
Subject: Official SBot Thread

Posted by [jnz](#) on Mon, 28 Aug 2006 22:37:38 GMT

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i am going to post any updates here, i have 1.0 out but to break a promise it has not got a ladder built in yet.

i have added:

more memory leaks cleared up;
a dialog to send commands to FDS;
a nice little icon to go with it.

download it here: http://www.help-linux.com/stuff/H-L_Bot-1.0.zip

hopefully for 2.0 i am going to have:

RG server;
ladders;
more commands;
dynamic custom map loading.

i am going to rename it soon as my help-linux site is going down, any suggestions would be much appreciated.

Subject: Re: Official HL bot thread

Posted by [SODPaddy](#) on Mon, 28 Aug 2006 22:48:24 GMT

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Cannot start.

Subject: Re: Official HL bot thread

Posted by [futura83](#) on Mon, 28 Aug 2006 22:53:48 GMT

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help-linux wrote on Mon, 28 August 2006 17:37

i am going to rename it soon as my help-linux site is going down, any suggestions would be much appreciated.

how come? you and i worked hard on that.

edit: tell you what, host it on my site if you want so all that coding dosnt get wasted.

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Mon, 28 Aug 2006 22:56:52 GMT
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dont worrie i am getting anouther domain name, i have backed up the whole site.

TGPaddy wrote on Mon, 28 August 2006 23:48Cannot start.
what does it say?

Subject: Re: Official HL bot thread
Posted by [futura83](#) on Mon, 28 Aug 2006 22:57:22 GMT
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oh right.

what happened to help-linux anyway?

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Mon, 28 Aug 2006 22:58:07 GMT
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got bored and omnis are being n00bs

Subject: Re: Official HL bot thread
Posted by [futura83](#) on Mon, 28 Aug 2006 23:03:53 GMT
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omnis? your hosters?

what have they done?

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Mon, 28 Aug 2006 23:17:46 GMT
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wont send me my password for the account. so i cannot pay this months fee.

Subject: Re: Official HL bot thread
Posted by [futura83](#) on Mon, 28 Aug 2006 23:23:24 GMT

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well i can log on to ftp perfectly fine.

or do you mean another password?

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Mon, 28 Aug 2006 23:44:04 GMT
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password for controll panel

Subject: Re: Official HL bot thread
Posted by [futura83](#) on Mon, 28 Aug 2006 23:47:39 GMT
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did that change or is the password the same as ftp?

Subject: Re: Official HL bot thread
Posted by [trooprm02](#) on Tue, 29 Aug 2006 05:00:12 GMT
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I think HL Bot is a good name

and I can't wait for the other fuetures.

1 question, would it be possible to use brenbot plugins with HL Bot?

Subject: Re: Official HL bot thread
Posted by [trooprm02](#) on Tue, 29 Aug 2006 05:02:37 GMT
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I think HL Bot is a good name

and I can't wait for the other fuetures.

1 question, would it be possible to use brenbot plugins with HL Bot?

Subject: Re: Official HL bot thread
Posted by [Nightma12](#) on Tue, 29 Aug 2006 07:42:43 GMT

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Quote:

1 question, would it be possible to use brenbot plugins with HL Bot?

not without alot ofwork on help-linux's part as they are Perl plugins..

Subject: Re: Official HL bot thread

Posted by [futura83](#) on Tue, 29 Aug 2006 09:11:44 GMT

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yeah, and with school starting for us(year 11) in just over a week, i doubt he wont have as much time to do the bot.

Subject: Re: Official HL bot thread

Posted by [SODPaddy](#) on Tue, 29 Aug 2006 09:42:29 GMT

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the17doctor wrote on Tue, 29 August 2006 00:53help-linux wrote on Mon, 28 August 2006 17:37
i am going to rename it soon as my help-linux site is going down, any suggestions would be much appreciated.

how come? you and i worked hard on that.

edit: tell you what, host it on my site if you want so all that coding dosnt get wasted.

Quote:This application could not be started, because those is config not correct

Subject: Re: Official HL bot thread

Posted by [jnz](#) on Tue, 29 Aug 2006 10:12:08 GMT

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Quote:This application could not be started, because those is config not correct[/quote]

the config file, "config.cfg" had not been configured correctly.
on fds_path make sure there is no trailing slash.

plugins from brenbot would not work as the way that brenbot talks to them, if i knew how to make them myself i could make mine a little more universal.

if there is features you would like to suggest, i would work to get them in(exept ladder, i am working on that right now).

the bad thing about HL Bot is that Help-Linux.com is going down, although i mite keep it.

Subject: Re: Official HL bot thread
Posted by [futura83](#) on Tue, 29 Aug 2006 10:55:23 GMT
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TGPaddy wrote on Tue, 29 August 2006 04:42the17doctor wrote on Tue, 29 August 2006 00:53help-linux wrote on Mon, 28 August 2006 17:37
i am going to rename it soon as my help-linux site is going down, any suggestions would be much appreciated.

how come? you and i worked hard on that.

edit: tell you what, host it on my site if you want so all that coding dosnt get wasted.

Quote:This application could not be started, because those is config not correct

i was talking about the site, as help-linux has said, the site is going down, me and him worked on the forum quite a bit.(it isnt finished though)

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Tue, 29 Aug 2006 11:13:49 GMT
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the17doctor wrote on Tue, 29 August 2006 11:55TGPaddy wrote on Tue, 29 August 2006 04:42the17doctor wrote on Tue, 29 August 2006 00:53help-linux wrote on Mon, 28 August 2006 17:37
i am going to rename it soon as my help-linux site is going down, any suggestions would be much appreciated.

how come? you and i worked hard on that.

edit: tell you what, host it on my site if you want so all that coding dosnt get wasted.

Quote:This application could not be started, because those is config not correct

i was talking about the site, as help-linux has said, the site is going down, me and him worked on the forum quite a bit.(it isnt finished though)

and as i said before, i have backed the whole thing up onto my computer ready for the next domain name.

Subject: Re: Official HL bot thread
Posted by [futura83](#) on Tue, 29 Aug 2006 11:30:55 GMT
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i know.

Subject: Re: Official HL bot thread
Posted by [Nightma12](#) on Tue, 29 Aug 2006 12:41:58 GMT
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Quote:plugins from brenbot would not work as the way that brenbot talks to them, if i knew how to make them myself i could make mine a little more universal.

it shouldnt b too hard to get NR plugins working in HL Bot?

all you would have to do would b to place the dlls in yor bot dir.. then call the right functions

Subject: Re: Official HL bot thread
Posted by [SODPaddy](#) on Tue, 29 Aug 2006 13:09:11 GMT
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Quote:
fds_path = C:\Westwood\RenegadeFDS\Server

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Tue, 29 Aug 2006 14:31:55 GMT
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TGPaddy wrote on Tue, 29 August 2006 14:09Quote:
fds_path = C:\Westwood\RenegadeFDS\Server

can i have a screen shot

Nightma12 wrote on Tue, 29 August 2006 13:41Quote:plugins from brenbot would not work as the way that brenbot talks to them, if i knew how to make them myself i could make mine a little more universal.

it shouldnt b too hard to get NR plugins working in HL Bot?

all you would have to do would b to place the dlls in yor bot dir.. then call the right functions

unfortanetly the bot will only call dllparse function and send to the fds what it returned unless it is ""

Subject: Re: Official HL bot thread
Posted by [SODPaddy](#) on Tue, 29 Aug 2006 15:00:00 GMT
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i have a screenshot but its German.

Where must HL bot insert?

File Attachments

1) [error.jpg](#), downloaded 3047 times



Subject: Re: Official HL bot thread
Posted by [jnz](#) on Tue, 29 Aug 2006 15:28:17 GMT
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ROFL, this is a stand alone bot, read the readme!

Subject: Re: Official HL bot thread
Posted by [SODPaddy](#) on Tue, 29 Aug 2006 16:26:20 GMT

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Quote:HL-Bot made by Daniel Astbury

Hi, thanks for testing this for me.

just put make sure all files in zip are in one folder. edit config.cfg.

fds_ip = The remote ip address FDS listens on eg: 127.0.0.1
fds_port = this is the port FDS listens on eg: 4848
fds_pass = this is your admin password for FDS eg: My_great_password
auto_secs = this is the number of seconds to wait till the next auto announce
Note: if this is set to something other than a number it will probably crash the bot

edit rules.txt for the command !rules
edit auto.txt for the autoannounce 1 line = an announcement.

if you type in public chat "hi, hey" or "hello" the bot will reply to this.

Thanks to Cat998 for helping me get the UDP socket open.

as of 0.80 there is now plugin support!!! just create a dll with the function:

```
const char * dllparse(char * message)
{
    //do something with message here
}
```

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Tue, 29 Aug 2006 17:08:48 GMT
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hmm, must of put an old readme in here. what made you think it was a plugin?

anyway here is a updated version of the readme:
http://www.help-linux.com/stuff/H-L_Bot-1.0.zip

Subject: Re: Official HL bot thread
Posted by [Nightma12](#) on Tue, 29 Aug 2006 17:20:24 GMT
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Nightma12 wrote on Tue, 29 August 2006 13:41Quote:plugins from brenbot would not work as the

way that brenbot talks to them, if i knew how to make them myself i could make mine a little more universal.

it shouldnt b too hard to get NR plugins working in HL Bot?

all you would have to do would b to place the dlls in yor bot dir.. then call the right functions

unfortanetly the bot will only call dllparse function and send to the fds what it returned unless it is ""

[/quote]

meaning you edit the bot to call the right functions

what would be nice would be some kind of universal plugin system across all the bots

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Tue, 29 Aug 2006 17:26:53 GMT
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does anybody know any plugin tutorials for brenbot? i could make it universal to brenbot

Subject: Re: Official HL bot thread
Posted by [Nightma12](#) on Tue, 29 Aug 2006 18:04:39 GMT
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you would have some issues with that as you would need to be able to compile Perl....

NR plugins would just b a case of calling a few functions lol

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Tue, 29 Aug 2006 19:02:38 GMT
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it is easy to compile perl, but it would have to be in a dll and it would also have to be wrapped.

Subject: Re: Official HL bot thread
Posted by [Nightma12](#) on Tue, 29 Aug 2006 19:14:29 GMT
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i dont see how you would b able to do that.... but give it a shot!

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Tue, 29 Aug 2006 19:40:36 GMT
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but first of all i need to know how to create them in the first place lol

Subject: Re: Official HL bot thread
Posted by [AmunRa](#) on Tue, 29 Aug 2006 19:42:09 GMT
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all brenbot really is is perl scripts compacted into an executable file. Therefore you cannot make a dll out of perl.

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Tue, 29 Aug 2006 19:57:12 GMT
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ok, i had a thought. i could create a command system where the bot parses the commands eg:

```
Trigger = !help
Arguments = 0
send_to_fds = ppage <player_id> commands are: !help
```

or

```
Trigger = !help
Arguments = 1
if <Argument 1> == help
then send_to_fds = ppage <player_id> this will display all the commands
else send_to_fds = ppage <player_id> command not found!
```

do you think this could be a good plugin routine?

Subject: Re: Official HL bot thread
Posted by [Nightma12](#) on Tue, 29 Aug 2006 21:03:30 GMT
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take a look at the NR plugin compabilities:

www.aohost.co.uk/NRplugin.dll.txt

^^ that is a list of functions within NRplugin that can be used as hooks

and heres a list of functions within NRcore.dll that you are able to call from the plugin:

www.aohost.co.uk/NRcore.dll.txt

i also have an NRCommands.dll.txt and when you add a command into it it REALYL DOES feel as if it is really built into the bot... even the permission structure is easy to replicate with good documentation so the command even appears on the GUI....

thats basically the kind of thing that you would need to do to have a decent + powerful plugin system

i really doubt any of your current systems would be sufficient enough to create powerful plugins, although your commands system has potential, it would need alot of upgrades as your basically writing your own language... its best to stick inside dlls and stick with a language well known (eg, C++)

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Tue, 29 Aug 2006 22:11:33 GMT
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Nightma12 wrote on Tue, 29 August 2006 22:03

i really doubt any of your current systems would be sufficient enough to create powerful plugins, although your commands system has potential, it would need alot of upgrades as your basically writing your own language... its best to stick inside dlls and stick with a language well known (eg, C++)

thanks for the advice! i am doing it in c++, i have a 2.0 with this implimented. it took a long time but i did it, well here it is: http://www.help-linux.com/stuff/H-L_Bot-2.0.zip

it is very small at the moment but i getting the hang of writing it. the code that parses plugin.txt is already capable of parsing multible things but i am tired and cannot think logically anymore. i have included a sample plugin.txt, that impliments the !website command. enjoy!

Subject: Re: Official HL bot thread

Posted by [jnz](#) on Tue, 29 Aug 2006 22:19:14 GMT

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i had a look at those source files and i am no VN programmer, seriously(lol spelling) me and VB dont mix. i hate the syntax!

but nice programming, nightregulator is the best out yet. but i have a question, i see that there is a list of bad names, but what if someone actually has those names? like "gdi" or "nod" in fact there is a player called "nod" so he cannot join any server with NR running on it or am i just reading it wrong?

Subject: Re: Official HL bot thread

Posted by [futura83](#) on Tue, 29 Aug 2006 22:53:08 GMT

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im gonna learn vb to create a few plugins for NR.

Subject: Re: Official HL bot thread

Posted by [Nightma12](#) on Tue, 29 Aug 2006 22:53:10 GMT

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Quote:i see that there is a list of bad names, but what if someone actually has those names? like "gdi" or "nod" in fact there is a player called "nod" so he cannot join any server with NR running on it or am i just reading it wrong?

those names are there either coz of FDS exploits, or coz it fucks up the parsing on NR

if somebody join under the name NOD, it fucks up the game_info command, as renlog will output NOD: 23/32, but then the player could type things like 0/32 and NR would then think that nobody is on team NOD... so i make it auto-kick names that would screw something up

the server owner would either have to disable auto-kick malicious nicks on the NR Settings tab, or edit NRplugin.dll to remove the name

EDIT: some names are in there just so that someone doesnt join with a dodgey nickname too lol

Subject: Re: Official HL bot thread

Posted by [jnz](#) on Tue, 29 Aug 2006 22:59:09 GMT

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ah, i knew it would be something like that.

anyways, this is off topic but what do you think of the image in my sig? i am a first timer so go easy.

Subject: Re: Official HL bot thread
Posted by [futura83](#) on Tue, 29 Aug 2006 23:00:16 GMT
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it's good.

this is also off topic, but where can i get visual basic 6.0(yes, i used google to no luck)

Subject: Re: Official HL bot thread
Posted by [Nightma12](#) on Tue, 29 Aug 2006 23:03:05 GMT
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PM

EDIT: help-linux, and yeah, it could be better but for a first timer it looks pretty good!

i know i couldnt do any better!

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Tue, 29 Aug 2006 23:04:56 GMT
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or that website i tolf you about begining with a "ph"

Subject: Re: Official HL bot thread
Posted by [futura83](#) on Tue, 29 Aug 2006 23:06:54 GMT
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i forgot about that.

but anyway, nightma, linked me to a download.

thanks again

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Tue, 29 Aug 2006 23:45:21 GMT
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Nightma12 wrote on Wed, 30 August 2006 00:03PM

EDIT: help-linux, and yeah, it could be better but for a first timer it looks pretty good!

i know i couldnt do any better!

thanks!

i just realized, take a look at this: <http://help-linux.com/stuff/HL.png>

it looks like the letters are popping out of the screen.

Subject: Re: Official HL bot thread

Posted by [jnz](#) on Wed, 30 Aug 2006 11:34:08 GMT

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i have improved the parseing engine for plugin.txt and added a renegade server startup question at the begining.

http://www.help-linux.com/stuff/H-L_Bot-2.1.zip

looking forward to some coments.

Subject: Re: Official HL bot thread

Posted by [jnz](#) on Wed, 30 Aug 2006 22:25:02 GMT

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HL Bot 2.2 is here!: http://www.help-linux.com/stuff/H-L_Bot-2.2.zip

i was wondering weather i should add an installer, so you only download one file, an *.msi, should i?

Subject: Re: Official HL bot thread

Posted by [futura83](#) on Wed, 30 Aug 2006 22:27:17 GMT

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might as well, that way, users can configure it in one convenient installer and also put icons in their start menu without haveing to manually do it.

Subject: Re: Official HL bot thread

Posted by [jnz](#) on Wed, 30 Aug 2006 23:31:55 GMT

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here is is then: <http://www.help-linux.com/stuff/HL-Bot-2.20.msi>

hope this is easier

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Thu, 31 Aug 2006 23:50:18 GMT
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i am having a problem, i have asked this before but i casnnot find the thread.

when you type "pinfo" into the fds with is the output eg:

player_id, player_name, score,

etc.

i already know this:

ID,player name,score,team,ping,ip;port,kbits,something,kills,deaths,cr edits,something

Subject: Re: Official HL bot thread
Posted by [Whitedragon](#) on Fri, 01 Sep 2006 00:04:04 GMT
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Quote:PINFO new console command to print information about players in the game.

Data is comma delimited and is printed in the following order:

Player ID

Player Name

Player Score

Player Team

Player Ping

Player IP

Player KB/s

Player Rank (position in the player list)

Player Kills

Player Deaths

Player Money

Player Kill/Death Ratio

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Fri, 01 Sep 2006 00:09:40 GMT
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ahhh, thanks!

thank you very much indeed.

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Fri, 01 Sep 2006 00:29:49 GMT
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i am re-disgning the was the bot parses commands so expect a late release.

Subject: Re: Official HL bot thread
Posted by [xptek](#) on Fri, 01 Sep 2006 02:46:30 GMT
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I'd suggest offering a standalone version as well. I hate having to run installers on my servers.

Subject: Re: Official HL bot thread
Posted by [Nightma12](#) on Fri, 01 Sep 2006 08:53:53 GMT
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I do not reccommend using pinfo as there is a bug where it wont show all the players

EDIT: you may also wish to include this with your bot: www.aohost.co.uk/ssaow.zip

its SSAOW 1.5 upgraded to scripts.dll 2.9.2, which has all those console commands on it

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Fri, 01 Sep 2006 10:54:15 GMT
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Nightma12 wrote on Fri, 01 September 2006 09:53 I do not reccommend using pinfo as there is a bug where it wont show all the players

EDIT: you may also wish to include this with your bot: www.aohost.co.uk/ssaow.zip

its SSAOW 1.5 upgraded to scripts.dll 2.9.2, which has all those console commands on it
Thanks!!! i have been waiting for weeks for a version to comeout with the latest scripts! thanks!

also i am using the fact that pinfo output infomation on all the players to my advantage. if i want a specific player the bot runs through all the lines untill the correct player name or id is found then it puts all the infomation into a struct.

and oh yeah, this is bot a bug that is why why has "Start PINFO output" and "End PINFO output"

xptek wrote on Fri, 01 September 2006 03:46I'd suggest offering a standalone version as well. I hate having to run installers on my servers.

this can be easily done.

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Fri, 01 Sep 2006 11:33:05 GMT
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iv run into a stupid problem, here is alittle code:

```
cout << "player_name - " << player_name << endl;
string pID = get_player_id((char *)player_name.c_str());
if(pID == "NULL")
{
    return;
}
string id, playername;
splitstring(pID, ":", id, playername);
playerobj *obj;
obj = get_player_obj(atoi(id.c_str()));
cout << "ID = " << obj->Player_ID << "<< score = " << obj->Player_Score << endl;
```

```
if(obj == NULL)
{
    return;
}
```

but if i do this:

```
string pID = get_player_id((char *)player_name.c_str());
if(pID == "NULL")
{
    return;
}
string id, playername;
splitstring(pID, ":", id, playername);
playerobj *obj;
obj = get_player_obj(atoi(id.c_str()));
```

```
if(obj == NULL)
{
    return;
}
```

it wont work properly. why would a "cout" affect it?
this is in the main parse function btw.

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Fri, 01 Sep 2006 11:44:58 GMT
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never mind found it: needs a "Sleep(50);" where "cout << player_name << endl;" was

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Fri, 01 Sep 2006 11:56:14 GMT
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ok so i lied about the late release, this one is faster and more reliable, plus i have added 3 commands, !nextmap - what is the next map?

!thismap - what is this map?

!gameover - can only be used by the poeple in admins.txt.

and with the new parsing engine it is easier for me to add commands. it is also much faster than before.

if you want any commands added or have any suggestions please say!

Subject: Re: Official HL bot thread
Posted by [Nightma12](#) on Fri, 01 Sep 2006 12:56:32 GMT
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Quote:and oh yeah, this is bot a bug that is why why has "Start PINFO output" and "End PINFO output"

and it often misses players out...

it loops though the player ID's, if id 1 is ingame, print id 1, if id is ingame print id 2, if id 3 i not ingame then quit loop

problem then is that if id 4 is also ingame.. it will skip them out

what is the point in !thismap???? lol..

and y dont u make it !next? so much easier

Subject: Re: Official HL bot thread
Posted by [futura83](#) on Fri, 01 Sep 2006 13:56:46 GMT
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all someone has to do is press and hold L(default) to find out what the map they are on is called.

Subject: Re: Official HL bot thread
Posted by [StealthEye](#) on Fri, 01 Sep 2006 14:40:55 GMT
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Or just walk outside a building and look

But I guess it's ok for usage in IRC, instead of for example the combined usage of the !gi!/gameinfo commands

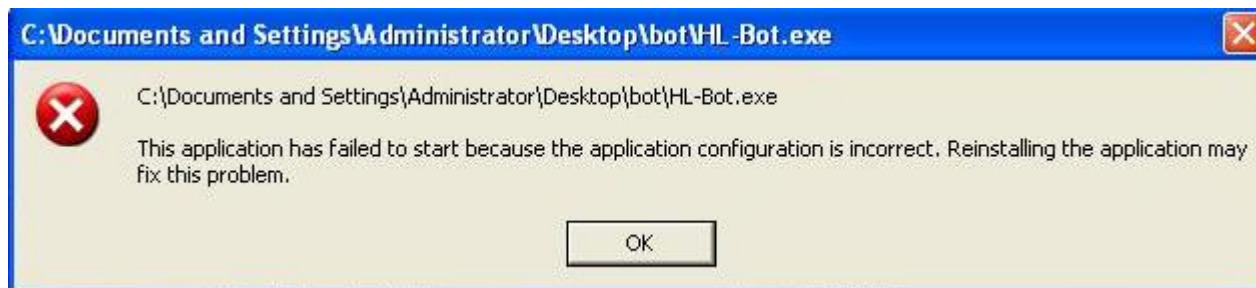
Subject: Re: Official HL bot thread
Posted by [jnz](#) on Fri, 01 Sep 2006 15:46:25 GMT
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does anybody else get this error when trying to run:

i cant find what it is :S

File Attachments

1) [error1.jpg](#), downloaded 3073 times



Subject: Re: Official HL bot thread
Posted by [Fifaheld](#) on Fri, 01 Sep 2006 16:52:51 GMT
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i become this error to...since the first beta...

Subject: Re: Official HL bot thread
Posted by [StealthEye](#) on Fri, 01 Sep 2006 17:13:18 GMT
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I have the same error message on a pc without VC 2005 installed. On this pc (with 2005) it works properly. I think there are some build options you need to change, I got this problem myself too once, but I'm unsure on how I fixed it. I know it had to do with the build options though. Might be the manifest settings.

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Fri, 01 Sep 2006 22:15:47 GMT
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i think i know, i need to re-compile it.

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Fri, 01 Sep 2006 22:22:41 GMT
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try this exe:(2.30)

File Attachments

1) [HL-Bot.exe](#), downloaded 151 times

Subject: Re: Official HL bot thread
Posted by [StealthEye](#) on Fri, 01 Sep 2006 22:36:31 GMT
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Seems to start properly now

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Fri, 01 Sep 2006 23:05:16 GMT
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does it say "Found bad line in config" ? this is what i get with that exe, i have built a new one.

