Subject: Bots Posted by \_SSnipe\_ on Fri, 28 Mar 2008 05:19:38 GMT View Forum Message <> Reply to Message

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

Subject: Re: Bots Posted by mrA£A§A·z

on Fri, 28 Mar 2008 14:55:30 GMT

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Sorry, i dont really understand

Subject: Re: Bots Posted by TD on Fri, 28 Mar 2008 14:56:43 GMT View Forum Message <> Reply to Message

Define 'bots'.

Subject: Re: Bots Posted by Carrierll on Fri, 28 Mar 2008 15:33:39 GMT View Forum Message <> Reply to Message

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

Subject: Re: Bots Posted by <u>SSnipe</u> on Fri, 28 Mar 2008 15:55:18 GMT View Forum Message <> Reply to Message

what i mean is when people mod they 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...?

Subject: Re: Bots Posted by mrA£A§A·z on Fri, 28 Mar 2008 16:01:24 GMT View Forum Message <> Reply to Message

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

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

Subject: Re: Bots Posted by Lone0001 on Fri, 28 Mar 2008 16:04:56 GMT View Forum Message <> Reply to Message

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

Subject: Re: Bots Posted by Romaner on Fri, 28 Mar 2008 17:05:47 GMT View Forum Message <> Reply to Message

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

Subject: Re: Bots Posted by BlueThen on Fri, 28 Mar 2008 19:54:35 GMT View Forum Message <> Reply to Message

Wouldn't that be cheating?

Subject: Re: Bots Posted by Lone0001 on Fri, 28 Mar 2008 22:04:33 GMT View Forum Message <> Reply to Message

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.

Subject: Re: Bots Posted by Veyrdite on Sun, 30 Mar 2008 05:22:05 GMT View Forum Message <> Reply to Message

It is possible, just difficult to develop.

## Subject: Re: Bots Posted by jnz on Sun, 30 Mar 2008 06:03:37 GMT View Forum Message <> Reply to Message

It's possible and not too hard. I don't see why you would want to though.

Subject: Re: Bots Posted by bisen11 on Sun, 30 Mar 2008 07:44:09 GMT View Forum Message <> Reply to Message

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 IoI. Instant army of bots rush. Too bad they don't attack structures well.

Subject: Re: Bots Posted by havoc9826 on Thu, 03 Apr 2008 04:40:24 GMT View Forum Message <> Reply to Message

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 735 times

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03-21-2008, 11:05 PM <u>mandai</u> Moderator	Right now 1.3.3 won't work with the official scripts 3.4.4 release but in theory is build of the scripts (since the scripts project is open source) and make it compatible
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## Subject: Re: Bots Posted by \_SSnipe\_ on Thu, 03 Apr 2008 05:56:08 GMT View Forum Message <> Reply to Message

havoc9826 wrote on Wed, 02 April 2008 21:40Ssnipe 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 caugh 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

Subject: Re: Bots Posted by Rocko on Thu, 03 Apr 2008 06:59:44 GMT View Forum Message <> Reply to Message

fukin haker

Subject: Re: Bots Posted by sadukar09 on Thu, 03 Apr 2008 12:09:45 GMT View Forum Message <> Reply to Message

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

Subject: Re: Bots Posted by <u>SSnipe</u> on Thu, 03 Apr 2008 13:58:25 GMT View Forum Message <> Reply to Message

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

## Subject: Re: Bots Posted by <u>SSnipe</u> on Thu, 03 Apr 2008 17:48:57 GMT View Forum Message <> Reply to Message

maybe u should not put the link up?

Subject: Re: Bots Posted by Goztow on Thu, 03 Apr 2008 17:51:35 GMT View Forum Message <> Reply to Message

SSnipe wrote on Thu, 03 April 2008 19:48maybe 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.

Subject: Re: Bots Posted by Goztow on Thu, 03 Apr 2008 18:00:40 GMT View Forum Message <> Reply to Message

7 days ban for MSwindows for posting a link to a cheat site in public forums - twice, after he got warned for it.

Subject: Re: Bots Posted by <u>SSnipe</u> on Thu, 03 Apr 2008 18:01:27 GMT View Forum Message <> Reply to Message

ty now can u lock this? lol

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