
Subject: Bot

Posted by [ghost](#) on Tue, 04 Apr 2006 01:53:12 GMT

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Well i like the idea of bots being made for us but i kinda wanted to make my own. But what im looking for is what will i need to get it going? Im fimilar with scripts and i was gonna write it just like CS. I just need a list of things u will need to make a bot

Subject: Re: Bot

Posted by [=HT=T-Bird](#) on Tue, 04 Apr 2006 02:00:36 GMT

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You need

- 1) A way to talk to the FDS (send console commands, read its logs)
 - 2) A way to talk to an IRC server (either hijack an existing IRC client or use your own)
 - 3) A programming language and
 - 4) A decent database (SQLite is what BRenBot uses and should work well).
-

Subject: Re: Bot

Posted by [ghost](#) on Tue, 04 Apr 2006 02:05:26 GMT

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=HT=T-Bird wrote on Mon, 03 April 2006 19:00You need

- 1) A way to talk to the FDS (send console commands, read its logs)
- 2) A way to talk to an IRC server (either hijack an existing IRC client or use your own)
- 3) A programming language and
- 4) A decent database (SQLite is what BRenBot uses and should work well).

I can #2-4 but is #1 by any chance fdstalk?

this may sound n00bish but why does server need to save logs???

Subject: Re: Bot

Posted by [=HT=T-Bird](#) on Tue, 04 Apr 2006 11:32:33 GMT

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The logs tell you chat, etc...and FDSTalk works, you'll just have to slurp console-command replies out of the Renlog.

Subject: Re: Bot

Posted by [ghost](#) on Tue, 04 Apr 2006 22:50:26 GMT

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=HT=T-Bird wrote on Tue, 04 April 2006 04:32The logs tell you chat, etc...and FDS Talk works, you'll just have to slurp console-command replies out of the Renlog.

Where would obtain "fdstalk"?
couldnt i just take it from a old bot :S

Subject: Re: Bot
Posted by [=HT=T-Bird](#) on Tue, 04 Apr 2006 23:06:59 GMT
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ghost wrote on Tue, 04 April 2006 17:50=HT=T-Bird wrote on Tue, 04 April 2006 04:32The logs tell you chat, etc...and FDS Talk works, you'll just have to slurp console-command replies out of the Renlog.

Where would obtain "fdstalk"?
couldnt i just take it from a old bot :S
A copy of fdstalk.dll can be found in the sources to WinRem.

Subject: Re: Bot
Posted by [ghost](#) on Wed, 05 Apr 2006 02:10:13 GMT
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So i need a copy of "FDS Talk" & "WinRem" What else. If you got IRC please tell me so we can discuss this further :S

All i need is the help and tools to make the command !gi. from there i can go on my own (i hope)

```
alias parserenlog {  
  signal FDS $2-  
}
```

```
on *:signal:*FDS*:{  
  msg #abfserv1 $2-  
}
```

Subject: Re: Bot
Posted by [danpaul88](#) on Tue, 25 Apr 2006 15:21:49 GMT
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please tell me you are not trying to write a brenbot style bot using mIRC programming language (

if your not then ok, but it looks like mIRC scripting...)

Subject: Re: Bot
Posted by [AmunRa](#) on Thu, 27 Apr 2006 06:14:23 GMT
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it is, he kept asking me to help him with it

Subject: Re: Bot
Posted by [light](#) on Thu, 27 Apr 2006 09:59:48 GMT
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I'm still wondering why. You have CloudyServ, which pushes mIRC to the limits in some areas of the code.

Subject: Re: Bot
Posted by [=HT=T-Bird](#) on Thu, 27 Apr 2006 11:50:05 GMT
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light wrote on Thu, 27 April 2006 04:59 I'm still wondering why. You have CloudyServ, which pushes mIRC to the limits in some areas of the code.
That's exactly why I chose Standard C++ for my bot...

Subject: Re: Bot
Posted by [light](#) on Thu, 27 Apr 2006 23:03:32 GMT
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=HT=T-Bird wrote on Thu, 27 April 2006 23:50 light wrote on Thu, 27 April 2006 04:59 I'm still wondering why. You have CloudyServ, which pushes mIRC to the limits in some areas of the code.
That's exactly why I chose Standard C++ for my bot...
Yeah, C++ is a good one to go for, if your comfortable with it. I have yet to see mIRC Seg Fault on me