File Attachments

1) [HL-Bot.exe](#), downloaded 138 times

Subject: Re: Official HL bot thread
Posted by [futura83](#) on Fri, 01 Sep 2006 23:12:15 GMT
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if at first it dosnt run, start the bot after your FDS has loaded up

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Mon, 04 Sep 2006 22:17:45 GMT
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right after realising a load of bugs, i have fixed mosgt of them, but i cant offer a release yet as help-linux.com is not down. but when the new domain come on i will have a server for it too.

todo:

a few more sounds;

i am going to improve the plugin.txt feature to include "if" statements;

read from logs instead so you dont need rlmon.

maby shortcus as in, you type into teamchat: bapp and it will translate that into "beacon at power plant";

mIRC support i will make it optional;

maby rengaard server, hopefully Crimson will let me. fingers crossed.

more commands for admins/mods

ladder (i have almost got this finished)

fix a memory leak, i am having trouble finding.

also i am re-writing code to make it easier to add commands, but i also need to add code so it is easier to get game info and add general game commands.

any suggestions you would like to make?

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Tue, 05 Sep 2006 15:50:30 GMT
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expect ^^this^^ release to be a dew days as i am having trouble with the ladder.

Subject: Re: Official HL bot thread
Posted by [dead6re](#) on Tue, 05 Sep 2006 15:51:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

help-linux wrote on Mon, 04 September 2006 18:17
maby shortcus as in, you type into teamchat: bapp and it will translate that into "beacon at power plant";

Good luck if your going to make those work ingame.

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Tue, 05 Sep 2006 16:04:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

dead6re wrote on Tue, 05 September 2006 16:51help-linux wrote on Mon, 04 September 2006 18:17
maby shortcus as in, you type into teamchat: bapp and it will translate that into "beacon at power plant";

Good luck if your going to make those work ingame.

i am going to make use of TMSG

Subject: Re: Official HL bot thread
Posted by [dead6re](#) on Tue, 05 Sep 2006 18:03:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Uh.

So basically to in-game users, it will show like this.

Quote:

Dead6re: reppp

Dead6re: Repair the Power Plant!

Ugly method.

Subject: Re: Official HL bot thread
Posted by [futura83](#) on Tue, 05 Sep 2006 18:05:38 GMT
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maybe you should try and do it like black-cell.net have.

basically, if you download the client side part of it, if you press F4, it will say 'Repair the <building> where <building> is the building with lowest health.

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Tue, 05 Sep 2006 20:24:11 GMT
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i can't because that is in keys.config, i dont think it is that ugly. anyway it is better than nothing.

Subject: Re: Official HL bot thread
Posted by [Whitedragon](#) on Wed, 06 Sep 2006 00:04:04 GMT
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Neither of those 2 methods are done in the bot.

Subject: Re: Official HL bot thread

Posted by [jnz](#) on Wed, 06 Sep 2006 00:06:27 GMT

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you mean, you press Ctrl+f4 to get text and you type bla to get text?

the second one is

Subject: Re: Official HL bot thread

Posted by [jnz](#) on Wed, 06 Sep 2006 01:23:56 GMT

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it doesn't look that bad does it?

File Attachments

1) [dpp.JPG](#), downloaded 3226 times



Subject: Re: Official HL bot thread

Posted by [jnz](#) on Wed, 06 Sep 2006 03:07:07 GMT

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does anybody know the exact stntax of gamelog.txt?

Subject: Re: Official HL bot thread
Posted by [Nightma12](#) on Sat, 09 Sep 2006 11:42:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

help-linux wrote on Tue, 05 September 2006 18:23it doesn't look that bad does it?

that needs to be something universal across all the bots if that is going to be done...

im going out now, but i will PM you when i get back

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Sat, 09 Sep 2006 14:46:32 GMT
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does anybody have:

FDSTalk.dll
FDSTalk.lib
FDSTalk.h

i have lost all the sources to my bot and well i lost this as well

Subject: Re: Official HL bot thread
Posted by [futura83](#) on Sat, 09 Sep 2006 17:23:05 GMT
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btw, people, just so you know, since he created that post he has found the source codes.

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Mon, 11 Sep 2006 00:49:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

i have finally got somewhere! i have fixed the bot so 3.0 will be a stable release(hopefully).

features for 3.0

1: !makeadmin
2: !makemod
3: a set respond time (not configureable) so slow computers will work.
4: a nicely laid out log
5: irc support(mabe)
6: a whole load of shortcuts EG: iapc = Incoming APC!
7: user shortcuts EG: !makeshortcut afk I am Away from keyboard
this is so only *THIS* user can use this shortcut. 3 per person.
8: !qkick
9: !ban
9: !setnextmap

mabe some more.

Subject: Re: Official HL bot thread
Posted by [AmunRa](#) on Mon, 11 Sep 2006 02:53:24 GMT
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its maybe, not maby ffs.

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Mon, 11 Sep 2006 06:45:45 GMT
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i was tired, it was 2 in the morning. you also forgot to correct "keybaud".

in some cases this can get on peoples nerves, and in others it is ok. this case it is ok because one spelling i though i knew, corrected, is one spelling i always write. unless it is a genuine typo.

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Mon, 11 Sep 2006 22:30:42 GMT
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i finally got ladder working after about 3 hours of debugging/coding. mostly the grueling task of debugging.

also find where the bot was leaking memory so it shouldn't do it now.

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Tue, 12 Sep 2006 07:03:58 GMT
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the bot uses as little as 3 MB of ram when 2 players are in game.

Subject: Re: Official HL bot thread
Posted by [trooprm02](#) on Tue, 12 Sep 2006 14:34:26 GMT
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You should also allow us to turn off the IRC option, if we just want to use it for a quick game

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Tue, 12 Sep 2006 17:26:07 GMT
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i am going to make it as customizable as possible so turning irc off will be an option.

any thing you would like to see in 3.0 please post!

Subject: Re: Official HL bot thread
Posted by [danpaul88](#) on Tue, 12 Sep 2006 17:29:20 GMT
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wow, version 3 already, even brenbot is only up to version 1.43 !

if your site is still down feel free to send it to me on MSN and I will host it for you

Subject: Re: Official HL bot thread
Posted by [futura83](#) on Tue, 12 Sep 2006 18:12:23 GMT
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he's hosting it on his other site: <http://danielsgames.co.uk>

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Tue, 12 Sep 2006 18:31:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Tue, 12 September 2006 18:29wow, version 3 already, even brenbot is only up to version 1.43 !

if your site is still down feel free to send it to me on MSN and I will host it for you

almost, but i have alot to do yet. mIRC is not yet even though about, it should take about 2 weeks

to get ready for this release. i want to get it stable and running on low resources. at the moment it will use about 10MB on a big server and about 500k per person. i have already got all the radio command shortcuts from blackintells list working.

the reason it is at version 3 is because i started out (0.50) at praticly nothing, i then added commands, improved etc.

and now i am working on a few moderator and admin commands.

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Tue, 12 Sep 2006 18:33:05 GMT
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the17doctor wrote on Tue, 12 September 2006 19:12he's hosting it on his other site:
<http://danielsgames.co.uk>

isn't addvertising illegal here?
just kidding.

btw, thanks for all the comments and support.

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Tue, 12 Sep 2006 18:54:32 GMT
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tripple post

can a moderator change the title of this thread please to Official SBot Thread please.

i plan to rename to Smart Bot.

also i may post the sources to 0.50 so other poeple can use them as a basis on how to write there own regualator.

i don't know weather i should because there is will bots popping up all over the place!

Subject: Re: Official HL bot thread
Posted by [futura83](#) on Tue, 12 Sep 2006 18:56:28 GMT
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just edit your first post and change the title in it

btw, i recommend studying this image:

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Tue, 12 Sep 2006 19:14:38 GMT
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the17doctor wrote on Tue, 12 September 2006 19:56just edit your first post and change the title in it

btw, i recommend studying this image:

cool, never knew that was possible

Subject: Official SBot Thread
Posted by [futura83](#) on Tue, 12 Sep 2006 19:19:30 GMT
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well now you do

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Tue, 12 Sep 2006 22:30:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

help-linux wrote on Mon, 11 September 2006 01:49i have finally got somewhere! i have fixed the bot so 3.0 will be a stable release(hopefully).

features for 3.0

- 1: !makeadmin
- 2: !makemod
- 3: a set respond time (not configureable) so slow computers will work.
- 4: a nicly laid out log
- 5: irc support(mabe)
- 6: a whole load of shortcuts EG: iapc = Incomming APC!
- 7: user shortcuts EG: !makeshortcut afk I am Away from keyboard
this is so only *THIS* user can use this shortcut. 3 per person.
- 8: !qkick
- 9: !ban
- 9: !setnextmap

mabe some more.

1: !makeadmin : done
2: !makemod : done
3: a set respond time : done
4: a nicely laid out log : starting tonight
5: irc support(mabe) : 4.0
6: a whole load of shortcuts EG: iapc = Incoming APC! : done added extra feature, when you type the command a icon appear over your head
7: shortcuts EG: !makeshortcut : not done
8: !qkick : starting tonight
9: !ban : starting tonight
9: !setnextmap : not done

should be done in about 5 days

Subject: Re: Official SBot Thread
Posted by [xptek](#) on Wed, 13 Sep 2006 02:47:37 GMT
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Nice job. Great to finally see a bot coded in C++ and the like.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Sun, 17 Sep 2006 18:23:10 GMT
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after finding out that the pinfo command doesn;t actually work i have to re-write the parse renlog engine so expect 3.0 to be late.

i have added a log of the internal state of the program so if it crashes just post it and i can release a fix.

Subject: Re: Official SBot Thread
Posted by [danpaul88](#) on Thu, 21 Sep 2006 14:49:25 GMT
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Going back to what was being said in earlier versions about plugins: I doubt you will be able to turn perl plugins for BRenBot into .dll files, BUT since perl is mostly built on top of C++ you will probably be able to run the perl compiler as part of your own bot... although tbh I don't think it would work very well.

As for a universal plugin system: Not going to happen since each bot is in a different language... Although I am going to be adding a LOT more support for complex plugins in future versions of brenbot, including the ability to get specific lines from the gamelog / ssaow log.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Thu, 21 Sep 2006 23:25:01 GMT
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what i am doing for plugins is

- 1) a folder (later on) sometime that the dll's go. these dlls only contain one function.
 - 2) a folder (later on) where all the "parsed" plugins go, where you don't need to compile to run.
- these have been implimented but i need to make it so you can use multiple files.
-

Subject: Re: Official HL bot thread
Posted by [jnz](#) on Sat, 23 Sep 2006 23:08:22 GMT
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Quote:1: !makeadmin : done
2: !makemod : done
3: a set respond time : done
4: a nicly laid out log : starting tonight
5: irc support(mabe) : 4.0
6: a whole load of shortcuts EG: iapc = Incomming APC! : done added extra feature, when you type the command a icon appear over your head
7: shortcuts EG: !makeshortcut : not done
8: !qkick : starting tonight
9: !ban : starting tonight
9: !setnextmap : not done

should be done in about 5 days

1: !makeadmin : done
2: !makemod : done
3: a set respond time : done
4: a nicly laid out log : almost finished
5: irc support(mabe) : 4.0
6: a whole load of shortcuts EG: iapc = Incomming APC! : done added extra feature, when you type the command a icon appear over your head
7: shortcuts EG: !makeshortcut : not done
8: !qkick : done
9: !ban : done
9: !setnextmap : not done

i have had it running now for 10 days and it has yet to crash so the next release will be a stuble release.

i am also considering a GUI but i dont think i will. because it uses too much resources if i do.

in 4.0 there will be: so far

!ipban

added extras on plugins.

IRC

and update system where if there is an update available it will download and update automaticly. (if allow_update in config.cfg is set to 1)

Subject: Re: Official SBot Thread

Posted by [futura83](#) on Sat, 23 Sep 2006 23:14:14 GMT

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sounds good

Subject: Re: Official SBot Thread

Posted by [jnz](#) on Fri, 29 Sep 2006 15:07:29 GMT

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sorry for no updates, been very busy.

i hope to have 3.0 ready for monday, i have found the bug that makes it crash and it shouldn't take more than 20 mins to fix, but i am going to test it for a few days to see if it still crashes.

planned for 4.0 (this is planned though may have to fix other things before i even think about this.)

1) !makeshortcut

2) irc support

3) !ipban

4)added extras on plugins.

5) update system where if there is an update available it will download and update automaticly. (if allow_update in config.cfg is set to 1)

so in 4.0 you wont need to re-download it will ask you instead

i am also in testing a feature that will stop repair hacks and pistol hacks.

Subject: Re: Official SBot Thread

Posted by [danpaul88](#) on Fri, 29 Sep 2006 15:15:54 GMT

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help-linux wrote on Fri, 29 September 2006 16:07i am also in testing a feature that will stop repair

hacks and pistol hacks.

Don't forget that gamelog.txt only shows the weapon the player is currently HOLDING, so things like Timed / Prox C4 might look like massive damage hacks, when it's just the player happens to be holding their pistol when the C4 kills someone....

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Fri, 29 Sep 2006 16:00:43 GMT
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im not going to do it if someone kills a building. if it detects somthing smelly it will warn the server owner of the person doing it. basicly if someone takes 100 hp off with a pistol, then that is suspitois and if it is a person it will be classed as red

Subject: Re: Official SBot Thread
Posted by [futura83](#) on Fri, 29 Sep 2006 16:28:31 GMT
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isn't there a way of logging which weapon was the one that destroyed it instead of which one the person is holding.

cos on APB, you can use the mine layer to mine, then jump in a harvester the get some cash. if someones tank dies cos of your mines, it looks like you killed it with an unarmed harvester

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Fri, 29 Sep 2006 16:42:15 GMT
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no, i dont think there is.

my bot will look at the time it takes to kill someone with a perticular wepon and how much if taken off HP wise. to put it more planly.

Subject: Re: Official SBot Thread
Posted by [StealthEye](#) on Fri, 29 Sep 2006 19:50:11 GMT
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afaik, it is impossible to detect which weapon actually caused the damage, as the client doesn't send it. I think you can check for C4 objects however, those are handled on the server. You could also log the damage and the weapons a player has picked up, and the ammo the player has. That would probably be a lot of work though.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Fri, 29 Sep 2006 20:20:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

i thought that the weapon you see was what the killer's weapon when killed dies?

Subject: Re: Official SBot Thread
Posted by [danpaul88](#) on Fri, 29 Sep 2006 20:40:04 GMT
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Either in the SSAOW log or the gamelog it records when c4 is created / destroyed, so that might help decide if it was a damage hack or C4, but if (example) player A fired a rocket at player B and then switched to pistol before the rocket hit, the damage when the rocket hits will appear to be from a pistol... and there's no real way to distinguish between that and a damage hack

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Fri, 29 Sep 2006 20:42:13 GMT
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what i am going to do is, if he does it as in the same amount of damage from a pistol repeatedly. that will be treated as suspitiose

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Sat, 30 Sep 2006 10:39:42 GMT
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in 4.0 i am going to need cheaters in my server lol. the first cheat i am testing will be repair gun hack, will someone have this ready for next week?

the server i am testing in is calles, danielsgames.co.uk - testing SBot

username A0000000w

Subject: Re: Official SBot Thread
Posted by [futura83](#) on Sat, 30 Sep 2006 11:35:38 GMT
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if you find me a repiar hack i'll test ur bot for you when it's ready to be tested.

Subject: Re: Official SBot Thread

Posted by [jnz](#) on Thu, 12 Oct 2006 09:02:53 GMT

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yep, it is going to be late. although i have a download i think there is bug somewhere that cuses it to crash. to run you need to script.dll 2.92 and ssoaw 1.5

<http://danielsgames.co.uk/SBot-3.0-test.rar>

untill i sort myseld outand get a laptop i cannot update.

Subject: Re: Official SBot Thread

Posted by [Goztow](#) on Thu, 12 Oct 2006 12:59:34 GMT

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You should have called it 0.30 in stead of 3.0 if it's not a stable release yet.

Subject: Re: Official SBot Thread

Posted by [jnz](#) on Sun, 15 Oct 2006 23:32:18 GMT

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ok, after a few days of testing about 8 now. it seems to cope with what ever i throw at it.

i need a vote/feedback on weather i should go GUI with it. it will still work exactly the same exept, GUI, and with some new features that i can only add with a gui.

Subject: Re: Official SBot Thread

Posted by [StealthEye](#) on Mon, 16 Oct 2006 08:01:30 GMT

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I would not make it a GUI. The only thing you should be doing with a GUI here might be to make a extra config utility. If they are two separate programs it's ok, but I'd rather just keep it command line. Easier to develop, quicker to configure (assuming the config files are self explanatory).

Subject: Re: Official SBot Thread

Posted by [dead6re](#) on Mon, 16 Oct 2006 09:15:02 GMT

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StealthEye wrote on Mon, 16 October 2006 04:01I would not make it a GUI. The only thing you should be doing with a GUI here might be to make a extra config utility. If they are two separate programs it's ok, but I'd rather just keep it command line. Easier to develop, quicker to configure (assuming the config files are self explanatory).

Agreed, thats what I was doing with my programs I created after I learnt C++ and moved from VB.net

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Mon, 16 Oct 2006 14:28:01 GMT
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what i will most probably do is, release a test GUI version, to show you all all of the extra features it could have.

Subject: Re: Official SBot Thread
Posted by [danpaul88](#) on Mon, 16 Oct 2006 18:48:44 GMT
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Don't forget a GUI bot sucks up more resources than a CLI bot...

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Mon, 16 Oct 2006 22:24:05 GMT
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yeah, i noticed with NR lol. i wat more experience with GUI so i will give it a shot, i will always make a non-GUI version available. then we are all happy lol.

Subject: Re: Official SBot Thread
Posted by [Matix](#) on Tue, 17 Oct 2006 00:39:48 GMT
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NR doesn't use much resources does it?

Subject: Re: Official SBot Thread
Posted by [AmunRa](#) on Tue, 17 Oct 2006 02:23:06 GMT
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Matix wrote on Mon, 16 October 2006 20:39NR doesn't use much resources does it? it can, but not usually.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Tue, 17 Oct 2006 07:19:38 GMT

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about 17Mb of RAM, SBot uses about 5Mb

the 17Mb used is worth it though, i would prefer to have a GUI that a console.

Subject: Re: Official SBot Thread
Posted by [dead6re](#) on Tue, 17 Oct 2006 09:15:30 GMT
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I hate GUIs for bots. You want processing power, not a pretty looking thing.

Subject: Re: Official SBot Thread
Posted by [EvilWhiteDragon](#) on Tue, 17 Oct 2006 09:36:20 GMT
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Dead6re has a point there imo, although a GUI looks nice and is easy to maintain, you don't see it all that much. Atleast you dont want to see it all that much, since you prefferedly run it o a dedicated server.

Subject: Re: Official SBot Thread
Posted by [Matix](#) on Tue, 17 Oct 2006 11:15:02 GMT
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Why run GUI? I mean, ok, it takes a bit longer to setup your console based server, big whoop. That extra time gives you more processing power for your server, if you have GUI, quick setup, shit processing (not meaning to offend NR or anything). And once your done with the GUI based thing, you don't even look at it unless you need to change something! (can be easily done as wel in console mode)

Subject: Re: Official SBot Thread
Posted by [Goztow](#) on Tue, 17 Oct 2006 12:12:42 GMT
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Mak a GUI that sets up the command line config files. You only need to run it as a wizard to setup things.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Tue, 17 Oct 2006 14:32:06 GMT
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yeah, i see your point. and im sure i can do all the features in console as i would gui.

but Goztow has a good idea, use the gui to set up everything for the bot. it could also be useful for setting up the FDS.

Subject: Re: Official SBot Thread

Posted by [trooprm02](#) on Tue, 17 Oct 2006 14:56:52 GMT

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Goztow wrote on Tue, 17 October 2006 13:12Mak a GUI that sets up the command line config files. You only need to run it as a wizard to setup things.

blazer made something like that a long time ago, but for the FDS

Subject: Re: Official SBot Thread

Posted by [Matix](#) on Tue, 17 Oct 2006 20:47:04 GMT

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I agree with the GUI installtion idea. But it can be a problem with servers that host allot of servers, which would cause installers rather unstable. Your pick.

Subject: Re: Official SBot Thread

Posted by [StealthEye](#) on Thu, 19 Oct 2006 17:00:13 GMT

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Like I said above, make the bot itself CLI. For the installation/configuration you should be able to at least configure the files manually, a GUI can be made to make it a little easier, but I wouldn't want to need to go through a wizard if I can just change a simple text config file and change something there by FTP.

Consoles can be quite easy too, in some cases easier than a GUI. I agree that the default fds console is rather bad, but I changed it for a reason. (<http://www.black-intel.net/images/console.gif>)

Subject: Re: Official SBot Thread

Posted by [jnz](#) on Thu, 19 Oct 2006 22:10:49 GMT

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hmm, i need FDS谈.lib anyone got it? without it i cannot do anything with it.

Subject: Re: Official SBot Thread
Posted by [Matix](#) on Thu, 19 Oct 2006 23:28:28 GMT
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That console from BI looks excellent. You see pages from Player A to Player B, etc, timestamp in it as well, also, foukbug6 is a hacker, banned from everywhere, apparently not from your server tho lol.

Subject: Re: Official SBot Thread
Posted by [Cat998](#) on Fri, 20 Oct 2006 10:38:02 GMT
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Matix wrote on Fri, 20 October 2006 01:28 That console from BI looks excellent. You see pages from Player A to Player B, etc, timestamp in it as well, also, foukbug6 is a hacker, banned from everywhere, apparently not from your server tho lol.

And pay attention to the special input box at the bottom

help-linux wrote on Fri, 20 October 2006 00:10 hmm, i need FDSTalk.lib anyone got it? without it i cannot do anything with it.

Sure <http://ice-gfx.com/files/renegade/FDSTalk.lib>

But I prefer using an own native socket connection for RenRem

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Fri, 20 Oct 2006 14:43:42 GMT
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thanks! lol, i have downloaded from Cat998 a few times. i really appreciate it.

i am assuming RenRem is the protocol FDSTalk.dll uses to talk to renegade FDS? if it is, i don't know the protocol. i don't think anyone else should know anyway for security purposes.

Subject: Re: Official SBot Thread
Posted by [StealthEye](#) on Fri, 20 Oct 2006 14:47:59 GMT
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Yes, the separate input at the bottom also supports the arrow keys (up/down to use previously typed commands, left/right is obvious), tab completion, etc. F2 is mapped to the text "msg ", F3 will show game and player info. F5 will clear the screen. Also the size can be set in the config. Working with the console is 10 times easier .

