Subject: Looking for testers for a bot/regulator I'm working on.
Posted by iRANian on Sat, 04 Feb 2012 15:46:29 GMT

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I'm working on a bot/regulator SSGM 4.0 plugin that's directly integrated into the FDS. I'll be able to release an alpha version in a few weeks. It's crucial that the bot is tested because it's easy to crash programs written in C++ and if the bot crashes it'll take down the whole FDS (as the bot is a plugin executed directly by the FDS).

The bot is based on a heavily modified and stripped down version of OnOeS. It's extremely fast, small (around ~1700 actual lines of code) and simple for a person with some scripts.dll API programming experience to extend, it'll include all the major features that you'd expect of a bot.

I'm especially looking for a team or server owner that's willing to test, keeping in mind that they'll be testing an alpha that'll crash the whole server if the bot crashes.