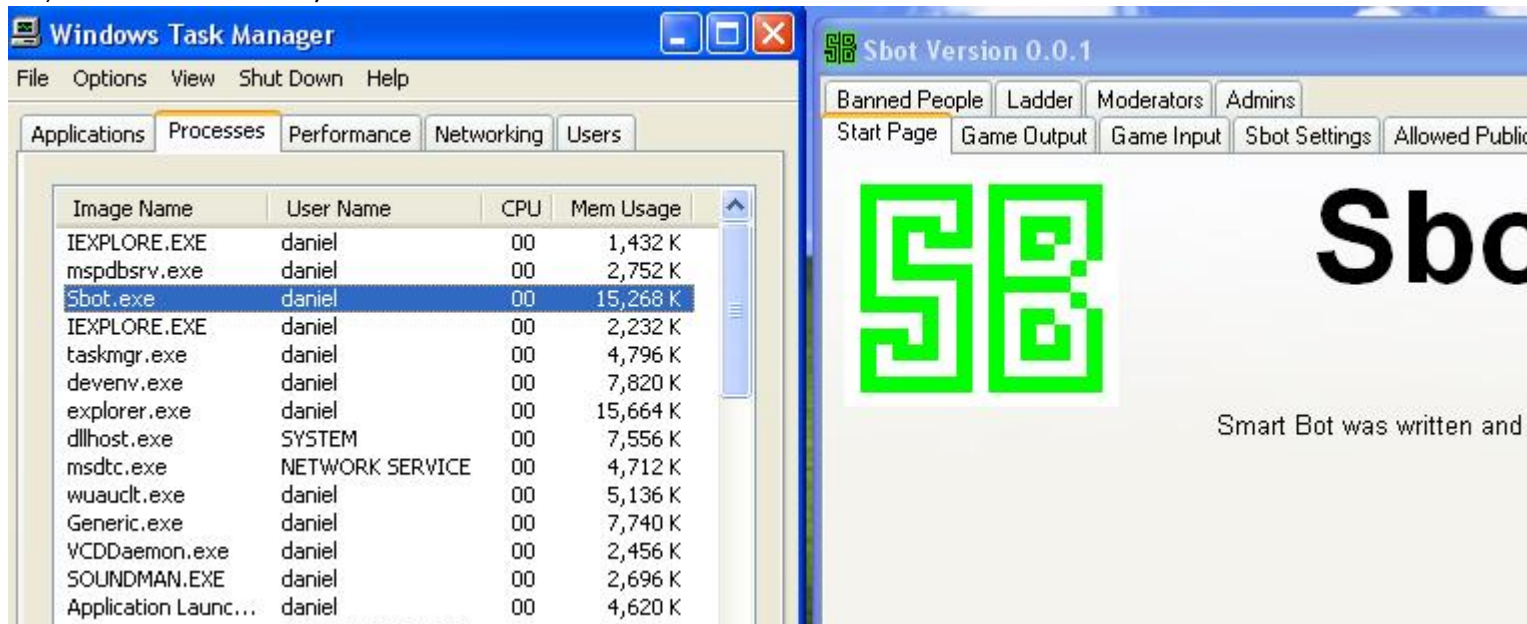

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Sat, 20 Jan 2007 17:00:14 GMT
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Ok, i thought i would give an update on the Sbot.

First of all, im doing in GUI. like NR. Second of all, its going to be like BR - decret, uses low memory. its also going to be like NR, very cusomisable and has lots of commands to offer. Your thinking, is he mad!? a GUI, well. i got a way of desroying the GUI and leaving the program running. so when you want to edit anything inGame yo just bring the GUI back and there you have it. when you want to leave it, just minimise it and its using low memory. At the moment, withough any code (just the GUI) it uses 1.5Mb of RAM minimized.

File Attachments

1) [Sbot-1.JPG](#), downloaded 3229 times



2) [Sbot-lowMemory.JPG](#), downloaded 3239 times

This screenshot shows a portion of the Windows Task Manager 'Processes' tab, focusing on the memory usage of Sbot.exe. The table lists various system and user processes, with Sbot.exe highlighted to show its current memory consumption.

Image Name	User Name	CPU	Mem Usage
IEXPLORE.EXE	daniel	00	1,704 K
mspdbsrv.exe	daniel	00	2,704 K
Sbot.exe	daniel	00	1,748 K
IEXPLORE.EXE	daniel	00	2,984 K
taskmgr.exe	daniel	00	2,320 K
devenv.exe	daniel	00	9,332 K
explorer.exe	daniel	00	15,704 K
dllhost.exe	SYSTEM	00	7,556 K