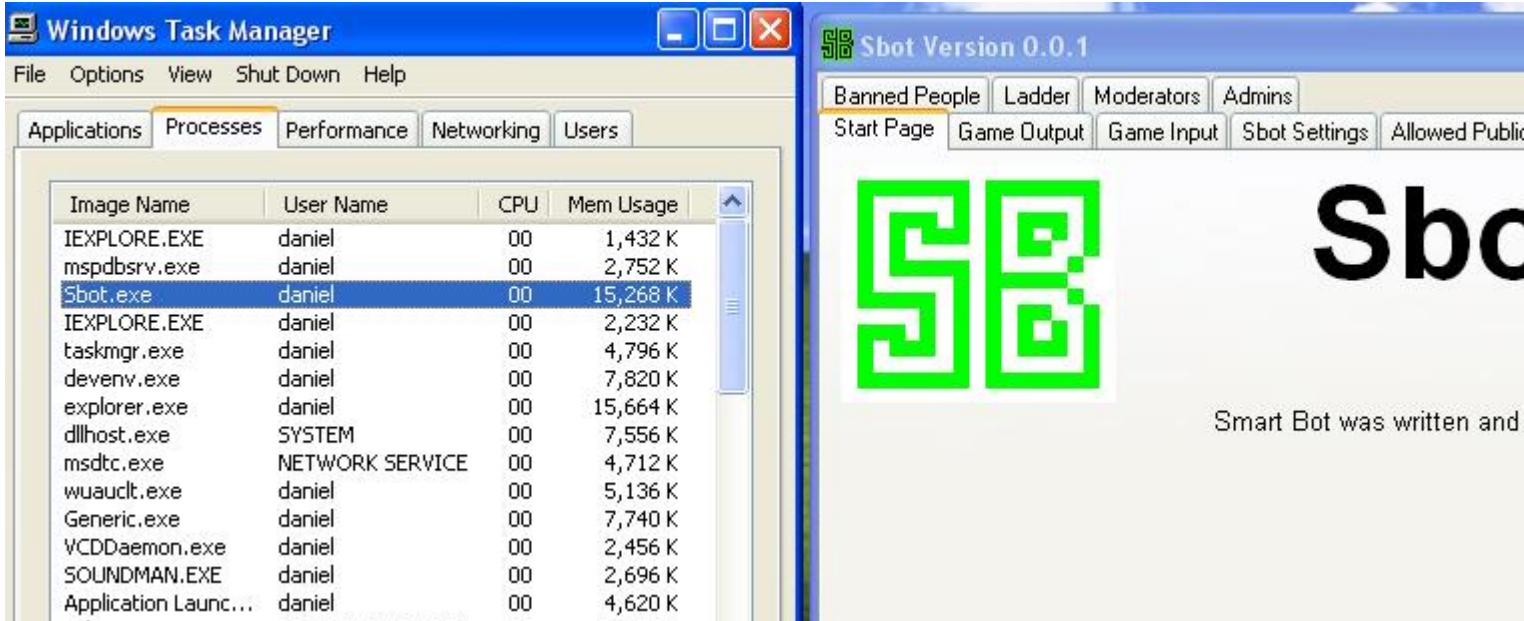
Subject: Re: Official SBot Thread
Posted by [jnz](#) on Sat, 20 Jan 2007 17:00:14 GMT
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Ok, i thought i would give an update on the Sbot.

First of all, im doing in GUI. like NR. Second of all, its going to be like BR - decreet, uses low memory. its also going to be like NR, very cusomisable and has lots of commands to offer. Your thinking, is he mad!? a GUI, well. i got a way of desroying the GUI and leaving the program running. so when you want to edit anything inGame yo just bring the GUI back and there you have it. when you want to leave it, just minimise it and its using low memory. At the moment, withough any code (just the GUI) it uses 1.5Mb of RAM minimized.

File Attachments

1) [Sbot-1.JPG](#), downloaded 3188 times



2) [Sbot-lowMemory.JPG](#), downloaded 3198 times

Image Name	User Name	CPU	Mem Usage
IEXPLORE.EXE	daniel	00	1,704 K
mspdbsrv.exe	daniel	00	2,704 K
Sbot.exe	daniel	00	1,748 K
IEXPLORE.EXE	daniel	00	2,984 K
taskmgr.exe	daniel	00	2,320 K
devenv.exe	daniel	00	9,332 K
explorer.exe	daniel	00	15,704 K
dllhost.exe	SYSTEM	00	7,556 K

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Sun, 21 Jan 2007 14:15:44 GMT
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As soon as i finish the last few things, ill post some screenies so you get the idea of how this will work.

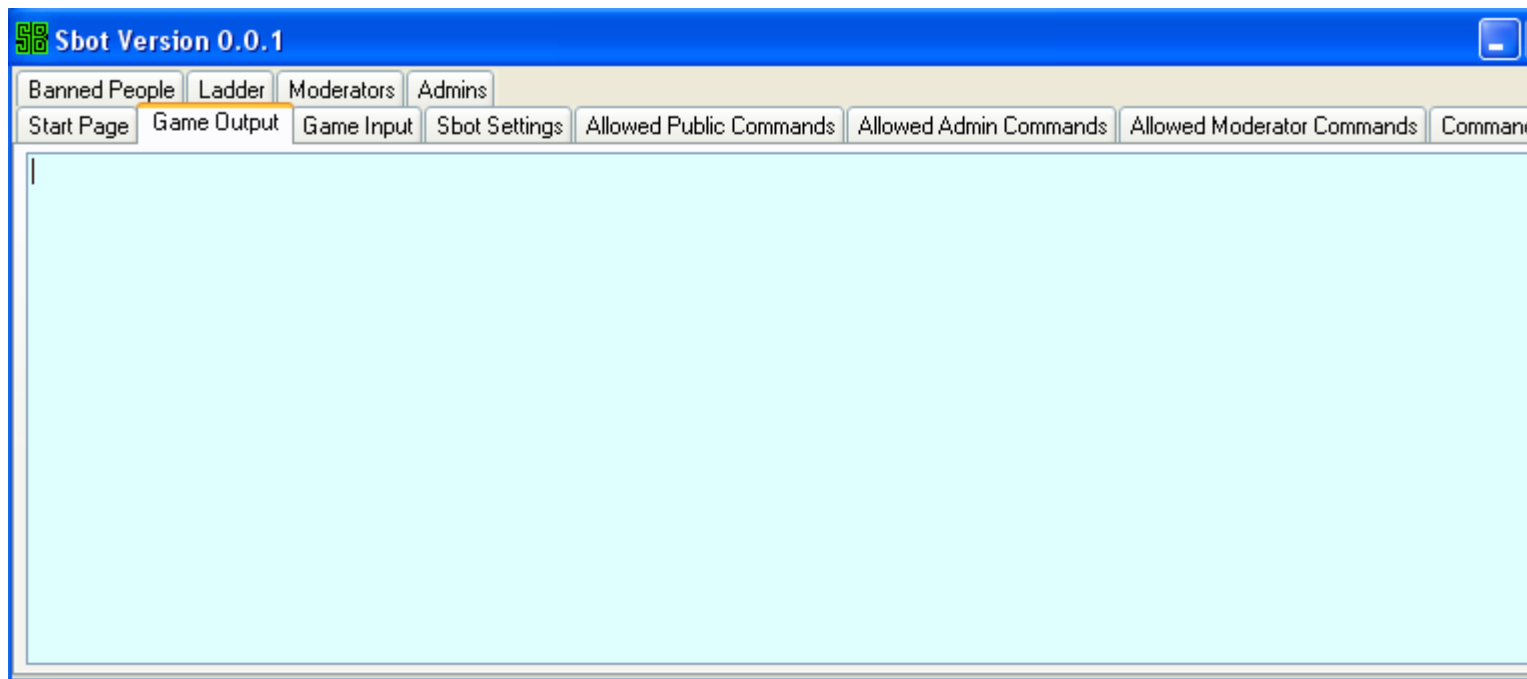
Subject: Re: Official SBot Thread
Posted by [jnz](#) on Sun, 21 Jan 2007 14:59:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

File Attachments

1) [1.png](#), downloaded 1803 times

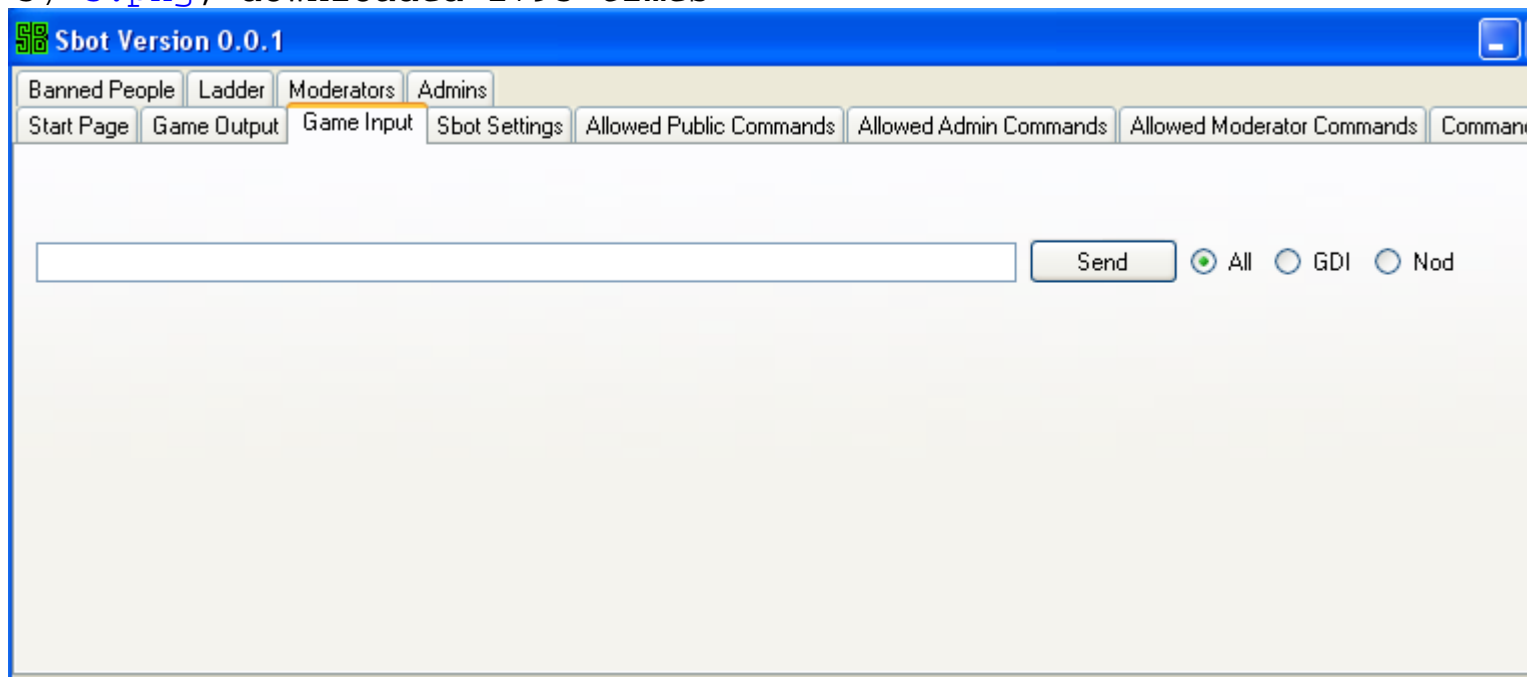


2) [2.png](#), downloaded 1780 times



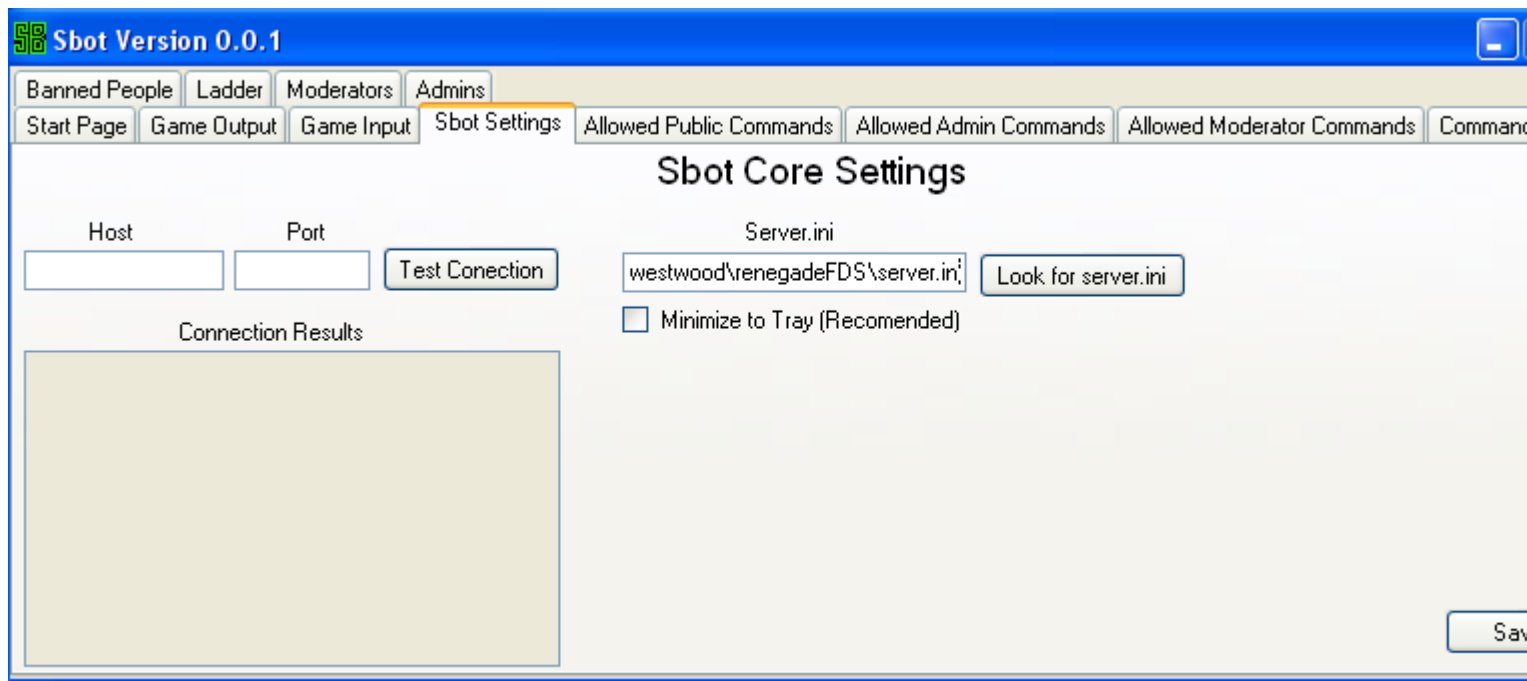
This will Just Give infomation on game output. EG "roshambo killed someone"

3) [3.png](#), downloaded 1793 times



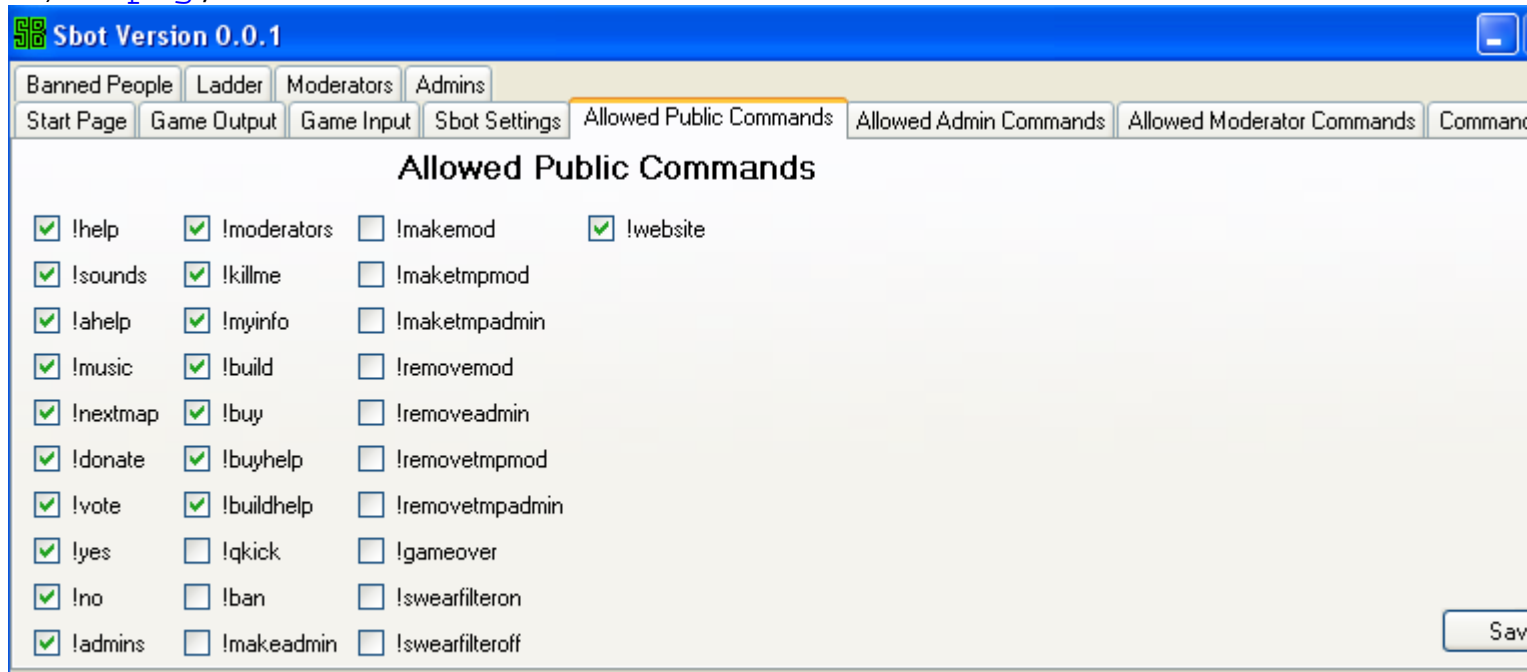
Game input allows you to interact with the game, here you will be able to bring building back to life. give plays point, money et you can take points, money. Spawn vehicals, more or less anything thats possible with the serverside engine.

4) [4.png](#), downloaded 1804 times



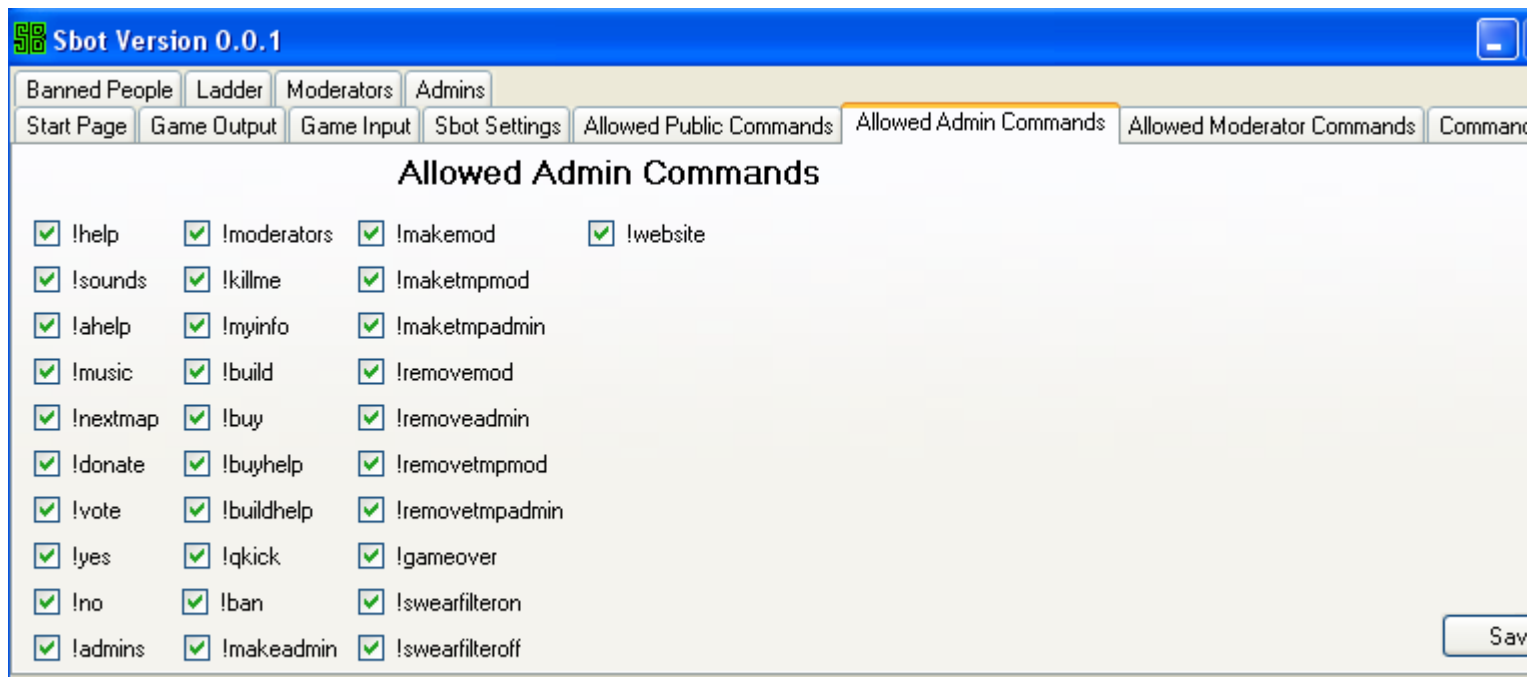
These are the only setting that need to be set in order for the Sbot to be run.

5) [5.png](#), downloaded 1784 times



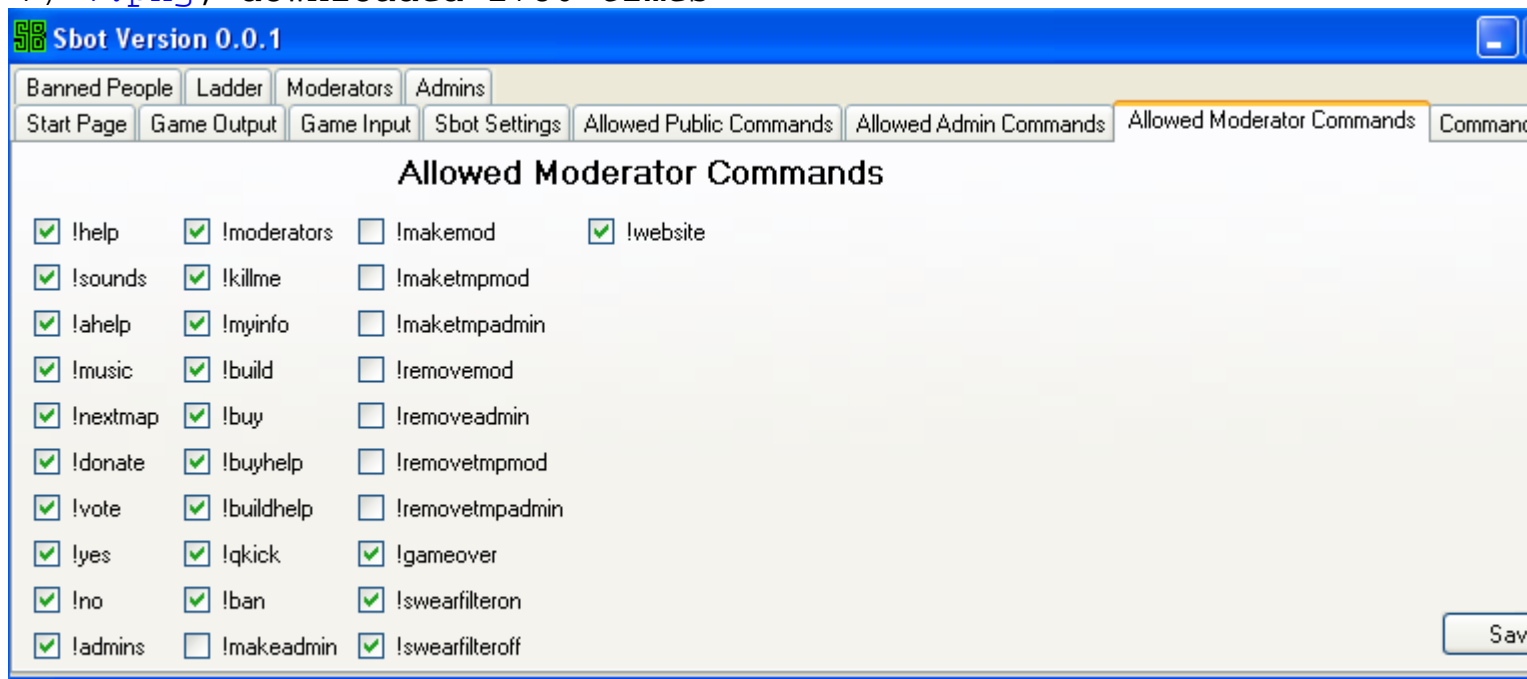
These are the commands that the public are allowed to use.

