
Subject: NightRegulator BETA 7 Released!

Posted by [Nightma12](#) on Tue, 19 Jun 2007 23:44:47 GMT

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NightRegulator 3.5 BETA 7 is now available for public use after months of private beta testing!

Everybody should automatically upgrade to this version via auto-update! This version fixes several critical security bugs as well as the RenGuard reconnection bug!

NR has never kicked for RG disconnection and thus this update was not as critical as BrenBots, however now you should no longer receive pop-ups after reconnecting to RenGuard!

I also fixed a security bug that was reported to me yesterday about the way the FDS handles a certain type of nickname and was screwing it up in the configuration file thus allowing them not to be kicked as NR could not read the nickname - This has now been fixed and NR should now function correctly with these users!

Perhaps the biggest update in this version is the new Rec Ladder, which has been originally coded by Drkpwn3r, and then taken up by me, RoShamBo, Dead6re and PsuFan and though a long and daughting process have finally managed to get it working!

You can view a sample copy of the Rec Ladder by clicking [here](#). The rec ladder is configurable via the NR GUI as well as a template file that can be updated to put the ladder in any style you wish! To use the rec ladder, you must have a webhost that offers you FTP, as well as PHP + MySQL access. - Please note, after first configing up the rec ladder if you already have people ingame with recs, you will need to Sync the rec ladder with NR to make people appear on the list - to do this simply click Sync on the GUI

There is also a number of other new features such as a game_info + player_info reporting as well as an online ban list + a mod list! I have put up a quick page with this info for the tsugaming server [here](#). (the server is offline at the moment - but you should still be able to see the ban list and such)

Several large 'NR' servers have recently been attacked by page flooding. To help against this kind of attack i have added 2 new commands.. !lpage and !unipage. Which blocks pages sent by that person from appearing in IRC - hopefully this should help cut down on alot of WOL page spam attacks that i have seen around recently

It also contains full support for the latest BIATCH, automatically adding BIATCH bans to the NR DB for quick and easy removal!

Here is a list of new commands since BETA 6:

!nick - Searches the IP database for a certain nickname

!lpage - Ignores pages from the user

!unipage - removes players from the list

!rstats - takes recs and medals from one player and gives to another - useful if a player changes their ingame handle

!addrec - gives a certain player x ammount of recs
!delrec - takes away x ammount of recs from a certain player
!suspect - Marks the player as a suspected cheater and places them in a special anti-cheat mode (BIATCH feature)
!trust - Removes the effect of the !untrust command
!istrust - Returns whether the player is trusted or not

The biggest bitching session about NR that people have is the grammer and capital letters at the start of every word With the help of caveman, NR has been sent to an english class and no longer capitalises the beggining of every sentence ^_^

Download from www.NightRegulator.co.uk

Discuss and reports bugs on the NightRegulator forums

I also believe that PsuFan is currently in the process of making an NR plugin that allows users to create custom commands straight though the NR interface! as well as a new permissions system, new commands, access to features that are not usually available and much more! As far as i am aware he is finished but just needs to update it to correctly work on BETA 7 I will update this post with the link when it is complete.

Heres the full changelog since BETA 6

Quote:v0.3.5 BETA 7

- Fixed grammer errors in the help database
- Fixed critical security issue involving names with : in them
- Deop + VIP list is now case INsensitive
- Fixed grammer error in !suspect cmd
- Fixed bug where !ipage + !unipage was missing from the help DB
- Updated the RG protocol to work with the Radar hack fix
- Updated TSU logo
- Added ability to remove the rec messages on join
- Added ability to remove the rank messages on join
- Fixed bug where using !tp incorrectly would return the help results for !pannounce
- Added the following events to NRplugin.dll - IRC_JOIN, IRC_PART, qkick, kick, ban, warn, CENSORED, TANK_PURCHASE, BEACON_DEPLOY, BEACON_DISARM, login

