Subject: NightRegulator

Posted by Nightma12 on Fri, 17 Dec 2004 15:58:13 GMT

http://www.aohost.co.uk/NightRegultor/NightRegulator-v0.1.0.zip

Merry X-mas All!

EDIT:

Quote:v0.1.0

-Upgraded Security Of Validation System

-Added IRC Bot - DOES NOT RESPOND TO IRC COMMANDS YET

-Misc Changes To NR GUI

-Fixed Problems With Player Updating Errors On Player Join

-Fixed Bug Where A Player Could Remove Someone From !0wn By Typing !team <name>

-Updated !0wn Spawn Positions. You Now Always With The Exception Of Fan maps, Spawn Inside The Map.

-Removed Grammer Errors In Auto Recs On New Map.

-If The NR Debugger Is Loaded, The Details Of The Error Are Now Outputted To debug.txt

-Fixed Bug Where Certain Commands Could Be Used On Members Of The Same Mod Level

-SSAOW FDS Console Messages Are Now Outputted To NR GUI

-Banning System Is Now Based Around nickban.txt And ipban.txt Rather Than bans.ini. This Stops NR Randomly Removing Bans That Should Not Be Removed And Minimizes Lag

-Any Bans Randomly Removed By NR v0.0.11 That Should Not Of Been Removed, Are Now Restored During Auto-Update To v0.1.0

-!cp1 Command Now Outputs The Version They Are Useing

-NR Now Auto-Recs For Destroying Enemy Buildings

-Fixed Bug Where Recs Could Not Be Disabled

-NR Now Auto-N00bs 5 Times For Destroying Friendly Buildings

-Edited The Negative Score n00b msg

-When auto-n00bed For Negative Score, NR Now Gives 5 n00bs Instead Of 1

-When Doing !ban Or !kick On Someone, There Score Is Now Reset Before The Ban, This Is Used To Fix Games When The Cheater Has Put A Team In The Lead By 1 Mil Points, Or Something Like That

-When Moving Maps Up & Down In Rotation From NR GUI, The Map Now Remains Selected

-Fixed Bug Where Moving Maps Up & Down In Rotation From NR GUI The Rotation Would Not Be Saved To The Config File

-Fixed Bug Where You Could Rec/n00b Somebody Multiple Times

-NR No Longer Has A "Fit" When A Server Has Unlimited Time

-Changed The &player& & &time& Variables In Word Censoring & Tank Auto-Kicks To %player% & %time%

-Added %map% Variable To Word Censoring & Tank Auto-Kicks

-Added %nrv%, %mods%, %map%, %nmap%, %web%, %mail%, %servname%, %time% And %date% Variables To Autorotate

-The "bye" Filter Now Keeps The Case

-Added A 1 Second Delay After Every Page Sent

-!votefail No Longer Is Fixed To 1 Mil No Votes, But 1 Mil + The Current Number Of No Votes

-NR No Longer Attmempts To Ban Host For Useing Censored Words

-!lecture Command Has Now Been Renamed To !nag

-Fixed Bug Where After A Period Of Time, Commands Would Not Work From NR GUI

-Added "Beacon" To The Malicious Nicks List

-NR Now Auto-Kicks For Beacon Spamming

-Added !logout

-SSAOW Logs Are Now Properly Logged By NR

-Merged Tank Logs With Com Logs (Tank logs are useless on there own!)

-Added Full SSAOW Support

-Added Any Name That Contains h4ckbot To The Malicious Nicks List

-NR Now N00bs For Friendly Fire

-Other Minor Misc Changes Ive Forgotten About