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Subject: Sbot  
Posted by [jnz](#) on Wed, 11 Apr 2007 08:16:45 GMT  
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Work on Sbot has completely stopped. I'm finding it hard to develop a program such as this. I will release the full sources when i get home today. I will comment them best i can, but be warned, my coding isn't exaclly easy to read.

Out of the ashes comes something new...

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Subject: Re: Sbot  
Posted by [lavamike](#) on Wed, 11 Apr 2007 11:30:29 GMT  
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I heard that you stole !build commands from NR

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Subject: Re: Sbot  
Posted by [jnz](#) on Wed, 11 Apr 2007 12:29:13 GMT  
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You heard wrong.

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Subject: Re: Sbot  
Posted by [Nightma12](#) on Wed, 11 Apr 2007 12:56:59 GMT  
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NR dousnt have a !build command

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Subject: Re: Sbot  
Posted by [Carrierll](#) on Wed, 11 Apr 2007 15:17:57 GMT  
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Yeah, but he stole it from NR anyway

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Subject: Re: Sbot  
Posted by [SeargentSarg](#) on Wed, 11 Apr 2007 18:31:38 GMT  
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I had much hope for SBot too.

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Subject: Re: Sbot

Posted by [BlueThen](#) on Wed, 11 Apr 2007 18:42:46 GMT

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Maybe programs like this needs a team to build. I'm unsure if one person can create something this big.

Unless nightma created his bot himself?

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Subject: Re: Sbot

Posted by [jnz](#) on Wed, 11 Apr 2007 19:00:01 GMT

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No it's not that, i'm just no good enough yet to take on something this big. There were bugs everywhere, things i couldn't do etc...

like i said before though "Out of the ashes comes something new..."

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Subject: Re: Sbot

Posted by [Goztow](#) on Wed, 11 Apr 2007 20:45:38 GMT

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bluethen wrote on Wed, 11 April 2007 20:42 Maybe programs like this needs a team to build. I'm unsure if one person can create something this big.

Unless nightma created his bot himself?

Nightma made his himself at 12 years old. But he seems to be a genius and started small as well

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Subject: Re: Sbot

Posted by [Dave Anderson](#) on Wed, 11 Apr 2007 21:27:01 GMT

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bluethen wrote on Wed, 11 April 2007 20:42 Maybe programs like this needs a team to build. I'm unsure if one person can create something this big.

Unless nightma created his bot himself?

Some projects are best developed alone. Its not as easy as you think it is to share a project like this. Which is why I am developing the DevSuite. hehe.

Anyway, when Dan releases the source I am sure this will be a great contribution to the community.

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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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Subject: Re: Sbot

Posted by [Dave Anderson](#) on Wed, 11 Apr 2007 22:09:15 GMT

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To clear up the above post, Mathk1ll is using source code from the SBot to make NeoServ; he is not taking on the SBot project. The SBot project and the SBot names/dependencies are still the property of Dan. I apologize I cannot discuss more at this time.

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Subject: Re: Sbot

Posted by [jnz](#) on Wed, 11 Apr 2007 22:21:24 GMT

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<http://www.dansprojects.com/Sbot/Sbot.rar>

Since i have kindly released this, i would like to ask that i am credited for any of the source used. I would also like to ask, that the GUI or the name Sbot isn't used either.

i'm uploading SbotSS soon(the sever part). Same goes with that.

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Subject: Re: Sbot

Posted by [Genesis2001](#) on Wed, 11 Apr 2007 22:24:57 GMT

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Dave is Correct. I probably would've clarified that but I lost my edit button...

Anyways, Yea, Dave is right in that I will be using SBot source in NeoServ. Below is our Convs. from MSN:

Quote:

MathK1LL: Mind if I take on the project?

Daniel Astbury: you can, ofc. but i wouldn't. i would take snippets and just write your own.

MathK1LL: Yea

MathK1LL: thats what i was planning on doing

Daniel Astbury: the sources are uploading now.

MathK1LL: NeoServ using SBot scripts

MathK1LL:

MathK1LL: appropriate credits will be applied

Daniel Astbury: thanks

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Subject: Re: Sbot

Posted by [Genesis2001](#) on Wed, 11 Apr 2007 22:28:48 GMT

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lavamike wrote on Wed, 11 April 2007 05:30I heard that you stole !build commands from NR

oh and btw, you're prolly thinking of Kamuix's server which he uses NR and has customized his own scripts.dll for his server.

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Subject: Re: Sbot

Posted by [danpaul88](#) on Wed, 11 Apr 2007 22:48:07 GMT

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MathK1LL wrote on Wed, 11 April 2007 22:46bluethen wrote on Wed, 11 April 2007 12:42Maybe 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.

I didn't originally create BRenbot, I am simply the latest in a series of coders. Blazer created the original BRenBot (hence the name BlazeRegulator), and mac also did a lot of work on the versions up to 1.41. After that there was not much dev done until PackHunter stepped in to continue work on the early 1.43 code, and after a while I took over from PackHunter as he had other commitments.

Yes, a lot of the new code is by me, but there is still a heck of a lot of code from the original BRenBot, and most of the new stuff is based on the old code.

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Subject: Re: Sbot

Posted by [CarrierII](#) on Wed, 11 Apr 2007 23:43:58 GMT

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Only the old code had memory leaks that turned the server into a mess. :s  
(No offense, the thing was damn useful, just needed restarting)

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