- Fixed bug were !forcerg + !voterg commands did not work
- Added '@A-IRC' to the !msg command
- Added IRC mod symbol to the !msg command
- Fixed bug where the '!giveallrecs' command was still in the help DB
- Added the rec ladder
- Fixed more grammer errors
- Update RenGuard protocol to account for the new updates (reconnection)
- NR no longer errors when a message over 255 characters is sent to the FDS - instead it now truncates the message
- Fixed bug where NR did not work on Vista

v0.3.5 Pre-BETA 7i

- Fixed bug where NR would error after a BIATCH message
- nrconfig.ini is now split up into 2 files.. nrconfig.ini + permissions.ini
- Fixed Several grammer errors

v0.3.5 Pre-BETA 7h

- Renamed !untrust to !suspect
- Changed several messages
- Fixed several misc bugs scattered around NR
- Fixed bug where people would not get banned for damage hacks when running BIATCH

v0.3.5 Pre-BETA 7g

- Fixed bug where !addrec + !delrec did not work correctly
- Fixed bug where using !rstats would hang NR

v0.3.5 Pre-BETA 7f

- Fixed bug where a host message was missing when somebody got banned for cheating

v0.3.5 Pre-BETA 7e

- Added BIATCH Support
- Fixed Security Bug where !slogin would show in IRC
- Fixed bug where !rstats was broken
- Fixed bug that would cause people to appear multiple times on the mod list
- VIP users are now only stopped from being votekicked.. they can still be qkicked/kicked/banned normally via the moderator commands
- Fixed PSUfans fag !allow error
- Added core.ReadIni2() to NRCore.dll - same as core.ReadIni(), but it allows you to specify the buffer length
- Added core.crash() to NRcore.dll
- Fixed bug where !note would get truncated if the user had recieved alot of them
- Fixed bug where IRC bot password would be linked on a slave + master server when it shouldnt be
- Added the following commands to NRCore.dll - login, log out, qkick, kick, ban, warn, note, addmod, delmod, stfu, destfu, cmdcrash, own, deown, forcerg, unforcerg
- Added !untrust, !trust + !itrust commands
- Added !irec + !unirec commands
- Added !addrec + !delrec commands

v0.3.5 Pre-BETA 7d

- Made !allow Cmd Only Able To Be Used On People Who Were Banned By Somebody Of An Equal Or Lower Rank Than you
- Mod List Reporting Now Says - None - If there are no mods on the list
- Removed 'Capital Letter At Begginig Of Every Word' issue in NR
- Fixed Bug Where The FTP Reporting Text On NR GUI Said Incorrect Files
- Added 'No Players' Text To The player_info Reporting
- Fixed bind IP Ban Bug

- Fixed renaming moderator bug
- Fixed RG message spam on startup
- Fixed 'C&C_UNKNOWN.mix' Bug
- Fixed Bug Where some features would not work if u had the normal channel disable + the admin channel enabled
- Fixed bug where mod list generated an error when somebody joined and there was spaces in the file
- Fixed 'Still executing last request' error

v0.3.5 Pre-BETA 7c

- Various Bug Fixes

- Fixed Bug Where Game_info + Player_Info Reporting Did Not Work

- All Reporting Is Now Uploaded At Same Time Rather Than NR Connecting + Disconnects Every Time It Uploads Something

v0.3.5 Pre-BETA 7b

- Various Bug Fixes

- Added Website Reporting (Rec Ladder Is Non-Working)

- Fixed !nick Command

- Added New Reporting for Information On A Dll Inconsistency Error

v0.3.5 Pre-BETA 7

- Added A Small But Simple Encryption To modpass.ini

- Increased NRCore.dll Buffer Size - Allowing NR To Read MUCH Larger Values From Ini Files And Will No Longer Be Truncated!

- Fixed Bug Where !rstats Was Broken

- Fixed Bug Where !rlog Appeared Twice On !help

- Fixed Bug where !slog Appeared Twice On !help

-Added VIP List

-!slog Command Is Now Done Globally Rather Than Per-Server

-Added !nick Command

-Added !ipage Command

-Added !unipage Command

Subject: Re: NightRegulator BETA 7 Released!

