
Subject: Releaseing Old, Unfinished Projects
Posted by [Nightma12](#) on Sun, 05 Feb 2006 16:53:50 GMT
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Basically my social life is starting to get more n more demanding (g/fs, etc) n im getting less + less time to play Renegade + work on projects for Ren

dont get me wrong here, im not leaving! im just releaseing some of my old projects that i started a long long time ago and i never finished + released

these projects are NOT intended to be downloaded + run straight away and they ALL need alot of work to be done on them before they are finished, these need to be downloaded + finished THEN released by someone else

you can do whatever you want with this code as LONG as credit is given to the original creator (me) in the readme/on the program

i will STILL be continueing to work on NightRegulator (which is why i havnt released the source code) but will not be touching these projects

RenGuard SSC -- 5% Complete -- wasnt given permission to release, guess itll have to collect dust on my hard drive, lol

RPB -- RenegadeIP Blocker -- 90% Complete -- Need To Add the 5 minute IPsec bans for IP address's that join under hostnames (eg, a000000j) -- Also need to debug the WOL locate + kick if not logged into WOL bit -- Also need to scan ALL users ingame to see if they are logged into WOL when RPB first starts

http://www.aohost.co.uk/old_shit/RPB.zip

FDSTalk.exe -- 100% Complete -- Old Project of mine released a long long time ago

<http://aohost.co.uk/FDSTalk.php>

Source Code: http://aohost.co.uk/old_shit/FDSTalk.zip

C&C_River_Magic.mix -- 45% Complete -- My First Map!

http://aohost.co.uk/old_shit/C&C_River_Magic.zip

C&C_Unnamed.mix -- 70% Complete -- Unfinished, Unnamed

http://aohost.co.uk/old_shit/Unnamed.zip

C&C_Walls_Reloaded.mix -- 100% Complete

<http://www.renmaps.com/index.php?action=file&id=108>

Mod Folder: http://www.aohost.co.uk/old_shit/C&C_Walls_Reloaded.zip