6) [6.png](#), downloaded 1775 times



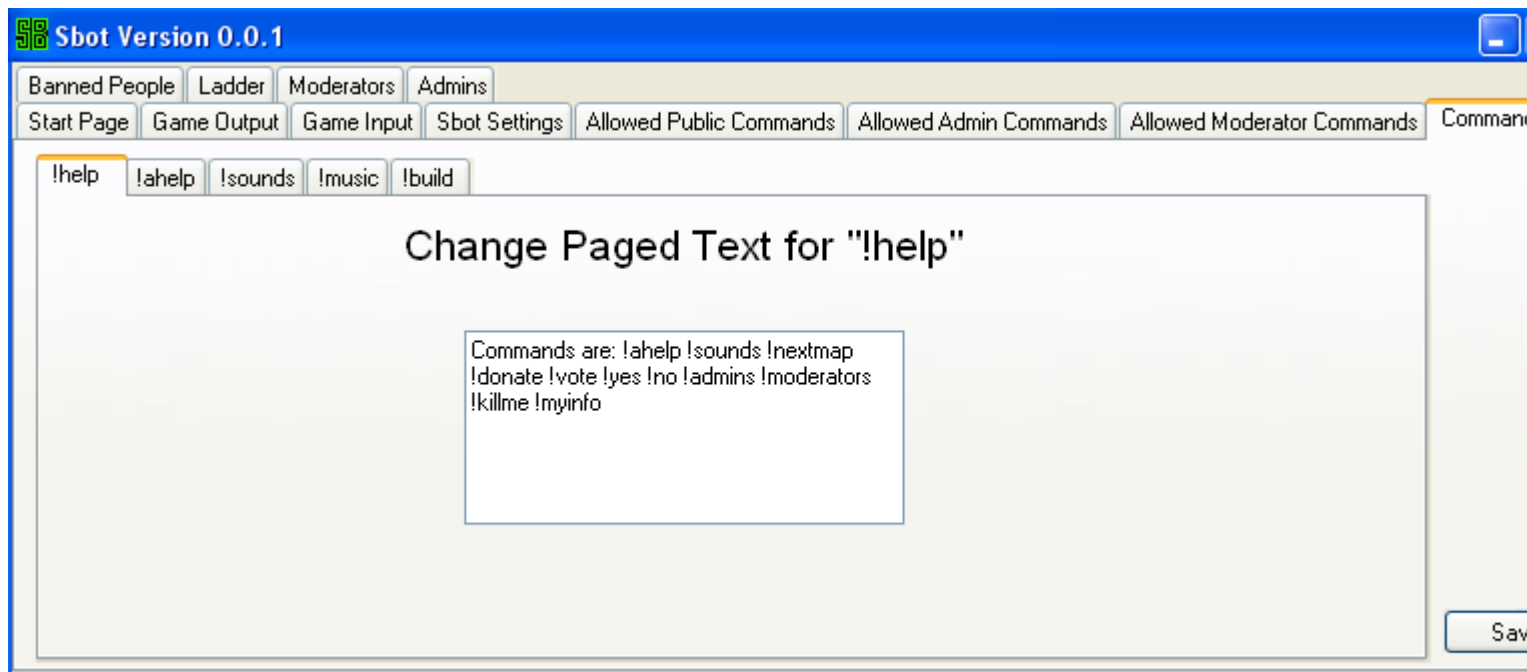
These are the Commands that only admins can use.

7) [7.png](#), downloaded 1786 times



These are the commands that only moderators can use.

8) [8.png](#), downloaded 1777 times




Here is where you can change the different options for each command. not all commands are done yet, not all commands will the e

9) [9.png](#), downloaded 1787 times



This is where you manage and update your banlist

10) [10.png](#), downloaded 1798 times

 SBot Version 0.0.1

Start Page

Game Output

Game Input

Sbot Settings

Allowed Public Commands

Allowed Admin Commands

Allowed Moderator Commands

Commands

Banned People

Ladder

Moderators

Admins

Ladder

Order by?

Kills

Score

Overall K.D

Buildings Destroyed

Recommendations

Kill rate

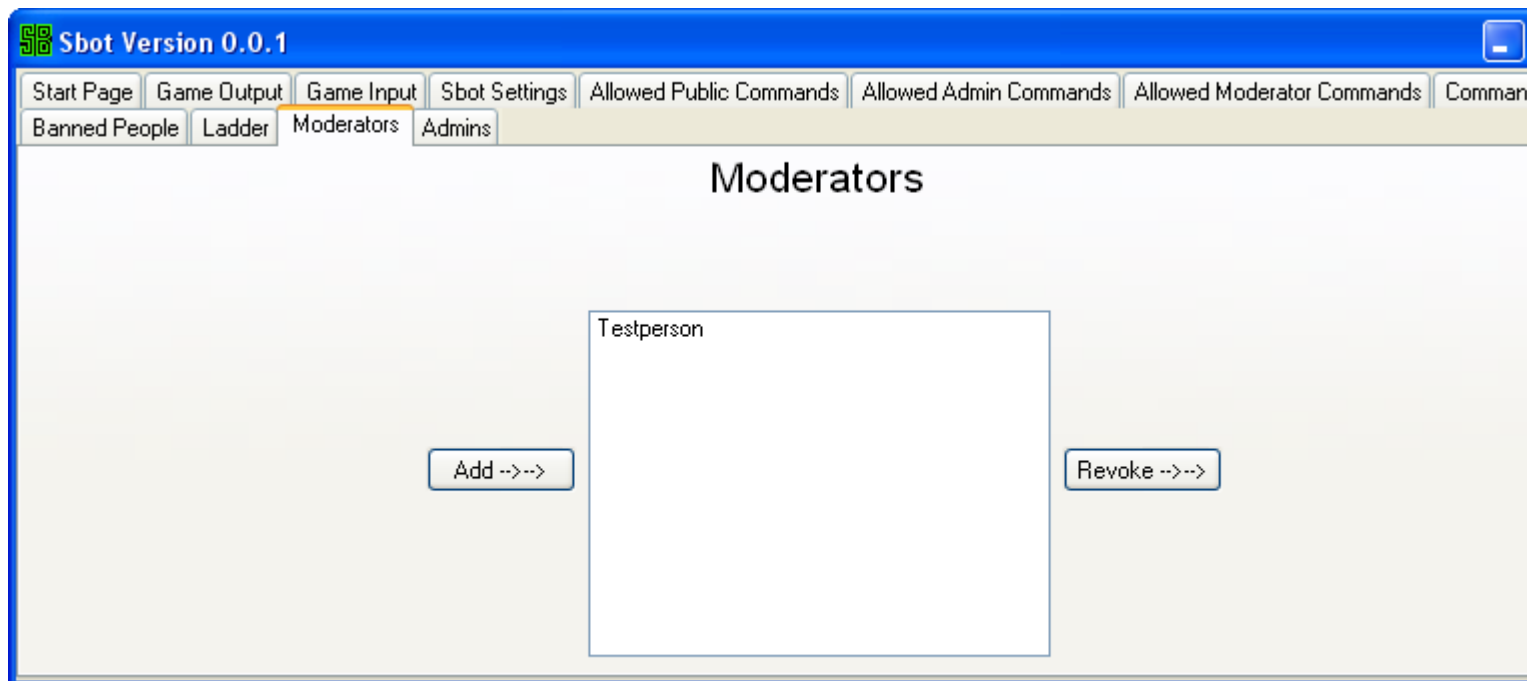
1. TestPerson (100 Kills)

This is where you manage and update your servers private ladder

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Sun, 21 Jan 2007 15:02:03 GMT
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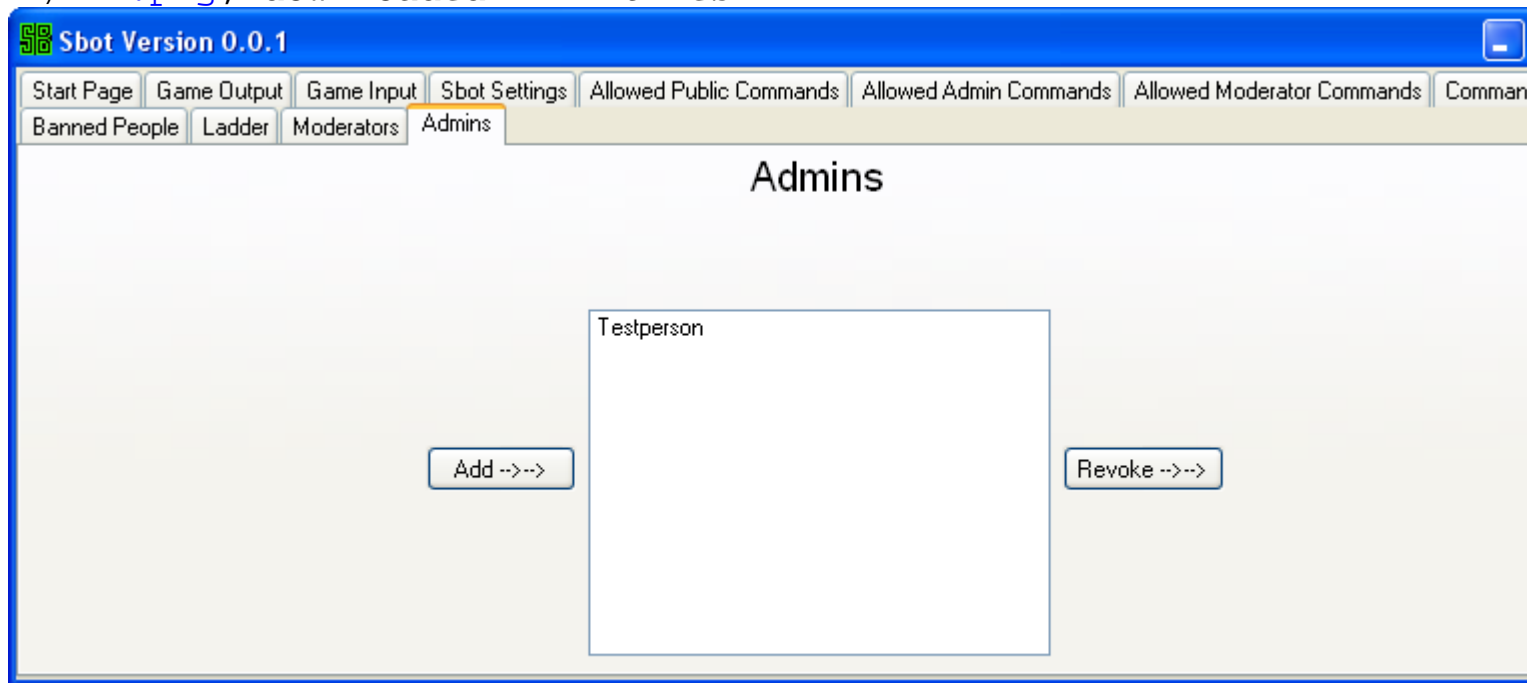
File Attachments

1) [11.png](#), downloaded 1804 times



Here is where you manage and update your moderators.

2) [12.png](#), downloaded 1772 times



Here is where you manages and update your Admins.

Subject: Re: Official SBot Thread
Posted by [Fifaheld](#) on Sun, 21 Jan 2007 15:59:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

you need a gamespy plugin like brenbot

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Sun, 21 Jan 2007 16:00:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

what do you mean? like you put a dll in the folder and it will load and call it?

Subject: Re: Official SBot Thread
Posted by [Fifaheld](#) on Sun, 21 Jan 2007 18:23:57 GMT
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brenbot can send information off the game to gamespy/ase and homepage server viewer script, brenbot use for this the gamespyqueryport

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Sun, 21 Jan 2007 19:11:26 GMT
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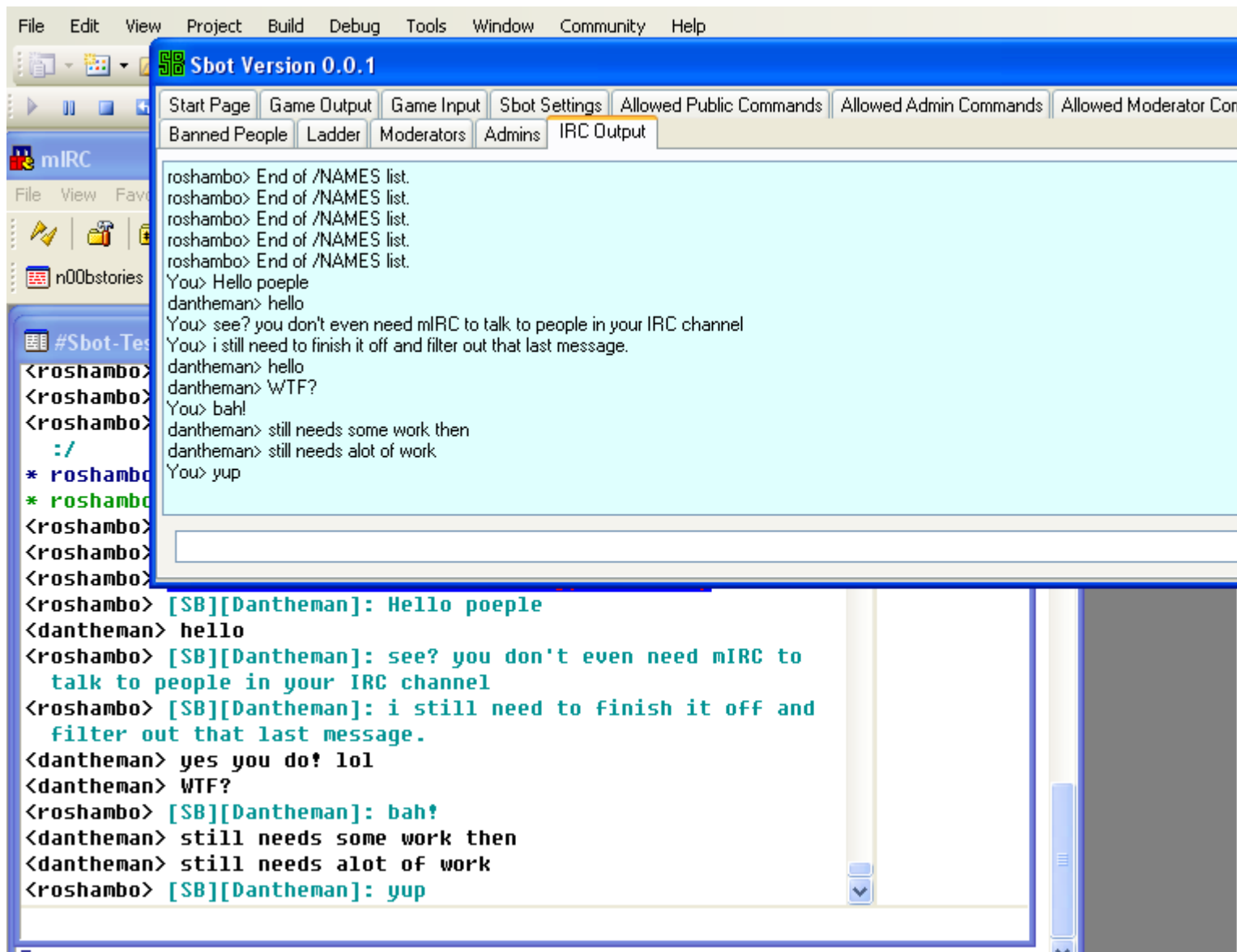
sure that can be done. although i would need more information on how to do this.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Mon, 22 Jan 2007 03:22:33 GMT
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mIRC out of the window? Sbot replaces it .

File Attachments

1) [IRC.png](#), downloaded 1849 times



Subject: Re: Official SBot Thread

Posted by [Ryu](#) on Mon, 22 Jan 2007 03:26:33 GMT

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Lookin' Good.

Subject: Re: Official SBot Thread

Posted by [jnz](#) on Mon, 22 Jan 2007 03:56:02 GMT

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im also going to make it query a server. if it has an update. it will just download a DLL. unless changes need to be made the the client. then, when it recives the dll, it unloads it and loads the

new in the blink of an eye and without disrupting gameplay. im not sure about this yet. we will have to see

Subject: Re: Official SBot Thread
Posted by [trooprm02](#) on Mon, 22 Jan 2007 15:21:59 GMT
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But does this mean IRC an still be disabled in SBot right?

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Mon, 22 Jan 2007 15:32:55 GMT
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trooprm02 wrote on Mon, 22 January 2007 15:21But does this mean IRC an still be disabled in SBot right?

i don't get the joke?

Subject: Re: Official SBot Thread
Posted by [SeargentSarg](#) on Mon, 22 Jan 2007 22:01:45 GMT
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I am a big part in the SBot as well.
I am working on the commands list, as well as gi output!

This will be awesome, as some of my ideas are going into it

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Tue, 23 Jan 2007 15:23:54 GMT
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something i gotter say though, i don't really like the idea of someone encroching. any suggestions that have never been done before will be credited. other than that then not. so Matix, so far your name is not on. apart from neronhost.com. but i don't have that server yet

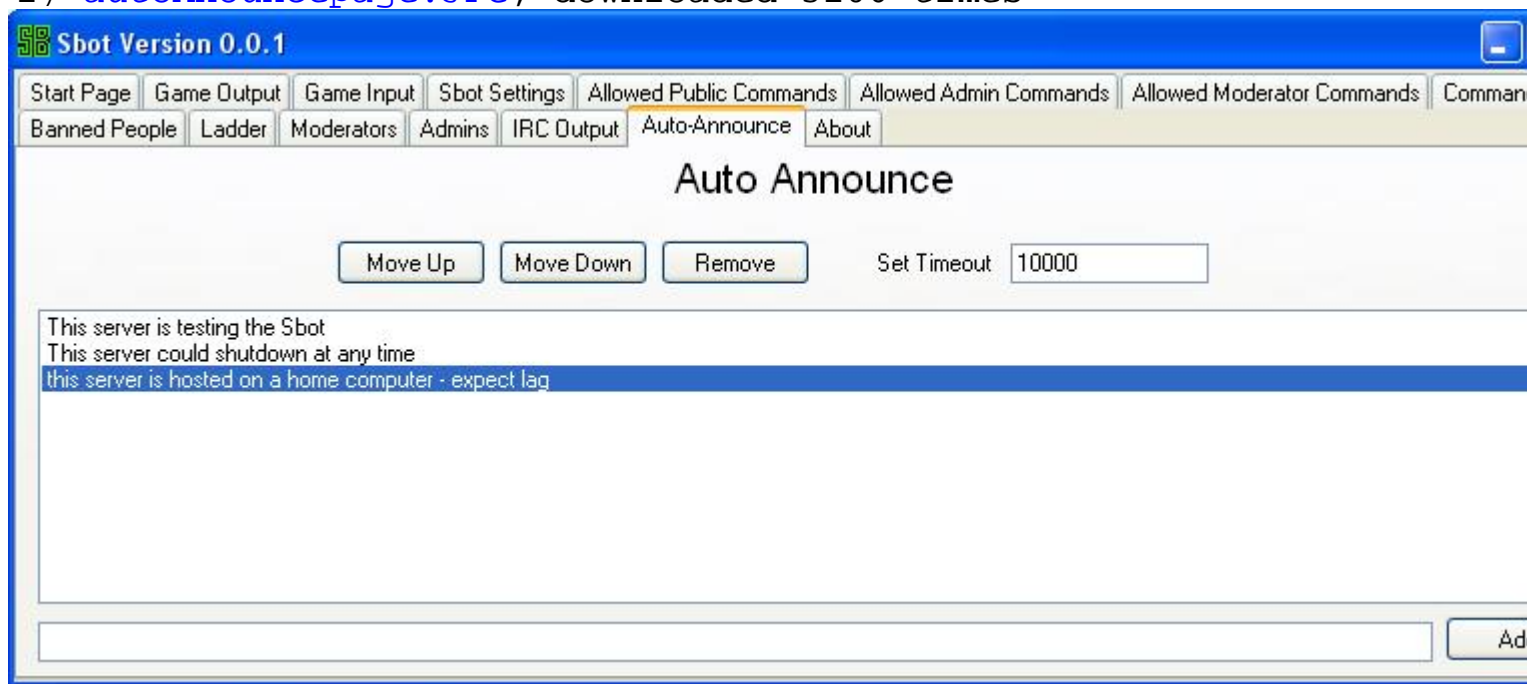
Subject: Re: Official SBot Thread
Posted by [jnz](#) on Sat, 27 Jan 2007 23:39:34 GMT
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UPDATE: new page:

and also, i have started coding commands now. we should see a release soon. probably about another month.

File Attachments

1) [autoAnouncepage.JPG](#), downloaded 3106 times



Subject: Re: Official SBot Thread

Posted by [trooprm02](#) on Sun, 28 Jan 2007 19:29:32 GMT

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I thing, id like to see more working being done on the plugins format, and made a custom commands thing where we could make our own commands (cuz it doesnt have a command to show admins/mods). Maybe you have dont this already, but im using SBot 3.0 atm

Subject: Re: Official SBot Thread

Posted by [jnz](#) on Sun, 28 Jan 2007 21:11:53 GMT

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trooprm02 wrote on Sun, 28 January 2007 19:29: I thing, id like to see more working being done on the plugins format, and made a custom commands thing where we could make our own commands (cuz it doesnt have a command to show admins/mods). Maybe you have dont this

already, but im using SBot 3.0 atm

- 1) i wouldn't use Sbot 3.0 if i was you. buh meh if you do.
- 2) plugins for Sbot are going to be literally editing a scripts.dll.
- 3) supprizingly this new GUI version uses less RAM than the Console version.
- 4) you will be able to make your own commands. probably in a later version though

Subject: Re: Official SBot Thread

Posted by [jnz](#) on Mon, 29 Jan 2007 16:33:04 GMT

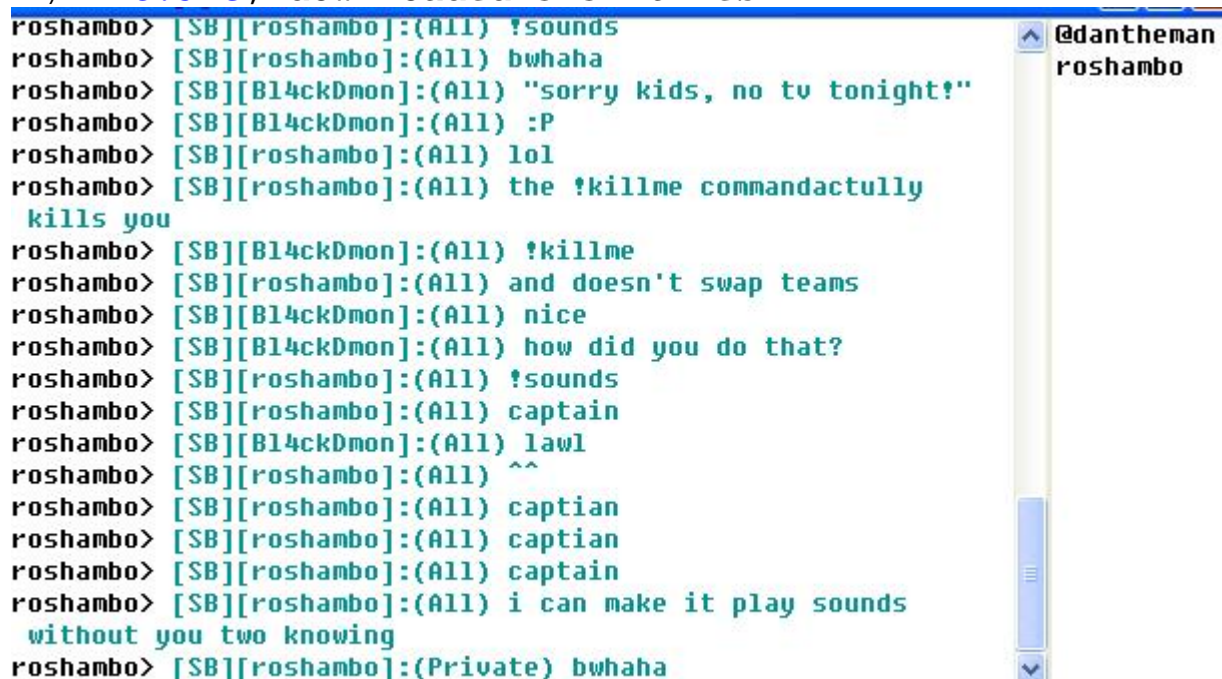
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Update:

IRC output, colours not working though. it still needs more infomation to make the colouring right.