Posted by [Whitedragon](#) on Wed, 20 Jun 2007 01:03:46 GMT

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Bug: When you search for a player by name on the rec ladder it always shows them as rank 1.

Suggestion: Make the player names links and make the search target show in the URL(like I did above) so people can link to their own stats.

Subject: Re: NightRegulator BETA 7 Released!

Posted by [Nightma12](#) on Wed, 20 Jun 2007 02:40:04 GMT

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ok thanks

and yea.. there is an option in the config file that has sommin similar to that, its not on the GUI but can be enabled manually

i think its broken? im not 100% sure though - or how its supposed to work.

perhaps somebody could take a look at it and see what it does?

Subject: Re: NightRegulator BETA 7 Released!

Posted by [PsuFan](#) on Wed, 20 Jun 2007 05:04:46 GMT

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Nightma12 wrote on Tue, 19 June 2007 18:44!suspect - Marks the player as a suspected cheater and places them in a special anti-cheat mode (BIATCH feature)

!trust - Removes the effect of the !untrust command

I think !untrust was renamed !suspect, But you just forgot to change it in the !trust command.

Well porting my plugin took longer then expected, But I promised it tonight.

NR Plugin Information: here

NR Plugin Download (v0.3.1): here

-PsuFan

Subject: Re: NightRegulator BETA 7 Released!
Posted by [Goztow](#) on Wed, 20 Jun 2007 06:40:00 GMT
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I really wouldn't get players to use !suspect as it will cause the game to become almost unplayable for the player that got suspected, especially if your serevr's NUR is lower than 30.

Subject: Re: NightRegulator BETA 7 Released!
Posted by [EvilWhiteDragon](#) on Wed, 20 Jun 2007 09:02:02 GMT
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Goztow wrote on Wed, 20 June 2007 08:40I really wouldn't get players to use !suspect as it will cause the game to become almost unplayable for the player that got suspected, especially if your serevr's NUR is lower than 30.

Yes the server needs to have a good connection with the player and the NUR should definitively not be lower then 20 or so for it to work somewhat.

This will in anyway cause lag for the suspected player, and I think it is very important to include that piece of information.

Subject: Re: NightRegulator BETA 7 Released!
Posted by [Nightma12](#) on Wed, 20 Jun 2007 11:40:20 GMT
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Quote:Usage: !suspect <nick> - Adds a person to the suspected list - people on this list cannot use big head or wall hacks - however they may lag more than others!

thats the exact message stored in the help DB

perhaps i could add a check to not allow the !suspect command to take effect if the nur is less than 20?

Subject: Re: NightRegulator BETA 7 Released!
Posted by [Carrierll](#) on Wed, 20 Jun 2007 18:32:26 GMT

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Most server owners should have their NUR at 30, but I don't know, does the client inherit that setting from the server?

My point is, is it possible to make that command insure that the NUR is above 20?

Subject: Re: NightRegulator BETA 7 Released!
Posted by [Nightma12](#) on Wed, 20 Jun 2007 19:21:49 GMT
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yea... its a simple

If Nur => 20 then lol

Subject: Re: NightRegulator BETA 7 Released!
Posted by [StealthEye](#) on Wed, 20 Jun 2007 19:23:19 GMT
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I personally don't like if software limits me from doing something because of some check that the nur is below 20. It might be a good idea to give some "you should really know what you're doing!" message back to the user of the command however.

Client nur is always 30, unless you did change it yourself, clientside. I had that once and didn't even know it was possible, making me lag terribly all the time, lol.

[edit]

Forgot to say that the changes look nice. We're not using NR though so there is little I can say about it.

Subject: Re: NightRegulator BETA 7 Released!
Posted by [BlueThen](#) on Wed, 20 Jun 2007 20:52:26 GMT
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It auto updated itself from 3.4 to 3.5 beta 3, but I get a error saying "Nightregulator is not a valid win32 program"... :/

Subject: Re: NightRegulator BETA 7 Released!

