot?"

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Not everyone runs 4.0 moron.

Clearly your not following as well as you think.

RC = Stable build - therefore EA then can then push it through an official patch once they've decided that its bug-free. There will be no more "x doesn't use 4.0". "moron".

Subject: Re: My releases

Posted by [raven](#) on Thu, 06 Sep 2012 20:00:28 GMT

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Doubt they will.

Subject: Re: My releases

Posted by [Xpert](#) on Thu, 06 Sep 2012 21:46:46 GMT

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Croatoan wrote on Thu, 06 September 2012 15:46Xpert wrote on Thu, 06 September 2012 05:27Croatoan wrote on Thu, 06 September 2012 06:04Starbuzz wrote on Wed, 05 September 2012 20:26What is this "AzazelBot?"

I keep seeing these sometimes pop up in All Chat...I am just curious about the name lol.

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Not everyone runs 4.0 moron.

Clearly your not following as well as you think.

RC = Stable build - therefore EA then can then push it through an official patch once they've decided that its bug-free. There will be no more "x doesn't use 4.0". "moron".

#1. It's "you're". Learn the difference between "your" and "you're".

#2. For you to believe that there's still going to be hope for an official patch, you are indeed a moron.

Subject: Re: My releases

Posted by [liquidv2](#) on Fri, 07 Sep 2012 01:12:29 GMT

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don't count on EA backing us on this
instead, try reaching out to people and being as instructive as possible
the advantage we have is that our player base is somewhat limited - after ten years, getting everyone to download something isn't impossible

Subject: Re: My releases

Posted by [Ethenal](#) on Fri, 07 Sep 2012 08:00:11 GMT

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I'm pretty sure the only sliver of hope TT ever had of pushing 4.0 on the official patch system was with the C&C community manager, APOC

who has been gone for maybe two years now

good luck

Subject: Re: My releases

Posted by [jonwil](#) on Fri, 07 Sep 2012 09:24:51 GMT

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As someone who has had dealings with EA (with Apoc and with both guys who came after Apoc including the current community manager) I can say that the only way we will find out is to get something rock solid stable and that is generating no user complaints at all (4.0RC1 is a good start but there are still a few user complaints like the "smoke" problem), then get the community (server owners, players, modders etc) to get behind a move to push 4.0 over the patcher.

Then we show EA that we have clear community support and submit a proposal.

Until we actually submit a clear proposal with clear community support and a rock solid stable build of 4.0, we will have no way to know whether EA would even consider it (let alone what the

higher-ups, managers and legal people would say)

Subject: Re: My releases
Posted by [Jerad2142](#) on Sun, 06 Jan 2013 07:56:57 GMT
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Ethenal wrote on Fri, 07 September 2012 02:00I'm pretty sure the only sliver of hope TT ever had of pushing 4.0 on the official patch system was with the C&C community manager, APOC

who has been gone for maybe two years now

good luck
Rp2/ECW got approval to go standalone from EA after APOC left, so I wouldn't say we're out of hope yet.

Subject: Re: My releases
Posted by [Good-One-Driver](#) on Sun, 06 Jan 2013 09:22:57 GMT
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all crap

Subject: Re: My releases
Posted by [Ethenal](#) on Sun, 06 Jan 2013 21:54:39 GMT
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Good-One-Driver wrote on Sun, 06 January 2013 03:22all crap

jelly runs 10 of the plugins listed in this thread

Subject: Re: My releases
Posted by [iRANian](#) on Mon, 07 Jan 2013 16:10:58 GMT
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terrible plugins

Subject: Re: My releases
Posted by [ehhh](#) on Mon, 07 Jan 2013 18:01:58 GMT
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get a life iran

fucking nerd

Subject: Re: My releases

Posted by [Goztow](#) on Sun, 13 Jan 2013 20:27:35 GMT

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Stickied

Subject: Re: My releases

Posted by [iRANian](#) on Tue, 30 Jul 2013 18:09:05 GMT

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Can someone edit the first post and add this one:

http://www.renegadeforums.com/index.php?t=msg&goto=482874&rid=25967#msg_482874

Considering for some reason you can't edit posts anymore. :/

Subject: Re: My releases

Posted by [reborn](#) on Fri, 02 Aug 2013 09:30:19 GMT

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iRANian wrote on Tue, 30 July 2013 14:09Can someone edit the first post and add this one:

http://www.renegadeforums.com/index.php?t=msg&goto=482874&rid=25967#msg_482874

Considering for some reason you can't edit posts anymore. :/

Done

Subject: Re: My releases

Posted by [EvilWhiteDragon](#) on Sun, 01 Sep 2013 10:02:41 GMT

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Jerad Gray wrote on Sun, 06 January 2013 08:56Ethenal wrote on Fri, 07 September 2012 02:00I'm pretty sure the only sliver of hope TT ever had of pushing 4.0 on the official patch system was with the C&C community manager, APOC

who has been gone for maybe two years now

good luck

Rp2/ECW got approval to go standalone from EA after APOC left, so I wouldn't say we're out of hope yet.

Well, I'm saying "little to no chance".

Subject: Re: My releases

Posted by [jonwil](#) on Sun, 17 Jan 2016 04:45:02 GMT

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The guy who approved ECW to go standalone is also long gone.

I dont have any contacts anywhere in EA anymore and I dont think anyone else in the community does either (not since all the people doing anything with C&C stuff have all been fired and EA has basically cancelled anything to do with the C&C universe)