File Attachments

1) [IRC.JPG](#), downloaded 3134 times



```
roshambo> [SB][roshambo):(All) !sounds
roshambo> [SB][roshambo):(All) bwahaha
roshambo> [SB][B14ckDmon):(All) "sorry kids, no tv tonight!"
roshambo> [SB][B14ckDmon):(All) :P
roshambo> [SB][roshambo):(All) lol
roshambo> [SB][roshambo):(All) the !killme commandactully
kills you
roshambo> [SB][B14ckDmon):(All) !killme
roshambo> [SB][roshambo):(All) and doesn't swap teams
roshambo> [SB][B14ckDmon):(All) nice
roshambo> [SB][B14ckDmon):(All) how did you do that?
roshambo> [SB][roshambo):(All) !sounds
roshambo> [SB][roshambo):(All) captain
roshambo> [SB][B14ckDmon):(All) lawl
roshambo> [SB][roshambo):(All) ^^
roshambo> [SB][roshambo):(All) captian
roshambo> [SB][roshambo):(All) captian
roshambo> [SB][roshambo):(All) captian
roshambo> [SB][roshambo):(All) i can make it play sounds
without you two knowing
roshambo> [SB][roshambo):(Private) bwahaha
```

Subject: Re: Official SBot Thread

Posted by [AmunRa](#) on Mon, 29 Jan 2007 18:46:29 GMT

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yay!

Subject: Re: Official SBot Thread
Posted by [Ryu](#) on Mon, 29 Jan 2007 18:58:21 GMT
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I was in that ss!

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Mon, 29 Jan 2007 22:12:04 GMT
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i found something out about CLR so im recoding it slightly. to condense the code a bit. it should have the colours tonight.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Mon, 29 Jan 2007 23:35:02 GMT
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here is the ini file. for those that might be interested....
although, editing this file will not be nessessary. but i just thought you might want to see some of the settings planned.

```
[Sbot]
MinimizeToTray=False
ServercfgPath=C:\westwood\renegadeFDS\server\server.ini
IRCcomOut=True
ServerIPAdress=127.0.0.1
ServerPort=9966
```

```
[Commands_Public]
!help=True
!sounds=True
!ahelp=True
!music=True
!nextmap=True
!donate=True
!vote=True
!yes=True
!no=True
!admins=True
```

!moderators=True
!killme=True
!myinfo=True
!build=True
!buy=True
!buyhelp=True
!buildhelp=True
!qkick=False
!ban=False
!makeadmin=False
!makemod=False
!maketmpmod=False
!maketmpadmin=False
!removemod=False
!removeadmin=False
!removetmpmod=False
!removetmpadmin=False
!gameover=False
!swearfilteron=False
!swearfilteroff=False
!website=True

[Commands_Moderator]

!help=True
!sounds=True
!ahelp=True
!music=True
!nextmap=True
!donate=True
!vote=True
!yes=True
!no=True
!admins=True
!moderators=True
!killme=True
!myinfo=True
!build=True
!buy=True
!buyhelp=True
!buildhelp=True
!qkick=True
!ban=True
!makeadmin=False
!makemod=False
!maketmpmod=False
!maketmpadmin=False
!removemod=False

!removeadmin=False
!removetmpmod=False
!removetmpadmin=False
!gameover=True
!swearfilteron=True
!swearfilteroff=True
!website=True

[Commands_Admin]

!help=True
!sounds=True
!ahelp=True
!music=True
!nextmap=True
!donate=True
!vote=True
!yes=True
!no=True
!admins=True
!moderators=True
!killme=True
!myinfo=True
!build=True
!buy=True
!buyhelp=True
!buildhelp=True
!qkick=True
!ban=True
!makeadmin=True
!makemod=True
!maketmpmod=True
!maketmpadmin=True
!removemod=True
!removeadmin=True
!removetmpmod=True
!removetmpadmin=True
!gameover=True
!swearfilteron=True
!swearfilteroff=True
!website=True

[!help]

ppaged=Commands are: !ahelp !sounds !nextmap !donate !vote !yes !no !admins !moderators
!killme !myinfo

[!ahelp]

ppaged=Commands are: !ahelp !sounds !nextmap !donate !vote !yes !no !admins !moderators
!killme !myinfo !build !buy !buyhelp !buildhelp !website

[!sounds]

ppaged=Sounds are: bwhahaha, gotya, good, skill, stfu, smile, captain, ammo, kill, coward, smart, blowup
[!music]
ppaged=Music currently playing is: <music_playing>
[!build]
nodturret=Unown
gdi tower=Unown
extra1=myturret
myturret=SomePreset
extra1GDIEnable=True
extra1NodEnable=True
[IRC]
IRCNick=roshambo
IRCPort=6667
IRCHost=irc.n00bstories.com
IRCReal_Name=Sbot
Enabled=True
IRCChan=#Sbot-Test
[AutoAnnounce]
Interval=60000
[!website]
website=http://www.dansprojects.com/

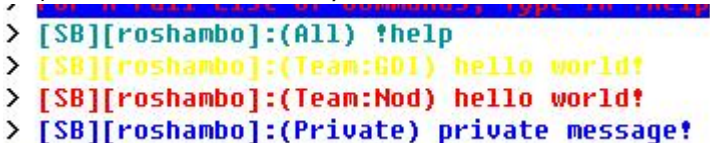
Subject: Re: Official SBot Thread
Posted by [jnz](#) on Tue, 30 Jan 2007 00:29:00 GMT
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'nother update this is pretty good

colours, IRC. im going to put a slight background on the yellow though. it is too bright to read.

File Attachments

1) [colours.JPG](#), downloaded 3114 times


> [SB][roshambo]:(All) !help
> [SB][roshambo]:(Team:GDI) hello world!
> [SB][roshambo]:(Team:Nod) hello world!
> [SB][roshambo]:(Private) private message!

Subject: Re: Official SBot Thread
Posted by [Tunaman](#) on Tue, 30 Jan 2007 03:03:33 GMT

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Nice work dude.

Subject: Re: Official SBot Thread

Posted by [Dave Anderson](#) on Tue, 30 Jan 2007 04:11:11 GMT

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The SBot is going to rule.

Subject: Re: Official SBot Thread

Posted by [Ryu](#) on Tue, 30 Jan 2007 04:37:23 GMT

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gamemodding wrote on Mon, 29 January 2007 18:29'nother update this is pretty good

colours, IRC. im going to put a slight background on the yellow though. it is too bright to read.

If you use Black as the back ground, the yellow isn't so bright. Still, Most users keep the white back ground, So it's most probably best choice.

Lookin' good, I hope you choose me as a beta tester!

Subject: Re: Official SBot Thread

Posted by [jnz](#) on Tue, 30 Jan 2007 08:33:24 GMT

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im going to make a video at some point so i can show you the kind of stuff it is capable of.

Subject: Re: Official SBot Thread

Posted by [jnz](#) on Tue, 30 Jan 2007 12:55:05 GMT

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After IRC, im going to work on the LOG file output. could someone suggest a format / way they would like to be done? i was also thinking about RTF format as well

html output and ranks will definety be in it. i am also going to make it support queries. i will make a php page to show you what i mean. basicly you go on the page, php will send a query to the Sbot. the Sbot will reply with the game info.

also, a log, that was in the original Sbot (console). that output all the internal state of the program. this way i can make a fix really fast if you have a crash. although, this file will get big. and will probably have to be deleted when it gets over about a Mb or so.

ladder output will also be available. you can also print the ladder to a webpage.

Subject: Re: Official SBot Thread
Posted by [Fifaheld](#) on Tue, 30 Jan 2007 13:09:39 GMT
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what can all the ladder system? rank, rankstats, top ingame?

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Tue, 30 Jan 2007 15:33:32 GMT
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Fifaheld wrote on Tue, 30 January 2007 13:09 what can all the ladder system? rank, rankstats, top ingame?

what do you mean?

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Tue, 30 Jan 2007 16:31:31 GMT
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here is a vid: http://dansprojects.com/Sbot-Preveiw.comproj_media/Sbot-Preveiw.comproj.avi
right click save target as. for some reason it wont stream very well. :/

Subject: Re: Official SBot Thread
Posted by [Fifaheld](#) on Tue, 30 Jan 2007 17:59:57 GMT
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Fifaheld wrote on Tue, 30 January 2007 07:09 what can all the ladder system? rank, rankstats, top ingame?

the ranking system...commands like !rank for the rank, !rankstats for the rankstat (how many points, kills, death and many many more) and the !top command for top 3 or more

and do you need for the bot gamespy/ase and homepage support like wolspy or brenbot 1.43 build 27 (the newer gamespy protokol on the final from brenbot is not good) ask danpaul for the old gamespy code....

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Tue, 30 Jan 2007 18:32:36 GMT
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yeah, hehe. they will be in too.

ill have to see about GameSpy.

Subject: Re: Official SBot Thread
Posted by [Fifaheld](#) on Tue, 30 Jan 2007 19:09:22 GMT
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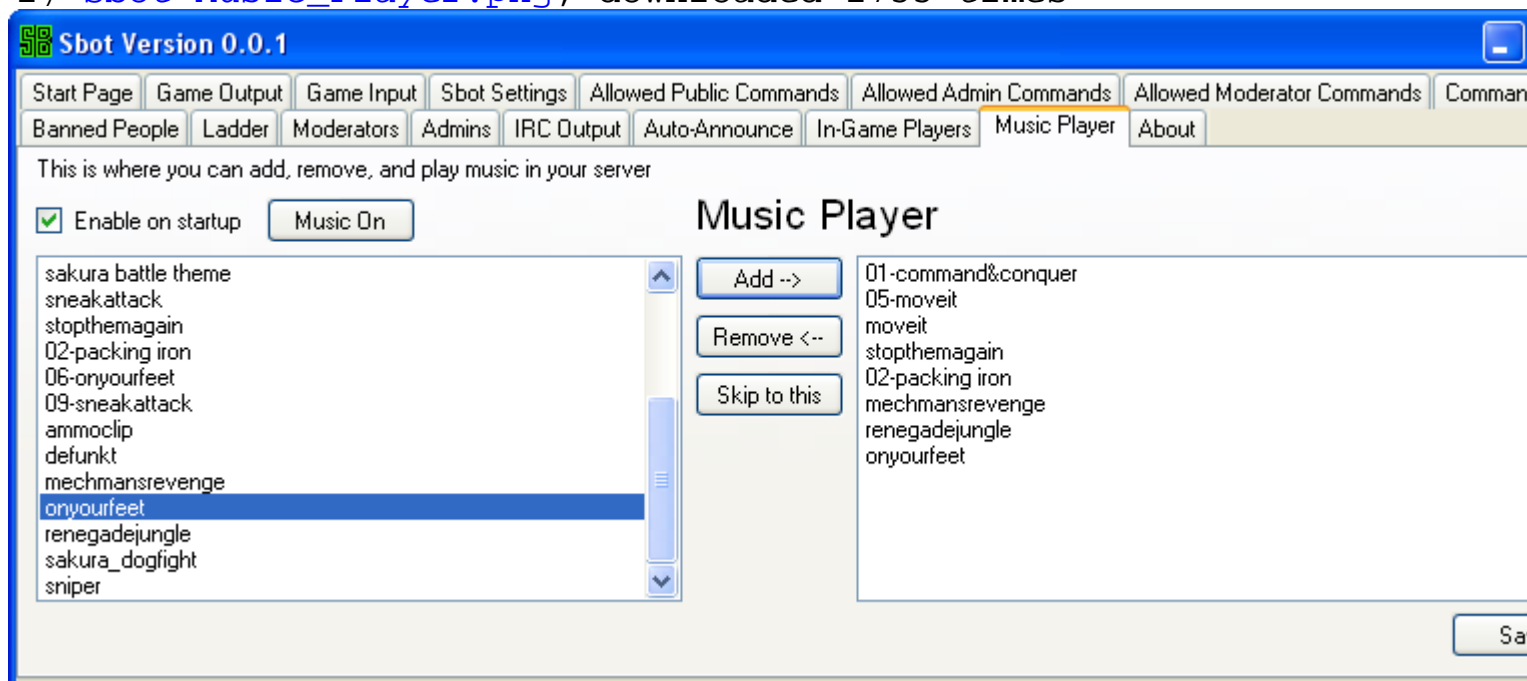
when you build the gamespy support in the sbot in (the gamespy query port)....i like sbot then more and more (please the old gamespy from br 1.43 build 27 and down, the new is not really good)

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Wed, 31 Jan 2007 19:36:18 GMT
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Update:

File Attachments

1) [Sbot-Music_Player.png](#), downloaded 1755 times



Subject: Re: Official SBot Thread
Posted by [jnz](#) on Wed, 31 Jan 2007 23:22:48 GMT
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Update

after you see this, i want you to tell me HOW BIG MY JUICY APPLES ARE!!!1111!!!1!1!
</kidding>

<http://dansprojects.com/Sbot-Turrets/Sbot-Turrets.html>

you may have to keep stoping and replying this for it to go all the way through.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Thu, 01 Feb 2007 01:17:48 GMT
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Update

ok, now you can make your own build commands. and attach any script to it. Eg i did before, CnC_Nod_Ceiling_Gun and attached JFW_Base_Defence to it.

Subject: Re: Official SBot Thread
Posted by [Fifaheld](#) on Thu, 01 Feb 2007 02:19:52 GMT
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for the build command you need only the sbot???

how can i make then the own build commands,please.

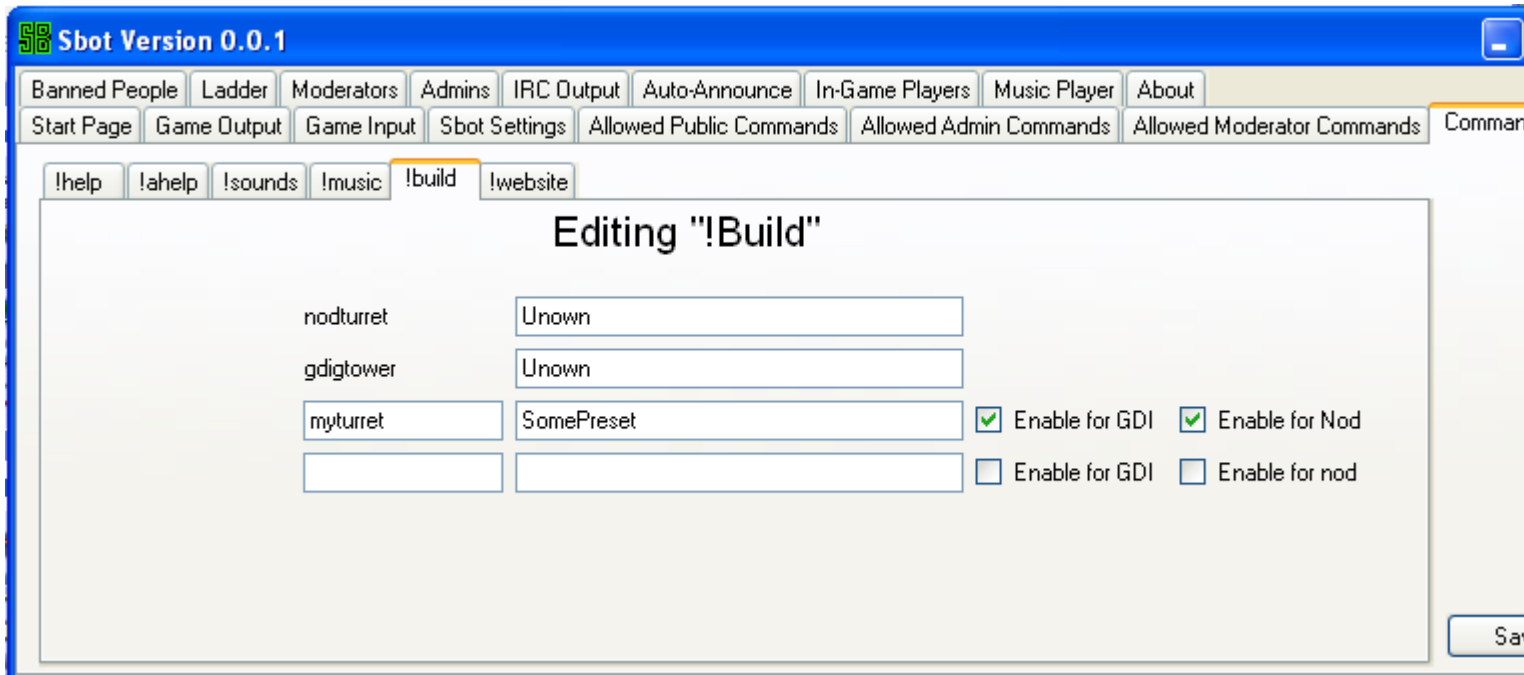
Subject: Re: Official SBot Thread
Posted by [Ryu](#) on Thu, 01 Feb 2007 02:47:35 GMT
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Here's a screen shot of the !Build menu.

You can add custom builds aswell, Guns and walls etc

File Attachments

1) [SBot.png](#), downloaded 1741 times



Subject: Re: Official SBot Thread
Posted by [Whitedragon](#) on Thu, 01 Feb 2007 03:59:44 GMT
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I suggest being able to make custom commands in LUA scripting.

Subject: Re: Official SBot Thread
Posted by [Fifaheld](#) on Thu, 01 Feb 2007 04:41:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Alex wrote on Wed, 31 January 2007 20:47 Here's a screen shot of the !Build menu.

You can add custom builds aswell, Guns and walls etc

cool...now the gamespy protocol (the old) and the bot is the best bot from all

what need the bot? ssaow, renlog, renlog2, gamelog or gamelog2?

Subject: Re: Official SBot Thread
Posted by [Ryu](#) on Thu, 01 Feb 2007 05:32:16 GMT

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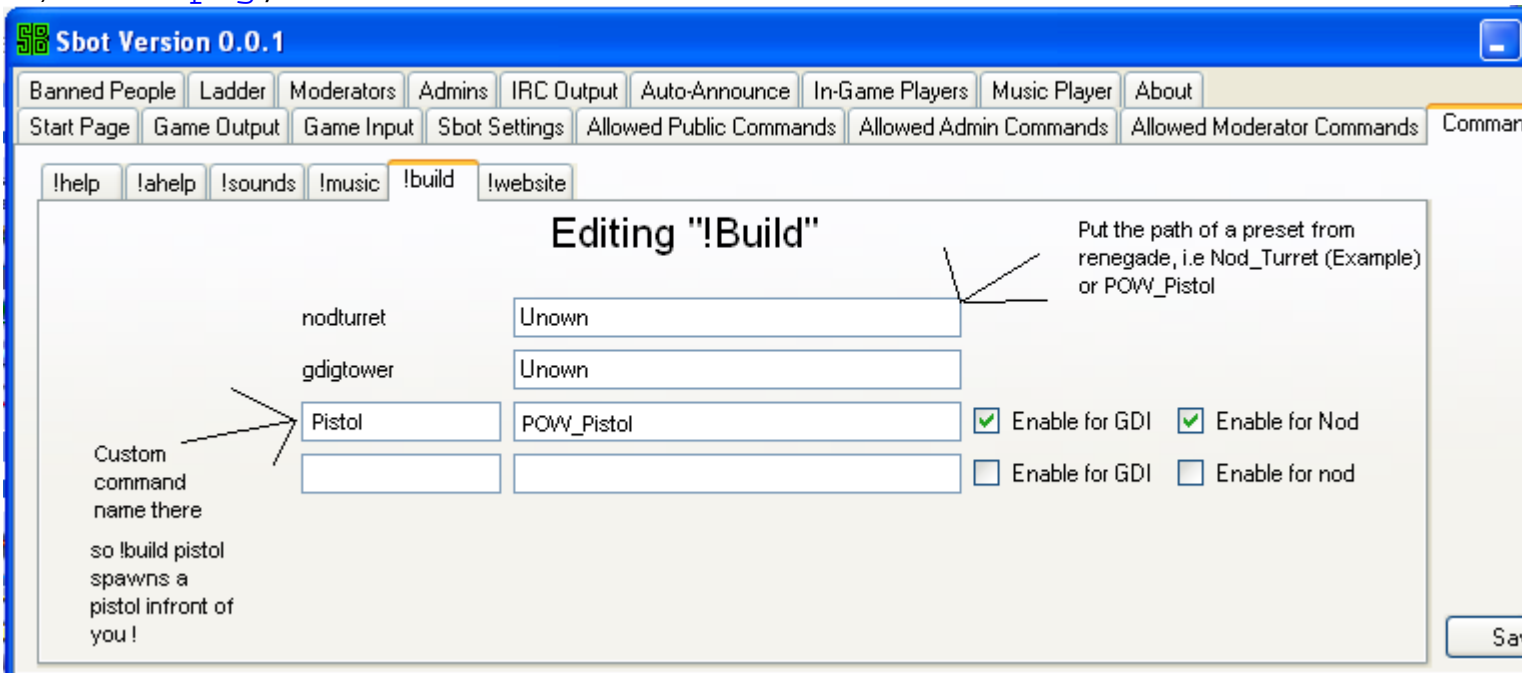
Well, Alot still needs to be done, I think the Game spy thingamabob will be done lastly.

Not sure about the other question, lol.

Also on my screen shot I should have detailed it a bit more.

File Attachments

1) [SBot.png](#), downloaded 1712 times



Subject: Re: Official SBot Thread

Posted by [Fifaheld](#) on Thu, 01 Feb 2007 06:33:08 GMT

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nice...gamespy support and ladder and build in command....I LIKE THE BOT EVERY SECOND MORE

brenbot need gamelog 1 or 2 and ssaow, nightregulator need ssaow and renlog 1 or 2, cloudyserv need ssaow and sbot need????

the build command must be cost money (credits).....But does everybody and it then are there to much, example nod turrets

Subject: Re: Official SBot Thread
Posted by [Ryu](#) on Thu, 01 Feb 2007 07:11:01 GMT
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Ladder: There is a ladder built in, I'm sure Dan is working on putting it in HTML format (or similar)

Game spy thing: It should be in there soon enough.

I think it uses edited scripts.dll etc, Not exactly sure on that one.

!Build doesn't cost money at the moment.

Wth am I answering questions? Because i'm a Beta tester and i'm helping him out with the build function.

Subject: Re: Official SBot Thread
Posted by [Fifaheld](#) on Thu, 01 Feb 2007 08:29:35 GMT
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the scripts.dll comes with the bot out or?