Posted by [PsuFan](#) on Wed, 20 Jun 2007 21:00:14 GMT

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using vista?

Subject: Re: NightRegulator BETA 7 Released!

Posted by [Nightma12](#) on Wed, 20 Jun 2007 21:01:53 GMT

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wt? lol

did your connection happen to butt-out during the update process? :S

just put the NR.exe, NRplugin.dll, NRcore.dll, NRlinker.dll + NRCommands.dll from 3.4 into your NR dir and run again

Subject: Re: NightRegulator BETA 7 Released!

Posted by [ReNeHiGh](#) on Thu, 21 Jun 2007 04:59:01 GMT

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Uh..yea? Stealth-Server just tried this overnight, and uh...Server Crashed n all

Subject: Re: NightRegulator BETA 7 Released!

Posted by [Nightma12](#) on Thu, 21 Jun 2007 12:19:29 GMT

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the rec ladder?

yea i relized that last night, lol - have a patch out asap

Subject: Re: NightRegulator BETA 7 Released!

Posted by [Nightma12](#) on Thu, 21 Jun 2007 14:33:34 GMT

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patched

Subject: Re: NightRegulator BETA 7 Released!

Posted by [Sn1per74*](#) on Thu, 21 Jun 2007 17:04:58 GMT

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I pressed the page button and my server crashed.

Subject: Re: NightRegulator BETA 7 Released!
Posted by [Nightma12](#) on Thu, 21 Jun 2007 17:14:41 GMT
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page button?

what had you typed into the console?

Subject: Re: NightRegulator BETA 7 Released!
Posted by [Sn1per74*](#) on Thu, 21 Jun 2007 18:10:01 GMT
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nothing....

Edit: I tried it again and it worked it must've been a coincidence it crashed at the same time I pressed the button.

Subject: Re: NightRegulator BETA 7 Released!
Posted by [Nightma12](#) on Thu, 21 Jun 2007 19:34:18 GMT
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erm ok? it was the FDS that crashes?

Subject: Re: NightRegulator BETA 7 Released!
Posted by [PsuFan](#) on Fri, 22 Jun 2007 02:31:39 GMT
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Quote:[Page Sent To: skjdsh]:

and i tried with nothing.. That was in 7i though.

Subject: Re: NightRegulator BETA 7 Released!
Posted by [reborn](#) on Fri, 22 Jun 2007 12:55:56 GMT
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I have not ever bothered looking into regulators too much. I have always left that to toher team members really. But this looks really nice and I would consider trying ti for a while.

I know that the brenbot source isn't public, is the source code for NR public? Or any regulator for that matter other then blazereg?

Subject: Re: NightRegulator BETA 7 Released!
Posted by [Nightma12](#) on Fri, 22 Jun 2007 13:03:58 GMT
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the source is not public - im tryna get an installer for this online because at the moment after installing, you ahve to go though some looooong arse auto-update process lol - which sucks

and no, the source is not available, however is a zip in the NR directory called Source.zip that contains the code needed to create your own plugins and customer commands

Subject: Re: NightRegulator BETA 7 Released!
Posted by [StealthEye](#) on Fri, 22 Jun 2007 13:31:29 GMT
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afaik, the brenbot source is simply available by renaming the exe to .zip. Perl is interpreted code, so the source is available.

Subject: Re: NightRegulator BETA 7 Released!
Posted by [Carrierll](#) on Fri, 22 Jun 2007 13:32:16 GMT
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Technically illegal, it's not an open source project.

Subject: Re: NightRegulator BETA 7 Released!
Posted by [StealthEye](#) on Fri, 22 Jun 2007 13:39:02 GMT
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Just as "view source" is in websites... :/

Subject: Re: NightRegulator BETA 7 Released!
Posted by [Nightma12](#) on Fri, 22 Jun 2007 14:43:42 GMT
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true... BR has some code in it that isnt supposed to be public :/

*cough*renrem+RenGuard*cough*

Subject: Re: NightRegulator BETA 7 Released!
Posted by [reborn](#) on Fri, 22 Jun 2007 15:20:35 GMT

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StealthEye wrote on Fri, 22 June 2007 09:31afaik, the brenbot source is simply available by renaming the exe to .zip. Perl is interpreted code, so the source is available.

