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Subject: Re: Sbot

Posted by [Genesis2001](#) on Wed, 11 Apr 2007 21:46:02 GMT

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bluethen wrote on Wed, 11 April 2007 12:42 Maybe programs like this needs a team to build. I'm unsure if one person can create something this big.

Negative. The majority of BRenBot, to my knowledge, is coded solely by danpaul.

EDIT: After speaking with gamemodding, I will be taking on the SBot project. SBot will be implemented into the current work of mine called "NeoServ" which is pretty much the same thing as SBot only in earlier stages of development. Betas will be released via Neo Gods Forums (Private betas for now)

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