Subject: Re: Official SBot Thread
Posted by [Ryu](#) on Thu, 01 Feb 2007 08:46:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah, otherwise it won't work for one reason or the other.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Thu, 01 Feb 2007 09:48:03 GMT
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Fifaheld wrote on Thu, 01 February 2007 06:33
brenbot need gamelog 1 or 2 and ssaow, nightregulator need ssaow and renlog 1 or 2, cloudyserv need ssaow and sbot need????

ok, all this needs is a scripts.dll i have made. nothing else whatsoever.

im sure i could port it to whatever verion you want/SSAOW.

this bot doesn't do logfile reading.

LUA: nice idea, but how do i parse LUA? or is there a library?

Subject: Re: Official SBot Thread
Posted by [Fifaheld](#) on Thu, 01 Feb 2007 10:05:09 GMT
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ok then take ssaow....ssaow is good

Subject: Re: Official SBot Thread
Posted by [Whitedragon](#) on Thu, 01 Feb 2007 10:19:19 GMT
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<http://luabinaries.luaforge.net/download.html>

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Thu, 01 Feb 2007 10:24:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Whitedragon wrote on Thu, 01 February 2007 10:19<http://luabinaries.luaforge.net/download.html>

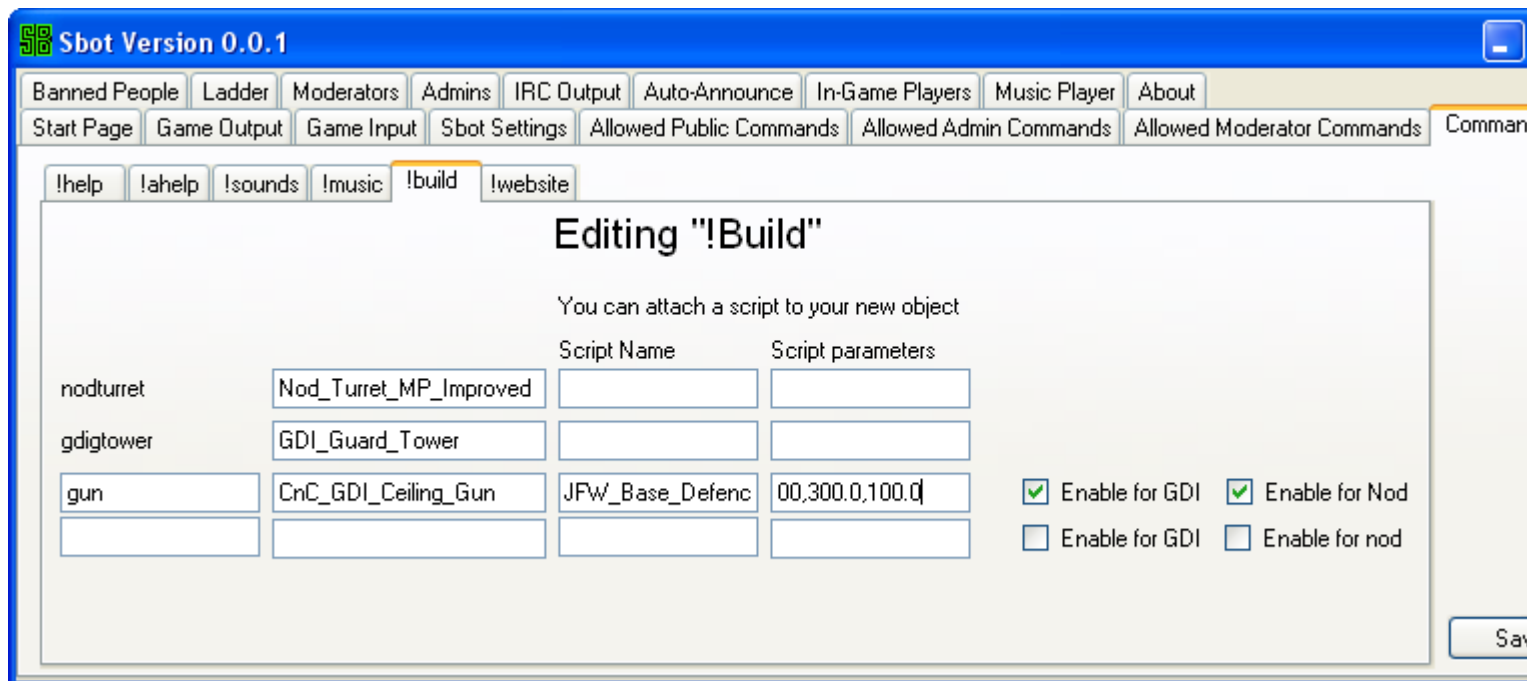
thanks!

Update:

Costs will be added shortly too

File Attachments

1) [Sbot-Build.png](#), downloaded 1712 times



Subject: Re: Official SBot Thread
Posted by [Fifaheld](#) on Thu, 01 Feb 2007 10:38:32 GMT
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gamemodding wrote on Thu, 01 February 2007 04:24Whitedragon wrote on Thu, 01 February 2007 10:19<http://luabinaries.luaforge.net/download.html>

thanks!

Update:

Costs will be added shortly too

where become i then the presets, script name and the script parametes please for the build command

Subject: Re: Official SBot Thread
Posted by [Ryu](#) on Thu, 01 Feb 2007 10:40:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

That made no sense at all.

Subject: Re: Official SBot Thread
Posted by [Fifaheld](#) on Thu, 01 Feb 2007 11:08:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

What you mean please with it

Subject: Re: Official SBot Thread
Posted by [Ryu](#) on Thu, 01 Feb 2007 11:13:42 GMT
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I didn't or don't mean to sound like a jackass, And the fact you're from Germany so your not expected to know another language perfect, But you hardly made any sense in them last 2 posts. unless I'm missing something.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Thu, 01 Feb 2007 11:18:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

traurig, war was deine Frage?

Subject: Re: Official SBot Thread
Posted by [Fifaheld](#) on Thu, 01 Feb 2007 12:16:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok i write nothing more

Subject: Re: Official SBot Thread
Posted by [SeargentSarg](#) on Thu, 01 Feb 2007 13:02:46 GMT
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I have to admit, even I would have never came up with this.. Kinda kicks ass. I still need to work on the commands. We don't have enough right now.

Subject: Re: Official SBot Thread
Posted by [Dave Anderson](#) on Thu, 01 Feb 2007 13:27:21 GMT
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Alex wrote on Thu, 01 February 2007 03:40That made no sense at all.

English is not his native language.

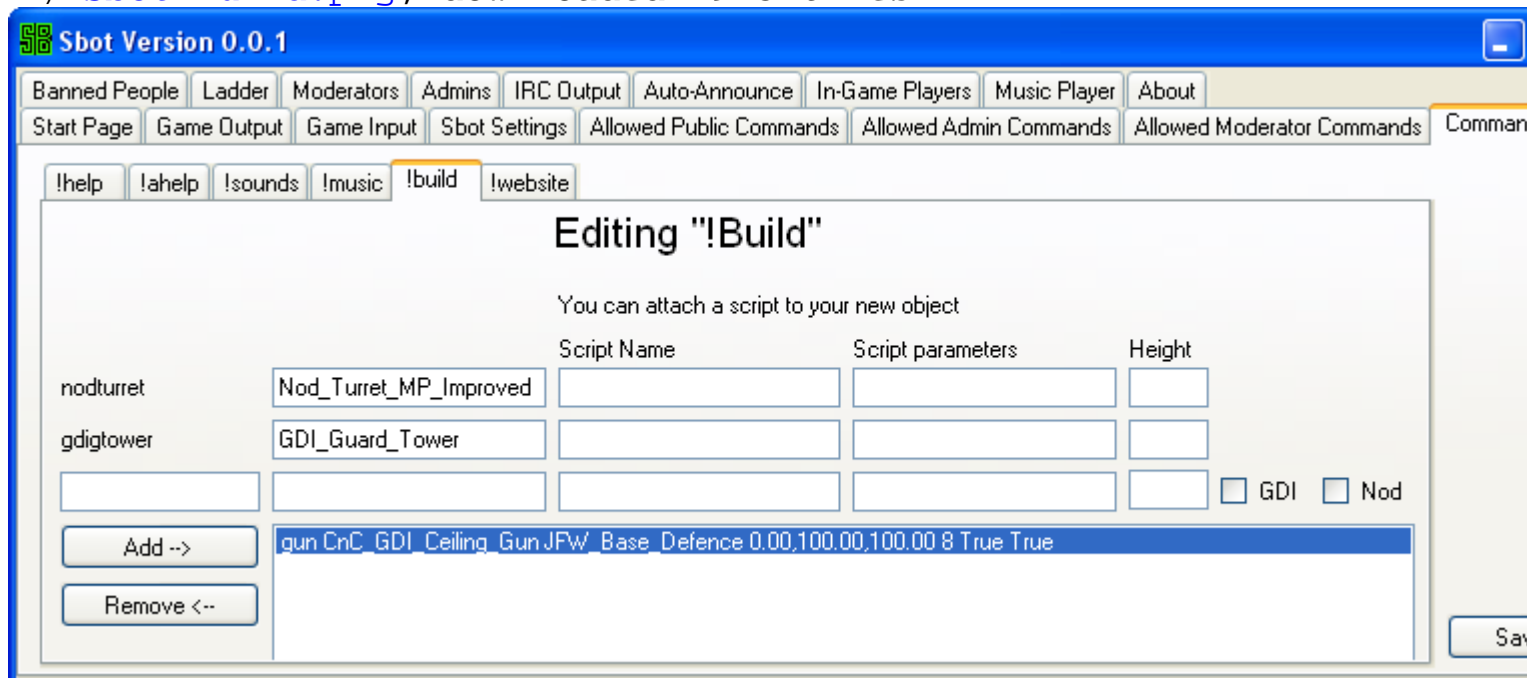
Subject: Re: Official SBot Thread
Posted by [jnz](#) on Thu, 01 Feb 2007 13:55:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Update:

changed the build screen. now you can add as many build commands as you like

File Attachments

1) [Sbot-Build.png](#), downloaded 1925 times



Subject: Re: Official SBot Thread
Posted by [Fifaheld](#) on Thu, 01 Feb 2007 15:11:14 GMT
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sorry for my english, I would only like to help him offered better to do and just ask like what goes

Subject: Re: Official SBot Thread
Posted by [Ryu](#) on Thu, 01 Feb 2007 21:20:48 GMT
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Dave Anderson wrote on Thu, 01 February 2007 07:27Alex wrote on Thu, 01 February 2007 03:40That made no sense at all.

English is not his native language.

Did you check my post after I said that?

Subject: Re: Official SBot Thread

Posted by [Dave Anderson](#) on Thu, 01 Feb 2007 22:24:58 GMT

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Apparently not.

Subject: Re: Official SBot Thread

Posted by [jnz](#) on Sat, 03 Feb 2007 22:47:26 GMT

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Update:

after alot of fiddling with scripts.dll this took a few hours, but now allows me to add commands that needs player infomation alot easier. here is an example.

File Attachments

1) [Sbot-IRC.png](#), downloaded 1864 times

<roshambo> [\[SB\]](#) roshambo(192.168.1.4;3466) has just joined the game! fighting for team GDI

Subject: Re: Official SBot Thread

Posted by [Ryu](#) on Sat, 03 Feb 2007 22:50:27 GMT

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Subject: Re: Official SBot Thread

Posted by [Ryu](#) on Sun, 04 Feb 2007 00:54:54 GMT

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<http://www.distortiagaming.com/files/SBot.wmv>

Kinky.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Sun, 04 Feb 2007 23:07:00 GMT
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Update:

because of some crashes with some presets, im going to have to take out the custom build commands. for some reason some presets cause the server to crash. even though it goes through a check to see if it is valid or not.

instead, im going to hardcode as many structures that could be useful as i can. if you want any, now is the time to post.

im also starting on the buy command. like the build command, this has to be hardcoded as well.

Subject: Re: Official SBot Thread
Posted by [Dave Anderson](#) on Mon, 05 Feb 2007 00:28:12 GMT
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!build AGT
!build Obelisk

Those two commands would make for some interesting gameplay.

It would be pretty cool to have a !build command for each main structure as well so a team could replace destroyed ones. I don't know if that is possible, it would require you to delete the old destroyed ones from the map.

Possibly you could make it to where it would support !buy War Factor (for example), that way you could replace a structure if you have enough credits (example: 10,000 credits).

I don't know if the above two ideas are even possible, but it would be rather interesting.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Mon, 05 Feb 2007 00:45:03 GMT
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i have already tried. its not possible to revive a broken building. it would require modification on the client.

Subject: Re: Official SBot Thread
Posted by [SeargentSarg](#) on Mon, 05 Feb 2007 01:59:09 GMT
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You can certainly not "add" random buildings while you are in game. Like !buy obelisk

But what you can do, is make it so you can create like a hut that has the functions of it.

Lets say !build factoryturret it would deploy a turret and then allot it to buy vechs out of it. (Would look weird, but just trying to be supportive)

Subject: Re: Official SBot Thread

Posted by [Ryu](#) on Mon, 05 Feb 2007 03:50:59 GMT

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Tbh you can make a obelisk in level edit, Too bad it's indestructible.

Subject: Re: Official SBot Thread

Posted by [Dave Anderson](#) on Mon, 05 Feb 2007 05:06:53 GMT

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Is there something different about the characteristics of a Obelisk or AGT compared to (for example) a turret that disallows the placement/creation of that structure?

Subject: Re: Official SBot Thread

Posted by [Ryu](#) on Mon, 05 Feb 2007 06:56:55 GMT

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It's a ceiling gun, That fire's a obelisk beam.

Kinda cool, But indestructible, Unless you edited ofc.

Subject: Re: Official SBot Thread

Posted by [jnz](#) on Mon, 05 Feb 2007 08:20:15 GMT

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naa, ceiling guns are easy to destroy. ill have a look into that.

a building is a part of the map with a building controller attached to it. this is why you cannot spawn a new one. you can't respawn the building controller because you cannot make the client think it is "alive" again.

a turret is a vehical. this is why you can spawn one.

Subject: Re: Official SBot Thread
Posted by [SeargentSarg](#) on Mon, 05 Feb 2007 20:39:14 GMT
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Of course you can always make it that you can make a second preset of a building, and set it as a vehicle.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Sun, 11 Feb 2007 14:07:13 GMT
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ROFL, fixed as soon as i posted.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Tue, 13 Feb 2007 18:18:45 GMT
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Update:

The moderators and admins have to type their password each time they want to do an admin/moderator command. they don't use public, team or page the server. they have to privatemessage themselves with the command eg:

/roshambo !kicka h4x0r <mypassword>

it can ofc be in pretty much any order eg:
roshambo !kicka <mypassword> h4x0r

the !kicka command stands for "kick" "allow"

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Tue, 13 Feb 2007 19:40:38 GMT
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For each user i am going make a txt file. this will contain all the ip addresses they have used. usernames etc...

does anyone have any suggetions for the IRC commands?

Subject: Re: Official SBot Thread
Posted by [Whitedragon](#) on Tue, 13 Feb 2007 20:15:44 GMT

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That password thing is a horrible idea. What you should do is make them have to type !identify <password> when they join to receive mod status.

For storing IPs, some kind of database would be best. I suggest SQLite.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Tue, 13 Feb 2007 20:27:48 GMT
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Whitedragon wrote on Tue, 13 February 2007 20:15 That password thing is a horrible idea. What you should do is make them have to type !identify <password> when they join to receive mod status.

For storing IPs, some kind of database would be best. I suggest SQLite.

Tried all the databases that VCS++ had. They all sucked. The reason i wanted to make the mod type their password was purly for security. I will make it a command.

Subject: Re: Official SBot Thread
Posted by [Carrierll](#) on Tue, 13 Feb 2007 20:48:27 GMT
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I'd like to see an alias file, so that anyone can swap to your bot without having to learn the new command effects, IE:

CS' !kick is the same as BRenBot's !qkick

An alias system allowing you to swap from one bot to the other without having to learn things like that would be cool.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Tue, 13 Feb 2007 22:18:38 GMT
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don't worry, there is going to be loads of aliases for each command. i want to put aliases that BR, NR CS uses in as well.

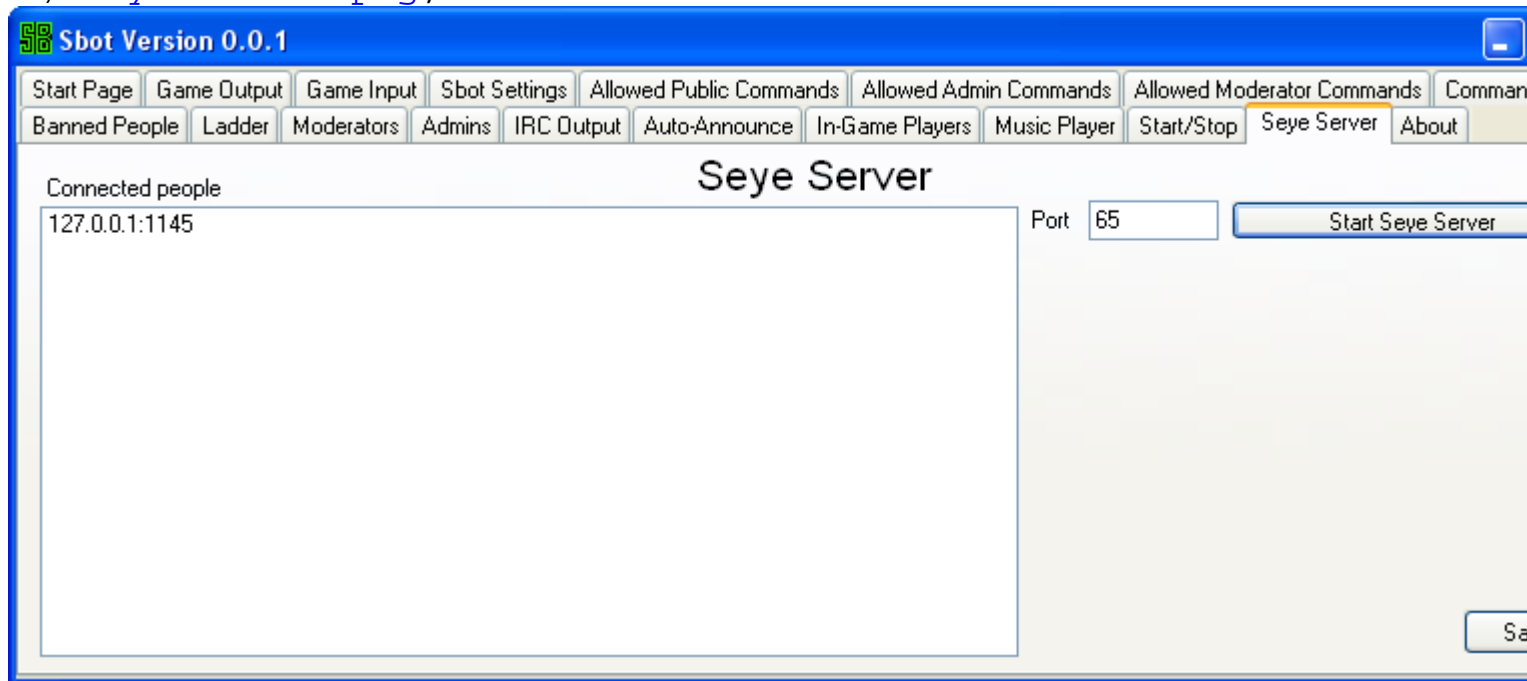
Subject: Re: Official SBot Thread
Posted by [jnz](#) on Wed, 14 Feb 2007 02:01:46 GMT

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Update:

File Attachments

1) [Seye-Server.png](#), downloaded 1673 times



Subject: Re: Official SBot Thread
Posted by [Fifaheld](#) on Wed, 14 Feb 2007 04:39:09 GMT
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when please comes the first beta out and what is please with the ganespy modul

Subject: Re: Official SBot Thread
Posted by [AmunRa](#) on Wed, 14 Feb 2007 07:22:02 GMT
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Fifaheld wrote on Tue, 13 February 2007 23:39when please comes the first beta out and what is please with the ganespy modul
ever consider english classes?

Subject: Re: Official SBot Thread
Posted by [Fifaheld](#) on Wed, 14 Feb 2007 08:11:43 GMT

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Learn you first in German then learn to write I better in English

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Wed, 14 Feb 2007 13:36:33 GMT

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ich bin nicht sicher, wenn das Seye oder das Sbot bekannt werden. Das Seye eher als das Sbot weiß ich den.

Im not sure when the Seye or Sbot will go public. The Seye sooner than the Sbot i know that.

Subject: Re: Official SBot Thread
Posted by [Dave Anderson](#) on Wed, 14 Feb 2007 20:27:12 GMT

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Translators, ftw.

Subject: Re: Official SBot Thread
Posted by [Ryu](#) on Wed, 14 Feb 2007 21:21:45 GMT

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Dave Anderson wrote on Wed, 14 February 2007 14:27Translators, ftw.

!!!111!!

Subject: Re: Official SBot Thread
Posted by [Fifaheld](#) on Fri, 16 Feb 2007 11:40:46 GMT

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and when please comes the sbot out where can i test the sbot? give it a game channel for him to test?

Subject: Re: Official SBot Thread
Posted by [Ryu](#) on Fri, 16 Feb 2007 12:33:25 GMT

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Pretty soon by the looks of it!

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Sat, 24 Feb 2007 11:18:17 GMT
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i havn't been able to do much lately, school

Features:

!help
!ahelp
!build
!buy
!buyhelp
!buildhelp
!admins
!moderators
!makemod
!makeadmin
!kicka
!ban
!music
!nextmap
!vote
!yes
!no
!killme
!myinfo
!maketmpmod
!maketmpadmin
!removetmpmod
!removetmpadmin
!removemod
!removeadmin
!gameover
!swearfilteron
!swearfilteroff
!website
!ddef - destroy defence
!getinfo
!sethealth
!setarmour
!setmoney
!setweather
!setmusic
!rank
!getip
!getusednames

stores all ips / usernames in a txt file.

stores all admins / moderators in a txt file.
stores the music rotation in a txt file.
stores the autoannounce rotation in a txt file.
Seye server, if plugin is installed.
onjoin message.
alias editor.
editable ini file.
commands editor.
IRC output.
IRC client.
Game input - execute commands from the Sbot.
Game output - see the game in txt view.
change permissions needed for commands / disable any of them.

Subject: Re: Official SBot Thread
Posted by [Fifaheld](#) on Sat, 24 Feb 2007 13:29:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice.....shit school

Subject: Re: Official SBot Thread
Posted by [trooprm02](#) on Sat, 24 Feb 2007 23:29:20 GMT
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WOW, looking good. HUGE upgrade since v3.0

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Mon, 26 Feb 2007 23:13:16 GMT
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hmm; plugins, plugins, plugins. how should i do them?

- 1) they are in native C++
- 2) it can load as many as you like
- 3) it can get any of the information about the game
- 4) it can interact with scripts.dll directly.
- 5) it can interact with the console, eg input stuff to the console. or just display text on it.

ofcourse you get "chathook" "hosthook" "playerjoinhook" "playerleavehook" "gameoverhook"
"objecthook" "loadlevelhook"

i will be doing a crash course on how to make plugins when i fix up a few things.

Subject: Re: Official SBot Thread

Posted by [jnz](#) on Wed, 28 Feb 2007 22:06:27 GMT

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Features - Complete:

- !help
- !ahelp
- !sounds
- !build
- !buy
- !buyhelp
- !buildhelp
- !admins
- !moderators
- !makemod
- !makeadmin
- !kicka
- !music
- !nextmap
- !killme
- !removemod
- !removeadmin
- !myinfo
- !gameover
- !website
- !ddef - destroy defence
- !getinfo
- !sethealth
- !setarmour
- !setmoney
- !setweather

- stores all ips / usernames in a txt file.
- stores all admins / moderators in a txt file.
- stores the music rotation in a txt file.
- stores the autoannounce rotation in a txt file.
- Seye server, if plugin is installed.
- onjoin message.
- editable ini file.
- commands editor.
- IRC output.
- IRC client.