Thankyou, I will try this. It would be nice to port it to c++ and have the regulator built as a plug-in to SSGM.

Subject: Re: NightRegulator BETA 7 Released!
Posted by [Dave Anderson](#) on Fri, 22 Jun 2007 18:48:25 GMT
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StealthEye wrote on Fri, 22 June 2007 09:31afaik, the brenbot source is simply available by renaming the exe to .zip. Perl is interpreted code, so the source is available.

And as far as I know, Brenbot is not open source and I don't think danpaul appreciates people sharing ways to get the source of Brenbot.

Subject: Re: NightRegulator BETA 7 Released!
Posted by [trooprm02](#) on Fri, 22 Jun 2007 18:58:27 GMT
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is it true theres a lchiken command to turn people into chicken ingame? If they have the newer scripts?

Subject: Re: NightRegulator BETA 7 Released!
Posted by [Nightma12](#) on Sat, 23 Jun 2007 07:47:18 GMT
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no

Kamuix added that via scripts.dll, and many people believe that its in fact a functionality of NR, which it is not

Subject: Re: NightRegulator BETA 7 Released!
Posted by [EvilWhiteDragon](#) on Sat, 23 Jun 2007 12:38:19 GMT
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Reborn wrote on Fri, 22 June 2007 17:20StealthEye wrote on Fri, 22 June 2007 09:31afaik, the brenbot source is simply available by renaming the exe to .zip. Perl is interpreted code, so the

source is available.

Thankyou, I will try this. It would be nice to port it to c++ and have the regulator built as a plug-in to SSGM.

Might as well offer help to dp, as from what I heard he is (planning) to do something like that.

Subject: Re: NightRegulator BETA 7 Released!
Posted by [Caveman](#) on Sat, 23 Jun 2007 12:50:02 GMT
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EvilWhiteDragon wrote on Sat, 23 June 2007 13:38Reborn wrote on Fri, 22 June 2007 17:20StealthEye wrote on Fri, 22 June 2007 09:31afaik, the brenbot source is simply available by renaming the exe to .zip. Perl is interpreted code, so the source is available.

Thankyou, I will try this. It would be nice to port it to c++ and have the regulator built as a plug-in to SSGM.

Might as well offer help to dp, as from what I heard he is (planning) to do something like that.

From my understand, DP is porting BrenBot into C++ for fun. I don't think he'll actually make it pubically useable. But don't hold me to that. You'd be best to ask DP about it.

Subject: Re: NightRegulator BETA 7 Released!
Posted by [Dave Anderson](#) on Sat, 23 Jun 2007 15:17:46 GMT
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Quote:Thankyou, I will try this. It would be nice to port it to c++ and have the regulator built as a plug-in to SSGM.

The Sbot is plugged into SSGM already.

Subject: Re: NightRegulator BETA 7 Released!
Posted by [PsuFan](#) on Sat, 23 Jun 2007 17:12:06 GMT
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Dave S. Anderson wrote on Sat, 23 June 2007 10:17Quote:Thankyou, I will try this. It would be nice to port it to c++ and have the regulator built as a plug-in to SSGM.

The Sbot is plugged into SSGM already.

Want a cookie? lol

Subject: Re: NightRegulator BETA 7 Released!
Posted by [Dave Anderson](#) on Sat, 23 Jun 2007 18:26:43 GMT
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No, but I'm sure Daniel would.
Edit: And congratulations on the progress Nightma. Keep up the good work.

Subject: Re: NightRegulator BETA 7 Released!
Posted by [HaOsLsE](#) on Thu, 28 Jun 2007 18:36:44 GMT
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Nice work Nightma...ppl rag on you sometimes. Glad you stick around and continue to work on your bot. I seem to always check it out...it's gone a long ways over the years. and you seem to be the busiest at trying to keep your bot moving forward. Congrats.
