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Subject: When is teh new B0t coming out?

Posted by [God of Death](#) on Wed, 09 Feb 2005 03:30:33 GMT

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When is teh new b0t comming out that will fix the problems of the first one such as the gay crates and the problem with !setnextmap and such... Also while at it can u just make a bot with the gay crates and one packaged without. Those crates are really pissing me off due to the fact that we cant play clanwars with a thing that has the potential of giving u vehicles or 'god' mode. Anyway, when is the new fix or new version comming out? I do like a lot of the features in the b0t, don't get me wrong its just those mods I can do without.

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Subject: When is teh new B0t coming out?

Posted by [mac](#) on Wed, 09 Feb 2005 04:08:30 GMT

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Edit server2.cfg to disable all the extra crates,

or replace scripts.dll with an older SSAOW scripts.dll, which removes all the crates.

I'm taking a hiatus in coding, so no more work from me in a while.

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Subject: When is teh new B0t coming out?

Posted by [God of Death](#) on Wed, 09 Feb 2005 23:18:42 GMT

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where can i get an older SSAoW scripts.dll?

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Subject: When is teh new B0t coming out?

Posted by [danpaul88](#) on Thu, 10 Feb 2005 22:01:45 GMT

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why would you want one :rolleyes:

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Subject: When is teh new B0t coming out?

Posted by [God of Death](#) on Fri, 11 Feb 2005 00:45:49 GMT

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Well if u read the post above it says clearly y i want one... I can't get rid of the gay crates!

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Subject: When is teh new B0t coming out?

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Posted by [dead6re](#) on Fri, 11 Feb 2005 13:12:02 GMT

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I may look at the newest dll, and find out why the crates won't go and may fix it. Anything else?

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Subject: When is teh new B0t coming out?

Posted by [God of Death](#) on Sat, 12 Feb 2005 04:59:14 GMT

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!setnextmap, when in game , doesnt work either

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