Game input - execute commands from the Sbot.
Game output - see the game in txt view.
change permissions needed for commands / disable any of them.
saying "boink" etc in chat will trigger a sound (if enabled)

Features - Still to do:

!ban
!vote
!yes
!no
!maketmpmod
!maketmpadmin
!removetmpmod
!removetmpadmin
!swearfilteron
!swearfilteroff
!setmusic
!rank
!getip
!getusednames

alias editor.

Subject: Re: Official SBot Thread
Posted by [Nightma12](#) on Wed, 28 Feb 2007 22:21:26 GMT
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u have alot of commands

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Wed, 28 Feb 2007 22:32:07 GMT
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do i? :/ most are suppost to be mod and admin commands anyway.

thats why i did !help and !ahelp. they are both configureable, IE you can change what they say.
but !help should only show needed commands. !ahelp should say most if not all public commands.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Thu, 01 Mar 2007 23:06:26 GMT
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Update:

Alias editor finished. The syntax for it is as follows:

<command> <alias>

eg:

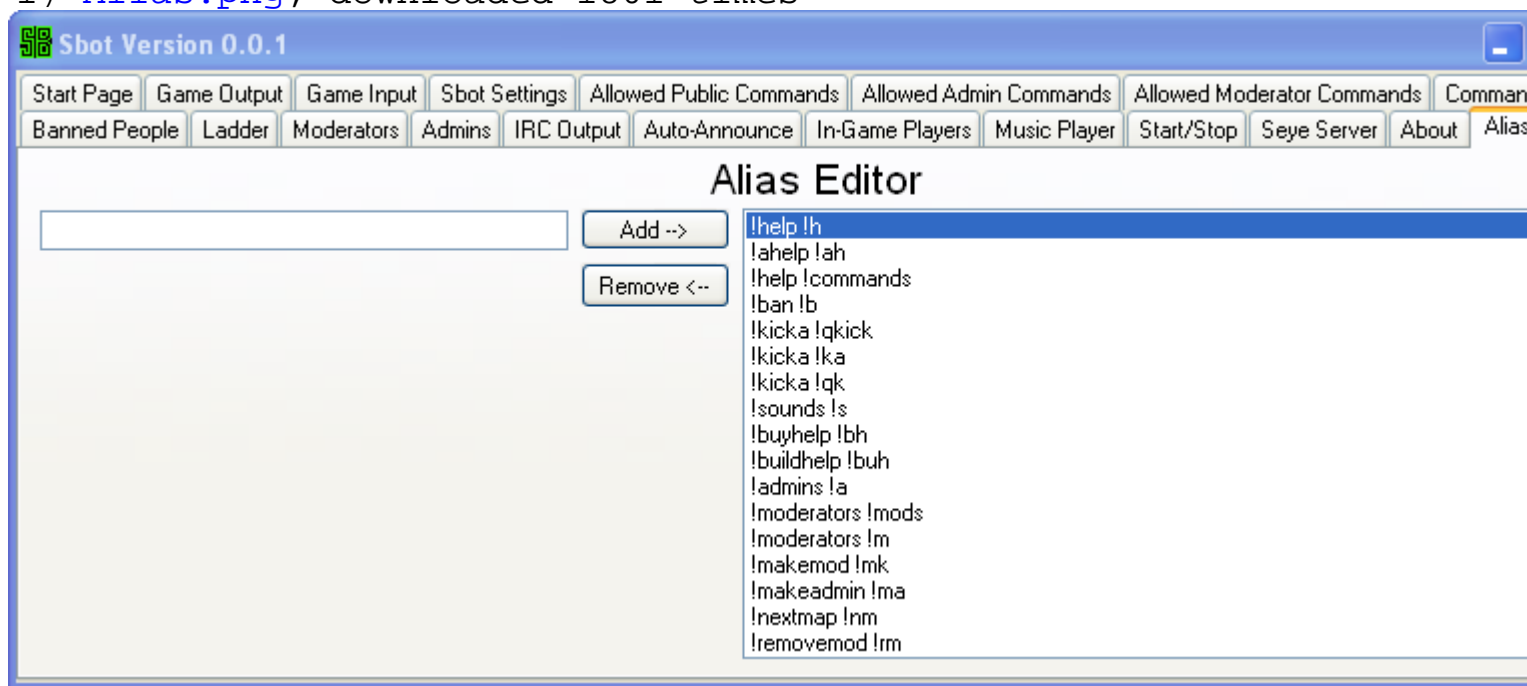
!help !h

you cannot make an alias to an alias.

i forgot to move the tab before the SS was taken

File Attachments

1) [Alias.png](#), downloaded 1801 times



Subject: Re: Official SBot Thread

Posted by [jnz](#) on Fri, 02 Mar 2007 00:04:12 GMT

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logs:

will be written to "<startupfolder>\logs\"

chat logs will go into a folder called chat

death logs will go into a folder called death and so on. each file will be named eg:

SBChat_<date>.txt

and will look like:

[<time>] roshambo: hello world!

the death log will look like:

[<time>] roshambo killed bla with warhead <warhead> that hit for <damage>
so it could be
[10:10:10] h4x0r killed roshambo with warhead "bullet" that hit for 999999

the other logs will follow this sort of system.

Subject: Re: Official SBot Thread
Posted by [trooprm02](#) on Fri, 02 Mar 2007 00:55:01 GMT
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Thats ALOT of tabs in the GUI

Subject: Re: Official SBot Thread
Posted by [Dave Anderson](#) on Fri, 02 Mar 2007 04:08:50 GMT
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A lot of content requires a lot of space.

Subject: Re: Official SBot Thread
Posted by [Goztow](#) on Fri, 02 Mar 2007 07:59:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

gamemodding wrote on Fri, 02 March 2007 00:06Update:

Alias editor finished. The syntax for it is as follows:

<command> <alias>

eg:

!help !h

you cannot make an alias to an alias.

i forgot to move the tab before the SS was taken
You'll have to credit Brenbot for <alias> (if I follow your logic).

Subject: Re: Official SBot Thread

Posted by [jnz](#) on Fri, 02 Mar 2007 08:16:26 GMT

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whys that? :S

Subject: Re: Official SBot Thread

Posted by [Goztow](#) on Fri, 02 Mar 2007 08:46:56 GMT

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commands.xml uses <alias> already, you are taking it over and you stated before that you'd credit everyone you took commands from. Same should be done for this then, no?

Subject: Re: Official SBot Thread

Posted by [jnz](#) on Fri, 02 Mar 2007 11:19:49 GMT

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Sbot doesn't use xml.

you do your commands like:

!help !h

just put a space in between the alias and the actual command.

Subject: Re: Official SBot Thread

Posted by [Goztow](#) on Fri, 02 Mar 2007 12:05:46 GMT

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Ow lol, I totally interpreted that post differently . I stand corrected.

Subject: Re: Official SBot Thread

Posted by [jnz](#) on Fri, 02 Mar 2007 22:16:07 GMT

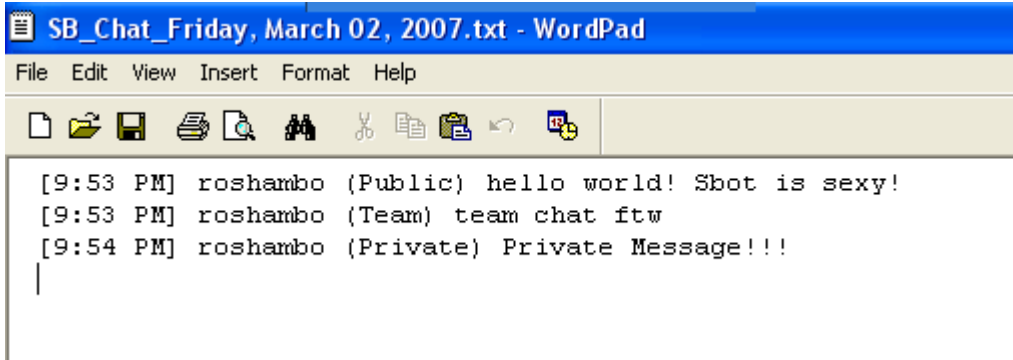
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everyone makes mistakes , its no biggy.

just wanting to know if this log is ok.

File Attachments

1) [chat_log.png](#), downloaded 1732 times



```
[9:53 PM] roshambo (Public) hello world! Sbot is sexy!  
[9:53 PM] roshambo (Team) team chat ftw  
[9:54 PM] roshambo (Private) Private Message!!!  
|
```

Subject: Re: Official SBot Thread
Posted by [Ryu](#) on Fri, 02 Mar 2007 22:20:27 GMT
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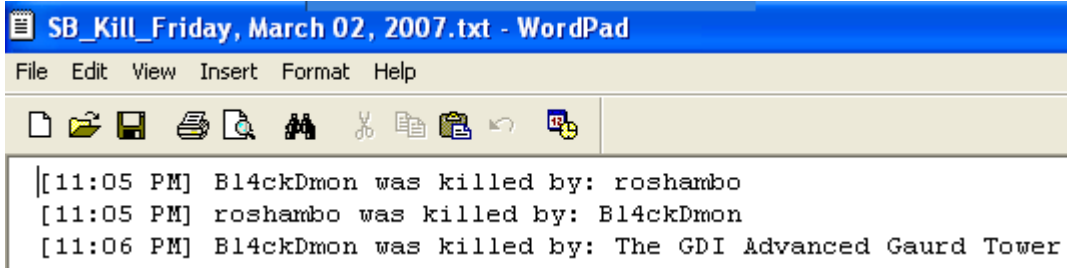
Not bad.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Sat, 03 Mar 2007 14:00:56 GMT
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some more logs. any more i should include? i can't think of any :S

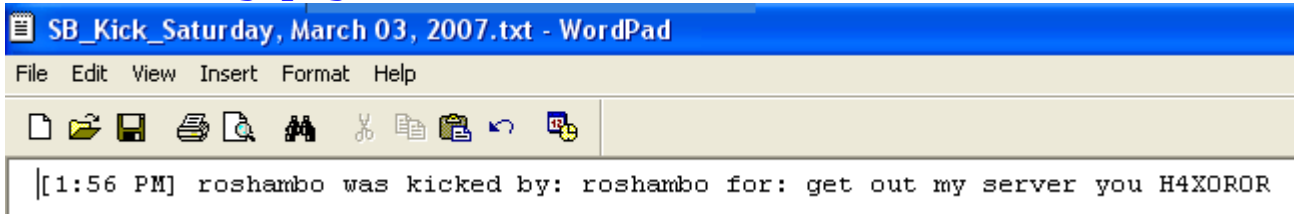
File Attachments

1) [Kill_Log.png](#), downloaded 1941 times



```
[11:05 PM] B14ckDmon was killed by: roshambo  
[11:05 PM] roshambo was killed by: B14ckDmon  
[11:06 PM] B14ckDmon was killed by: The GDI Advanced Gaurd Tower
```

2) [Kick_Log.png](#), downloaded 1946 times



```
[1:56 PM] roshambo was kicked by: roshambo for: get out my server you H4X0R0R
```

Subject: Re: Official SBot Thread
Posted by [Ryu](#) on Sat, 03 Mar 2007 17:45:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sexy!

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Sat, 03 Mar 2007 23:31:32 GMT
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i made a "!test" command.

basically what this does is make a "Large_Blocker" and then teleports you onto it as well as the person you want to test. after 60 seconds, the "Large_Blocker" is destroyed. what do you think? good idea? or just plain ol' crap?

it make the "Large_Blocker" 20 meters above where you are standing. thanks to Mero for telling me the preset for the "Large_Blocker"

Subject: Re: Official SBot Thread
Posted by [Tunaman](#) on Sun, 04 Mar 2007 05:17:04 GMT
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I think that you should make a command that lets the mod get rid of the "large_blocker" instead of it just blowing up after 60 seconds.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Sun, 04 Mar 2007 09:44:53 GMT
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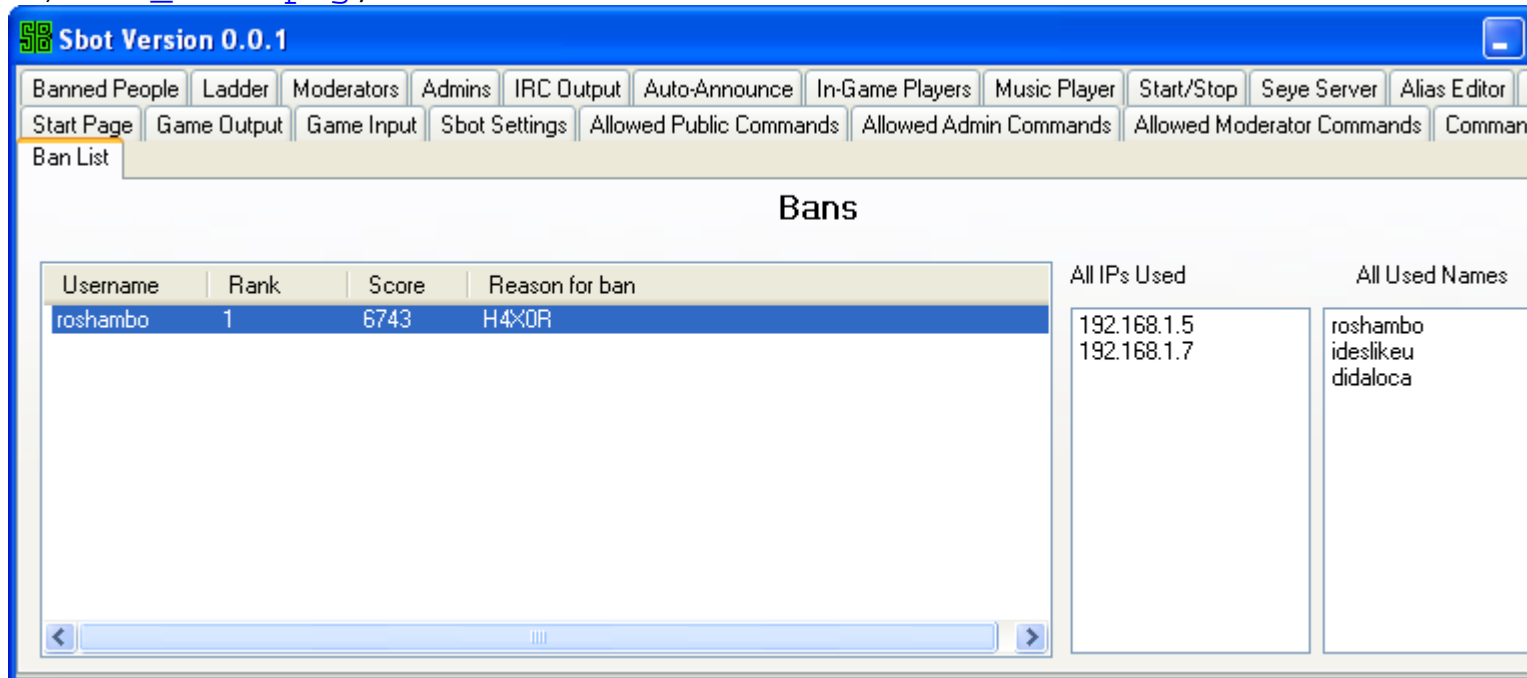
the only problem with that is, what if 2 mods want to test someone?. it would be hard to clear the right one.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Sun, 04 Mar 2007 11:12:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Update:
just finished the designer for the bans on Sbot

File Attachments

1) [ban_list.png](#), downloaded 1903 times



Subject: Re: Official SBot Thread

Posted by [Carrierll](#) on Sun, 04 Mar 2007 12:58:58 GMT

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About the !test command, I Would LOVE TO HAVE THAT! oh, the sheer # of ruined tests...

And, shouldn't "Ban List" be under the first tab of "Banned people"?

Subject: Re: Official SBot Thread

Posted by [jnz](#) on Sun, 04 Mar 2007 13:20:00 GMT

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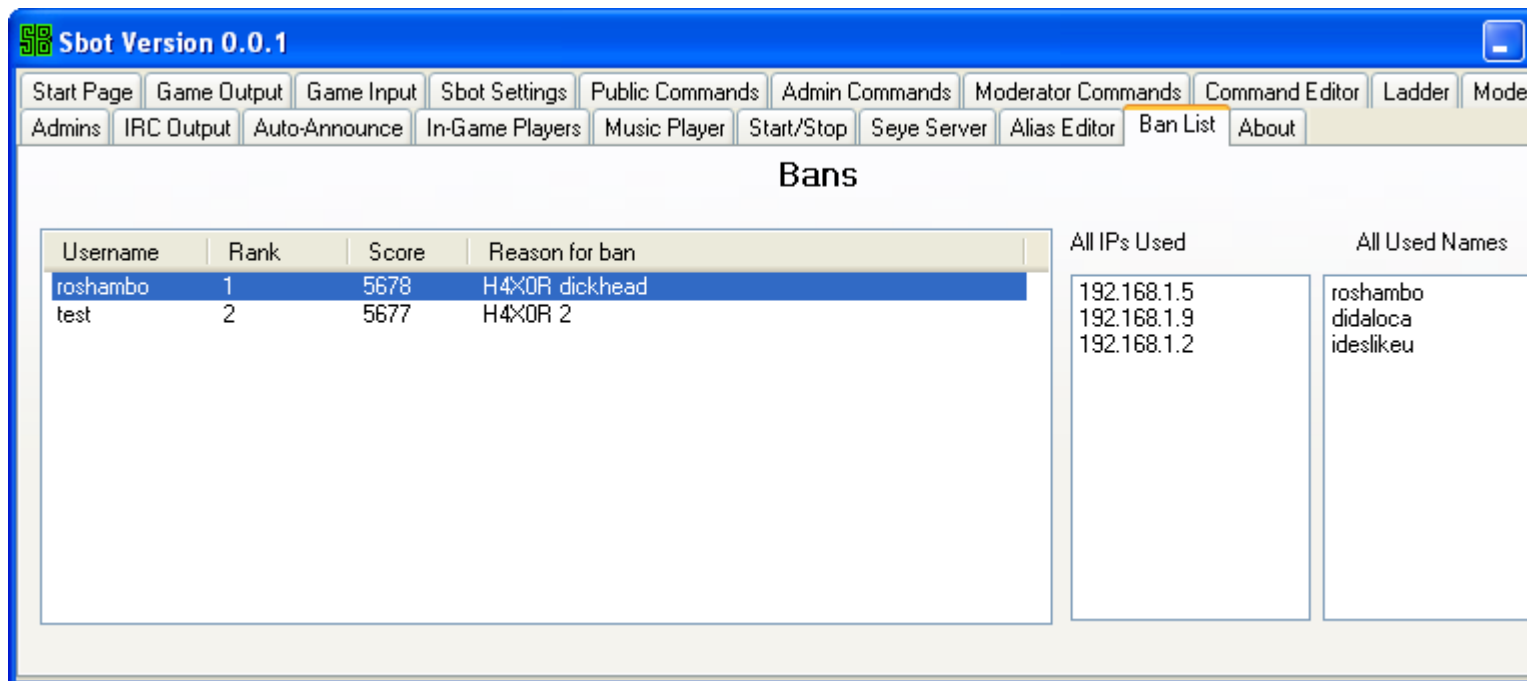
i forgot to delete that tab .

i compressed the tabs a bit. here is a new picture:

i got the bans working now. im just writing the actual command to ban someone.

File Attachments

1) [ban_list.png](#), downloaded 1868 times



Subject: Re: Official SBot Thread
 Posted by [jnz](#) on Mon, 05 Mar 2007 17:04:49 GMT
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bans now fully work. although, i got a bug that makes the FDS crash when a banned person tried to join the game. with a diffrent username.

i will make a program to convert the brenbot ban list (the log version) into the Sbot ban system. since both databases work completly diffrently. (mine being the cheaper way(txt files ftw))

the serial hash fix should be good.

Features - Complete:

!help
 !ahelp
 !sounds
 !build
 !buy
 !buyhelp
 !buildhelp
 !admins
 !moderators
 !makemod
 !makeadmin
 !kicka

!music
!nextmap
!killme
!removemod
!removeadmin
!myinfo
!gameover
!website
!ddef - destroy defence
!getinfo
!sethealth
!setarmour
!setmoney
!setweather
!ban
alias editor.

stores all ips / usernames in a txt file.
stores all admins / moderators in a txt file.
stores the music rotation in a txt file.
stores the autoannounce rotation in a txt file.
Seye server, if plugin is installed.
onjoin message.
editable ini file.
commands editor.
IRC output.
IRC client.
Game input - execute commands from the Sbot.
Game output - see the game in txt view.
change permissions needed for commands / disable any of them.
saying "boink" etc in chat will trigger a sound (if enabled)

Features - Still to do:

!vote
!yes
!no
!maketmpmod
!maketmpadmin
!removetmpmod
!removetmpadmin
!swearfilteron
!swearfilteroff
!setmusic
!rank
!getip
!getusednames

Aiming For Today:

i am aiming to get these commands working by the end of the day:

!maketmpmod
!maketmpadmin
!removetmpmod
!removetmpadmin
!swearfilteron
!swearfilteroff

the still to do list is getting smaller. i want to have a BETA this month, but as usual; something will crop up. hopyfully the BETA testers wont have to report much, if anything at all.

Subject: Re: Official SBot Thread
Posted by [CarrierII](#) on Mon, 05 Mar 2007 17:24:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

/me will beta it for you

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Mon, 05 Mar 2007 19:28:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

i have an idea. a few people have asked me to make a multi position system or "access levels". i wonder what you people would think to a new way of doing it.

i completly remove the admin, moderator and public command tabs. instead you have a "access level" tab. im this, you can name your own "access levels". you can then, change what commands are allowed for each "access level". hows that sound?

i could make a checkbox to say if this is a temp level. EG the user is stripped of the access level when they leave or the map ends.

