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Subject: Re: Making a bot

Posted by [reborn](#) on Mon, 02 Nov 2009 10:10:25 GMT

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If he's writing it as a plug-in for SSGM then VisualStudio will open it for him, but he will need to write it in C++.

If he's trying to modify BR.NET then that will also open in VisualStudio, but I believe it's written in VB.

If it was me, I would go for the plug-in option. It would be better performance wise (not reading log files, too much I/O is a real CPU hitter), and you'll find more support for C++ and writing SSGM plug-in's on this forum.

However, it seems clear that you're a beginner. I would not aim so high for a first project. There's throwing yourself in at the deep end, then there's going for a swim with sharks in a baby seal costume.

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