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Subject: Bots

Posted by [\\_SSnipe\\_](#) on Fri, 28 Mar 2008 05:19:38 GMT

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Is it possible for someones bot to join a public server.....

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Subject: Re: Bots

Posted by [mrÃ£Ã§Ã·z](#) on Fri, 28 Mar 2008 14:55:30 GMT

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Sorry, i dont really understand

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Subject: Re: Bots

Posted by [TD](#) on Fri, 28 Mar 2008 14:56:43 GMT

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Define 'bots'.

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Subject: Re: Bots

Posted by [Carrierll](#) on Fri, 28 Mar 2008 15:33:39 GMT

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The only person "known" to have an easily controllable Renegade client "bot" is SK, and I doubt he'd use it for that.

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Subject: Re: Bots

Posted by [\\_SSnipe\\_](#) on Fri, 28 Mar 2008 15:55:18 GMT

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what i mean is when people mod thsy add bots with scripts....to chase people ot repair or attack....can someone somehow make a bot like that a AI BOT and make it join a server...?

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Subject: Re: Bots

Posted by [mrÃ£Ã§Ã·z](#) on Fri, 28 Mar 2008 16:01:24 GMT

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like !Buy AI an then it spawns a Soldier that Defends you ?

i have a code and you can Command him !Follow and !Stay

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all Serverside

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Subject: Re: Bots

Posted by [Lone0001](#) on Fri, 28 Mar 2008 16:04:56 GMT

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I think he means like if it is possible to make a bot that will join a server which is not possible.

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Subject: Re: Bots

Posted by [Romaner](#) on Fri, 28 Mar 2008 17:05:47 GMT

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would be a great idea though... have AI that will follow you all game and repair you.

i remember MP servers had AI bots just sitting there at certain spots on maps like mesa and repairing anyone that would walk by... but they would not follow you just point at you with their rapir gun and if you get close enough you get free repairs

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Subject: Re: Bots

Posted by [BlueThen](#) on Fri, 28 Mar 2008 19:54:35 GMT

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Wouldn't that be cheating?

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Subject: Re: Bots

Posted by [Lone0001](#) on Fri, 28 Mar 2008 22:04:33 GMT

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You guys still don't seem to understand, he does not want a bot ingame, he is wondering if it is possible to make a bot that can join any server of choice like any person would normally, which is not possible.

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Subject: Re: Bots

Posted by [Veyrdite](#) on Sun, 30 Mar 2008 05:22:05 GMT

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It is possible, just difficult to develop.

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Subject: Re: Bots  
Posted by [jnz](#) on Sun, 30 Mar 2008 06:03:37 GMT  
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It's possible and not too hard. I don't see why you would want to though.

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Subject: Re: Bots  
Posted by [bisen11](#) on Sun, 30 Mar 2008 07:44:09 GMT  
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Originally Blue wrote on Fri, 28 March 2008 14:54Wouldn't that be cheating?  
Yeah but if it were possible it'd be kinda fun lol. Instant army of bots rush. Too bad they don't attack structures well.

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Subject: Re: Bots  
Posted by [havoc9826](#) on Thu, 03 Apr 2008 04:40:24 GMT  
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Ssnipe just wants something else to do because he didn't get the response he wanted to this:  
Clicky

---

#### File Attachments

1) [tanner2007.jpg](#), downloaded 993 times

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**[Help] - Few Questions**

03-21-2008, 10:01 PM

tanner2007

n00bie



Join Date: Jan 2007


Posts: 6

Reputation: -55  
Rep Power: 0




tanner2007 is offline

**[Help] - Few Questions**

Can the latest  work on scripts 3.4.4?

also

someone told me theres another hack that can go around scripts thats  but with a differe

Please and thank you

03-21-2008, 11:05 PM

mandai

Moderator



Join Date: May 2007

Location: UK

Posts: 222

Reputation: 912
Rep Power: 24



Right now 1.3.3 won't work with the official scripts 3.4.4 release but in theory it would build of the scripts (since the scripts project is open source) and make it compatible with

Quote:

someone told me theres another hack that can go around scripts thats  but with a di

If there was it would most likely just be someone who modified thier copy of scripts like exp

*Last edited by mandai : 03-21-2008 at 11:07 PM.*

Subject: Re: Bots

Posted by [SSnipe](#) on Thu, 03 Apr 2008 05:56:08 GMT

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havoc9826 wrote on Wed, 02 April 2008 21:40Snipe just wants something else to do because he didn't get the response he wanted to this:

Clicky

NO im not fucking hacking i was finding out to see if the new scripts block \*cheat name removed\*cuase if u go to the xpz marathon we force scripts to ones we think use \*cheat name removed\*cause the lastest scripts are onyl thing that stop that new \*cheat name removed\*then someone told me they been bypassed and a new \*cheat name removed\*came out.....if i wanted to hack i whould use a different nick name

i mean to leanr how to find and caught hacks you have to knwo how they work and what stops them

i dont hack thank u i got the latest scripts and reneagde resurrection and when it works rg

stop stop talkign shit unless u know whats going on....matter of fatc why are you on those fourms anyways....

i dont care if u guys bealive me or not i go in ur server im not even that good at gameplay and ill do any test and download anything u ask me to

i request this gets locked before people start talkign without knowing whats really going on

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Subject: Re: Bots

Posted by [Rocko](#) on Thu, 03 Apr 2008 06:59:44 GMT

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fukin haker

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Subject: Re: Bots

Posted by [sadukar09](#) on Thu, 03 Apr 2008 12:09:45 GMT

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Another cheater gets caught, and gets thrown down the drain.

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Subject: Re: Bots

Posted by [\\_SSnipe\\_](#) on Thu, 03 Apr 2008 13:58:25 GMT

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sadukar09 wrote on Thu, 03 April 2008 05:09Another cheater gets caught, and gets thrown down the drain.

lol sure! everyone knows my past....but thats how iv caught so many hackers

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Subject: Re: Bots  
Posted by [\\_SSnipe\\_](#) on Thu, 03 Apr 2008 17:48:57 GMT  
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maybe u should not put the link up?

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Subject: Re: Bots  
Posted by [Goztow](#) on Thu, 03 Apr 2008 17:51:35 GMT  
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SSnipe wrote on Thu, 03 April 2008 19:48 maybe u should not put the link up?  
What link?

Warning+1 btw, MSwindows: don't post links to cheat sites, even when their url changed recently.

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Subject: Re: Bots  
Posted by [Goztow](#) on Thu, 03 Apr 2008 18:00:40 GMT  
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7 days ban for MSwindows for posting a link to a cheat site in public forums - twice, after he got warned for it.

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Subject: Re: Bots  
Posted by [\\_SSnipe\\_](#) on Thu, 03 Apr 2008 18:01:27 GMT  
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ty now can u lock this? lol

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