The custom build command is back. i found what was makeing it crash. you can now make your own build commands

Subject: Re: Official SBot Thread
Posted by [Tunaman](#) on Mon, 05 Mar 2007 19:42:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

^ I think that idea would be sweet. I was making a bot that worked like that but I never finished it and I lost it with a reformat. :[

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Mon, 05 Mar 2007 19:52:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ralphzehunter wrote on Mon, 05 March 2007 19:42^ I think that idea would be sweet. I was making a bot that worked like that but I never finished it and I lost it with a reformat. :[

thats how i lost 3.0. R.I.P

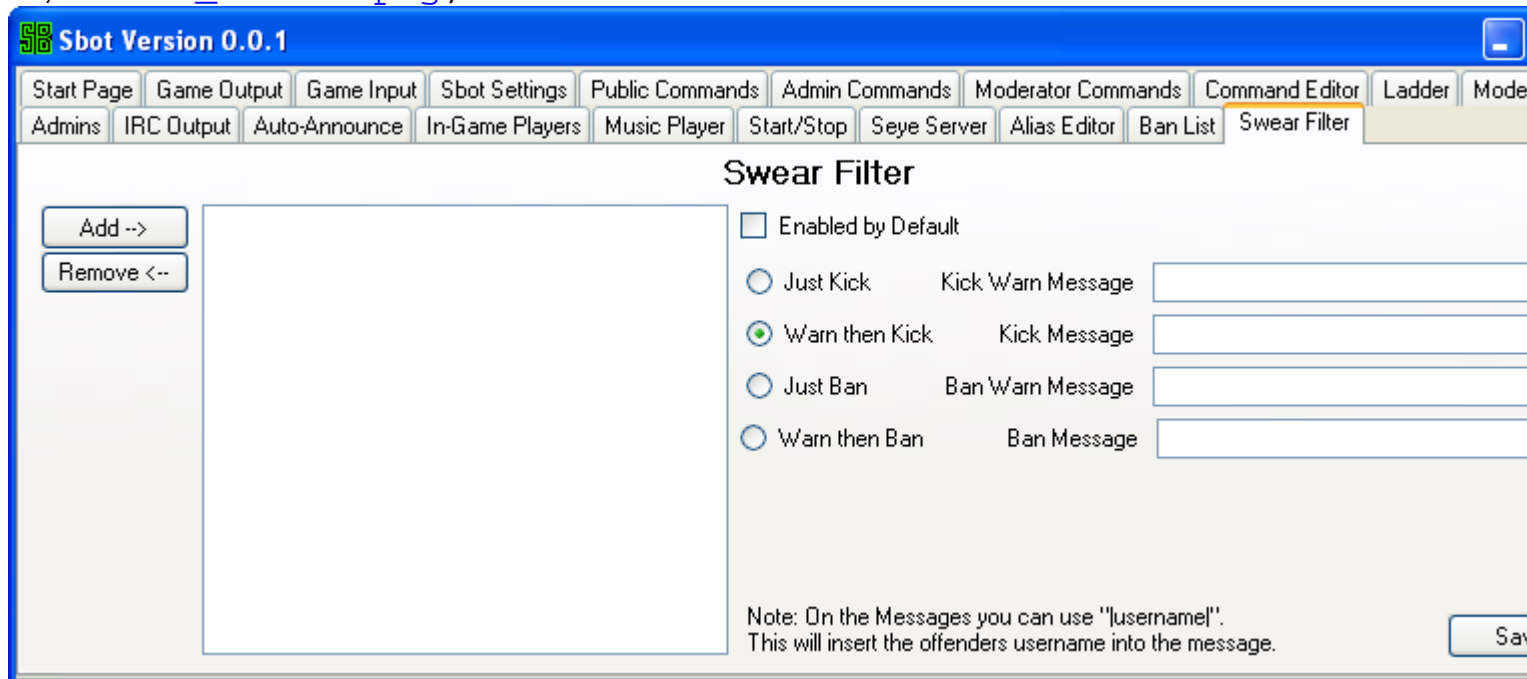
Update:

Swear Filter.

the bad thing about this is that it wont actuly filter the message. it will just perform the action you tell it too. hopfuly it will in the future.

File Attachments

1) [Swear_Filter.png](#), downloaded 1842 times



Subject: Re: Official SBot Thread
Posted by [jnz](#) on Mon, 05 Mar 2007 20:05:13 GMT
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>.< i couldn't edit my post. well anyways i forgot the textbox to add a swear. . its added now.

Subject: Re: Official SBot Thread
Posted by [Ryu](#) on Mon, 05 Mar 2007 20:45:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Mon, 05 Mar 2007 22:36:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Update:

This is the command editor. The top listbox is where you add Command Access Groups EG "admin". the bottom listbox are the players in this group.

when you click on a Access Group it will automaticly load the checkboxes and players for that group.

a new commands list also, i have removed alot of commands.

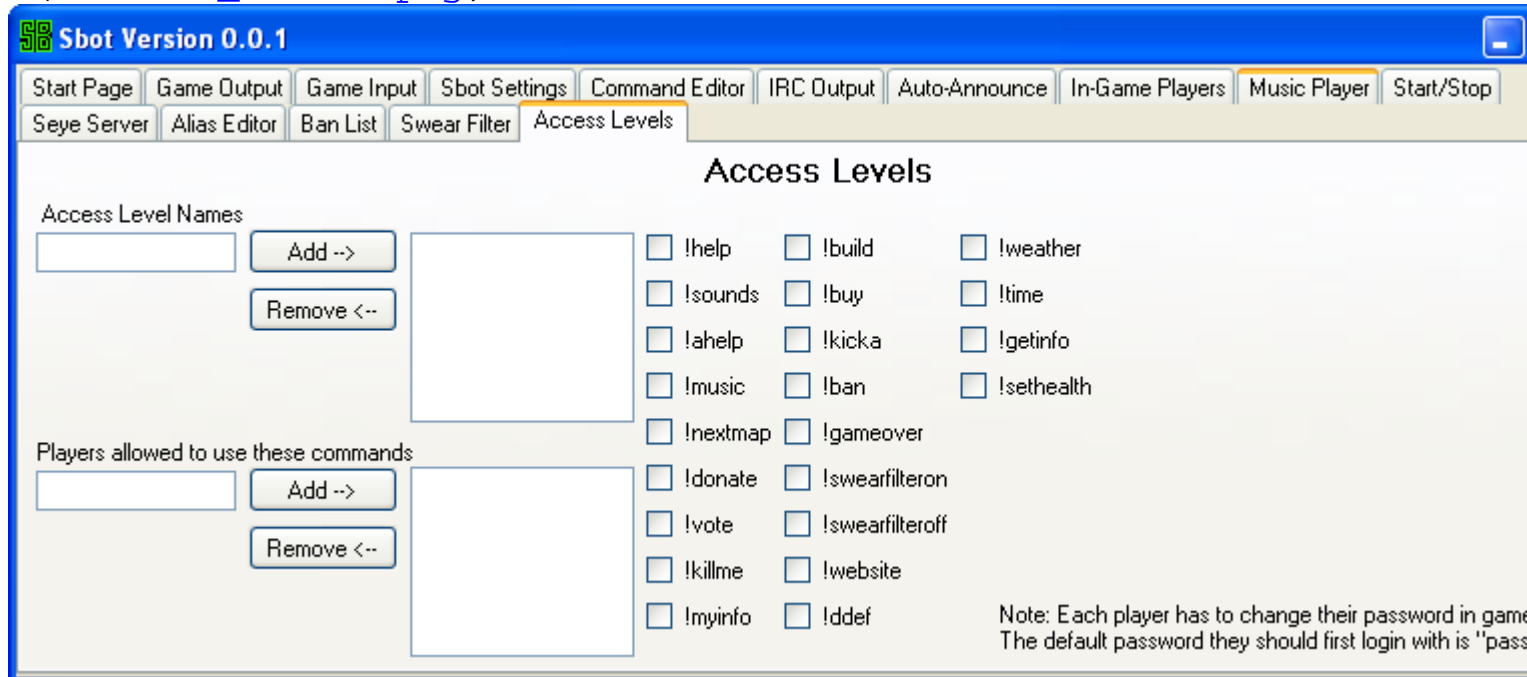
!help
!ahelp
!sounds
!music
!nextmap
!kicka
!ban
!ddef
!build
!buy
!gameover
!swearfilteron
!swearfilteroff
!website
!weather
!time
!myinfo
!getinfo

!sethealth
!setmoney
!setarmour

there may be some more i missed out. this was just off the top of my head.

File Attachments

1) [Access_Levels.png](#), downloaded 1821 times



Subject: Re: Official SBot Thread

Posted by [jnz](#) on Tue, 06 Mar 2007 20:20:04 GMT

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Completly finished and tested the Acess Level thing, well almost. i just need to impliment the password thing. shouldn't be too hard. im going to make it automaticly reset to something tricky if they try to login in public or team chat. they will have to page themselves ingame to login. one more thing i can almost check off

the code got kinda funky in some places

```
Add(arr[arr->Length-1]->Substring(0, arr[arr->Length-1]->Length-4));
```

Subject: Re: Official SBot Thread

Posted by [Fifaheld](#) on Wed, 07 Mar 2007 06:02:40 GMT

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beta release? sbot??? Where? when and who can test him?

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Wed, 07 Mar 2007 07:37:04 GMT
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i am sorry. i already have a few testers atm.

Subject: Re: Official SBot Thread
Posted by [Fifaheld](#) on Wed, 07 Mar 2007 09:52:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok

Subject: Re: Official SBot Thread
Posted by [BlueThen](#) on Thu, 08 Mar 2007 02:42:34 GMT
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The sbot look interesting. Where's the download? The help-linux site "cannot be found" :/

Subject: Re: Official SBot Thread
Posted by [Fifaheld](#) on Thu, 08 Mar 2007 04:39:15 GMT
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he give him not out and this is really not good

the bot is only for the bot maker and comes never for normal server owners out

Subject: Re: Official SBot Thread
Posted by [Snuggles](#) on Thu, 08 Mar 2007 04:56:24 GMT
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^ Can someone please tell me what the hell that says?

Subject: Re: Official SBot Thread
Posted by [Tunaman](#) on Thu, 08 Mar 2007 05:07:00 GMT
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He's saying that help-linux is just making it for himself, and not to release it publicly.
But he will release a version when he can.. You should be patient.

Subject: Re: Official SBot Thread
Posted by [Fifaheld](#) on Thu, 08 Mar 2007 05:15:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

How long is he now please beta?

Subject: Re: Official SBot Thread
Posted by [Tunaman](#) on Thu, 08 Mar 2007 05:31:23 GMT
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Sbot Status: Getting closer to the official BETA release.

That's from his signature.^
So I'm guessing it will probably be sometime soon, noone knows for sure.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Thu, 08 Mar 2007 08:10:38 GMT
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This will be a public bot. im wouldn't of made this thread otherwise. As soon as the testers can run it for more then 5 days with no problems. everything works. i wil release the BETA publicly.

if i released it now, i would have so many negative questions and comments. there is a bug atm if the FDS crashed i would get EG: "if the FDS crashes or shutdown. the Sbot starts spamming me with messages".

Subject: Re: Official SBot Thread
Posted by [Fifaheld](#) on Thu, 08 Mar 2007 08:51:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

comes sbot with his own scripts.dll???

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Thu, 08 Mar 2007 15:41:47 GMT
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The server side part of Sbot is a SSGM plugin. The client can then be run anywhere.

Subject: Re: Official SBot Thread
Posted by [Fifaheld](#) on Thu, 08 Mar 2007 17:16:16 GMT

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nice...please can i test him

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Thu, 08 Mar 2007 17:42:33 GMT

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im not sure yet. i don't know how much testing its going to need. i finally finished the login / logout thing on the Access Levels. i made a video, im just uploading. it just shows what you can do with the panel.

the only mandatory access level you must have is Public. This stores all the commands the public can use.

if you create a access level say "Admin" then add a user to it. untill they login they have Public access level commands. when they do, they have their own set of commands. this means you can disable commands for admins that the public can use.

on the video, im sorry if i go a bit fast i had to retake tha a few times because i kept putting my actual password in

i hope you like it

EDIT: http://dansprojects.co.uk/Sbot_Login_Logout/ you will have to wait a long time for the video to load.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Fri, 09 Mar 2007 10:50:37 GMT

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Update:

Finished !donate

Changed the commands editor. so you can use !playername! !accesslevel! and !commands!.

!playername! - will convert to thename of the player that called the command.

!accesslevel! - access level of this player. if it as a mod or admin, but they are logged out; it will display as Public.

!commands! - commands that this player has permission to use.

example for !help.

!accesslevel! commands are: !commands!

would translate to (if i was Admin and logged in)

Admin commands are: !help !ahelp !kick etc etc...

Subject: Re: Official SBot Thread
Posted by [Fifaheld](#) on Fri, 09 Mar 2007 11:05:24 GMT
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waiting time is a bad time

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Fri, 09 Mar 2007 12:09:49 GMT
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im sorry about the waiting time, i thought this project was going to be easier than i thought. alot of the time consuming is because i have to think of the logic on how to do something.

take the swear filter for example. the commands were easy. but at the moment i can't think how i can get the Sbot to "remeber" if someone has said something bad. actully detecting something bad is easy. i an use if(Message->Contains("swear word")). i might have this feature finished today.

another thing is, i have been working on this for at least 3 hours a day. for a few months. sometimes i just don't want to do it. motivating myself to do this is becomming increasing harder.

Stuff still todo:

!vote
!swearfilteron
!swearfilteroff
!setmusic
!rank
!getip
!getusednames

make admin / mod commands work in IRC.

I will have done today:

!getip
!getusednames
!setmusic
!swearfilteron }mabe
!swearfilteroff }

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Sat, 10 Mar 2007 21:18:16 GMT
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Update:

Ok, IRC. What i am going to do is, use the same engine that parses the players in game. However, if someone logs-in in-game; someone in IRC with the same name will have the commands. EG:

i am roshambo in-game.
someone in IRC is also called roshambo.

i !login in-game.
the person in IRC will have the same commands i have. so, in my server it will be an admin. i suggest that you make a password for your in-game nick on the IRC channel.

Now that i am dealing with access levels. it would be nice if someone could crash course me in how to make someone have an "@" or "~" prefixed the their name; and what they mean.

Sbot is coming along pretty well, I'm just creating the !vote command, cleaning up. finishing IRC script. Then sending off to BETA testers.

After the testers have cleaned up all of the bugs for me with the most powerful bug spray they have to offer, i will release publicly.

Don't expect it to come with loads of Uber features because it wont. its capable of directly communicating with scripts.dll, this makes it very powerful. Remember if there is a feature you wont in a next release just say, or talk to me on msn. Don't ask untill the first publicly available release is out

Subject: Re: Official SBot Thread
Posted by [Whitedragon](#) on Sat, 10 Mar 2007 23:28:49 GMT
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gamemodding wrote on Sat, 10 March 2007 16:18Update:

Ok, IRC. What i am going to do is, use the same engine that parses the players in game. However, if someone logs-in in-game; someone in IRC with the same name will have the commands. EG:

i am roshambo in-game.
someone in IRC is also called roshambo.

i !login in-game.
the person in IRC will have the same commands i have. so, in my server it will be an admin. i suggest that you make a password for your in-game nick on the IRC channel.

Major security risk. Do it another way.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Sun, 11 Mar 2007 00:05:01 GMT
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:/ 10x harder, meh.

just as a small update:

all the commands that work in-game now work in IRC. commands like !buy just return the error "You cannot use this command in IRC".

in IRC, you will have to !login (by paging the Sbot) before you can use your userlevel commands. It doesn't matter if you have logged in, in-game, you will still have to !login.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Sun, 11 Mar 2007 11:09:52 GMT
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Update:

Finished voting engine. just need to add some actual votes, any suggestions? so far i have gameover and kick.

ToDo:

!swearfilteron

!swearfilteroff

!setmusic

clean up code, remove all the try-catch blocks and add proper error catching system.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Mon, 12 Mar 2007 02:04:58 GMT
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I have been working on the IRC part for a bit and decided to implement another class into Sbot. This just stores information, for any programming nubs out there.

and so, i was messing around. in engine.h looking in The_Game-> and Commands-> to see what information about the game i could find. so i make this class.

```

ref class GameInfo
{
public:
    String ^MapName;
    double TimeRemaining;
    int PlayerCount;
    int NodPlayerCount;
    int GDIPlayerCount;
    double NodScore;
    double GDIScore;
    int MineLimit;
    String ^SpawnCharNod;
    String ^SpawnCharGDI;
    int GDIProxyC4;
    int NodProxyC4;
    int GDIRemoteC4;
    int NodRemoteC4;
    int NodVehicleCount;
    int GDIVehicleCount;
    String ^Is_Nod_Powered;
    String ^Is_GDI_Powered;
    String ^Can_Nod_Generate_Vehicles;
    String ^Can_GDI_Generate_Vehicles;
    String ^Can_Nod_Generate_Soliders;
    String ^Can_GDI_Generate_Soliders;
};

```

these are all the variables i have to play with. this whole class is updated every 5 seconds. if you know of anything else i should have here, say; and how to get the info from scripts.dll. for some reason i couldn't get the timed c4 count :/

this ^^ is !gameinfo (!gi) in IRC ^^

it automaticly displays this every 5 miniuts. im going to do a gameover one as well.

also to some non-programming nubs. i used String instead of bool because it was throwing an error when trying to convert. its was odd really :/

File Attachments

1) [gameinfo.png](#), downloaded 1925 times

```
<ideslikeu> !gameinfo
<Sbot> Gameinfo
<Sbot> Map: C&C_Walls_Flying.mix
<Sbot> Time Left: 870.941
<Sbot> GDI: Players:1 Score:1355.42
<Sbot> GDI: Vehicles:0 C4(Proxy):11 C4(Remote):6
<Sbot> Nod: Players:0 Score:0
<Sbot> Nod: Vehicles:0 C4(Proxy):0 C4(Remote):0
```

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Mon, 12 Mar 2007 03:23:58 GMT
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:/

how many ways is it possible to win on rene? for some reason:

The_Game()->WinType

goes up to 4 starting at 0. i found that:

0 == server shutdown
1 == dunno
2 == time limit
3 == base destruction
4 == beacon on ped.

so what the hell is #1 ???

Subject: Re: Official SBot Thread
Posted by [Fifaheld](#) on Mon, 12 Mar 2007 04:07:02 GMT
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same points on gdi and nod? a draw??? or a points win...

Subject: Re: Official SBot Thread
Posted by [Tunaman](#) on Mon, 12 Mar 2007 04:28:06 GMT
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There are no draws in Renegade.

Subject: Re: Official SBot Thread
Posted by [raven](#) on Mon, 12 Mar 2007 05:09:46 GMT
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Are you sure?

<YorkBot> [NR] Gameover, Game Was A Draw! With A Joint Score Of 0. The Next Map Will Be: C&C_City_Flying.mix...

Subject: Re: Official SBot Thread
Posted by [Tunaman](#) on Mon, 12 Mar 2007 05:18:26 GMT
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The NR bot reads it as a draw but it is not. It will have said GDI won that game, and anyways the likelihood of an actual draw is extremely (and I mean extremely) unlikely. This is because there are actually fractions of points that you can get that aren't shown because the points are only shown in integers.

Go ahead and load up a 1 v 1 LAN game and play as nod, and you'll see that your team score is below GDI's while you have 0 score. Now, go shoot the outside of a GDI building with your pistol and you'll see that the Nod score jumps over the GDI score while the score does not seem to change... This is because you got an extremely small fraction of a point when you shot the building with your pistol.

Subject: Re: Official SBot Thread
Posted by [raven](#) on Mon, 12 Mar 2007 05:36:53 GMT
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Makes sense

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Mon, 12 Mar 2007 08:16:54 GMT
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Thanks for the replys. On the picture, it shows Sbot displaying the "fraction". My Questions still remain.

- 1) How do i set up user levels in IRC?
 - 2) Some suggested voting styles.
-

Subject: Re: Official SBot Thread

Posted by [Carrierll](#) on Mon, 12 Mar 2007 09:34:37 GMT

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Could #1 be the console command "win" ? Or could it be something that wasn't finished by Westwood, like team 0 (AKA Owned or Forgotten) winning?

Subject: Re: Official SBot Thread

Posted by [jnz](#) on Mon, 12 Mar 2007 15:57:51 GMT

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win destroys all the buildings in the game, so it triggers #3. fogive me for correcting you, 0 == Nod. 2 == Mutant team(This team was here for a purpose. if you look at one of the missions the mutents turn on you and the nod AI).

the format for gameover will be as follows:

The Game was won by <insert reason here EG: base destruction>.

<insert the same info that !gi does>

The most valuable player was: <insert a player> with <insert points>

This should be enough info i would say

Subject: Re: Official SBot Thread

Posted by [StealthEye](#) on Mon, 12 Mar 2007 16:15:12 GMT

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As far as I know the mutant team id is -3... Unless it was just made inconsistently and the mutant team has multiple ids.

The complete list as found in the LFDS code:

- 4: Spectator
- 3: Mutant
- 2: Neutral
- 1: Renegade
- 0: NOD
- 1: GDI

Subject: Re: Official SBot Thread

Posted by [jnz](#) on Mon, 12 Mar 2007 16:41:53 GMT

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hmm.. is i change my team to 2 it does the same as -1 - -4 so idk.

here is a pic for ya all, gameover.

EDIT: if you want to see some of the testing, im in irc.n00bstories.com #Sbot-Test

File Attachments

1) [Gameover.png](#), downloaded 2106 times

```
<Sbot> Game Over. GDI won by Base Destruction
<Sbot> Map: C&C_Mesa.mix
<Sbot> Time Left: 1775.62
<Sbot> GDI: Players:1 Score:0
<Sbot> GDI: Vehicles0 C4(Proxy):0 C4(Remote):0
<Sbot> Nod: Players:0 Score:0
<Sbot> Nod: Vehicles0 C4(Proxy):0 C4(Remote):0
<Sbot> Most valuable player was: ideslikeu with 0 points
<Sbot> Next map will be: C&C_Islands.mix
```

Subject: Re: Official SBot Thread
Posted by [Buggy](#) on Mon, 12 Mar 2007 17:52:07 GMT
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i join the channel but nobody in there

Subject: Re: Official SBot Thread
Posted by [Fifaheld](#) on Mon, 12 Mar 2007 17:54:57 GMT
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this bot is only for win32 ...and you have only linux buggy...

Subject: Re: Official SBot Thread
Posted by [Buggy](#) on Mon, 12 Mar 2007 17:58:53 GMT
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this it the only thing you can say?

Subject: Re: Official SBot Thread
Posted by [Fifaheld](#) on Mon, 12 Mar 2007 18:14:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

yes...TAKE WIN...is for renegade better

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Mon, 12 Mar 2007 20:03:12 GMT
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yeah, sorry. i have been away for a bit. it should be on now.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Thu, 15 Mar 2007 03:14:20 GMT
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Update:

ok first of all. i added:

!playerlist - only works in IRC not checked by Access levels
!playerinfo - only works in IRC not checked by Access levels
!gameinfo - only works in IRC not checked by Access levels
!kill <playername>
!fds <command>

ofc, aliases work for all these commands. so:

!pl
!pi
!gi

when a building is killed it will say along with the last damage caused.
when a player is killed it will say along with what by and what gun / charater.
when a vehicle is bought it will say. although atm, it is duplicating the message. this is scripts.dll
and nothing can be done about it atm.
when the host says something, it will say in IRC.

i forgot to change the darkblue to light blue in the last one.

File Attachments

1) [buildingkill.png](#), downloaded 2021 times
roshambo destroyed the Nod Obelisk. Last damage was: 200

2) [GameOver.png](#), downloaded 2019 times

```
Game Over. Nod won by  
Map: C&C_Walls_Flying.mix  
Time Left: 1325.94  
GDI: Players:0 Score:0  
GDI: Vehicles:0 C4(Proxy):0 C4(Remote):0  
Nod: Players:1 Score:326  
Nod: Vehicles:1 C4(Proxy):0 C4(Remote):0  
Next map will be: C&C_Mesa.mix
```

3) [PL.png](#), downloaded 2024 times

```
<roshambo> !pl  
<Sbot> Nod: None  
<Sbot> GDI: roshambo
```

4) [vehbuy.png](#), downloaded 2016 times
roshambo just bought a GDI APC

5) [pkill.png](#), downloaded 2020 times

roshambo(Nod Minigunner/Auto Rifle) was killed by GDI Advanced Guard Tower. Last damage was: 1

6) [GI.png](#), downloaded 2002 times

```
<roshambo> !gi  
<Sbot> Gameinfo  
<Sbot> Map: C&C_Volcano.mix  
<Sbot> Time Left: 1370.47  
<Sbot> GDI: Players:1 Score:0  
<Sbot> GDI: Vehicles:0 C4(Proxy):0 C4(Remote):0  
<Sbot> Nod: Players:0 Score:0  
<Sbot> Nod: Vehicles:0 C4(Proxy):0 C4(Remote):0
```

Subject: Re: Official SBot Thread

Posted by [SeargentSarg](#) on Thu, 15 Mar 2007 11:43:54 GMT

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Add "Server FPS" to the !gi cmd.

Subject: Re: Official SBot Thread

Posted by [jnz](#) on Fri, 16 Mar 2007 07:59:48 GMT

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ok... anything else?

Subject: Re: Official SBot Thread
Posted by [Dave Anderson](#) on Sat, 17 Mar 2007 06:43:35 GMT
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!kill n00b

That would be quite handy.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Sat, 17 Mar 2007 08:27:59 GMT
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its already there

there are a few commands i have added. Atm i can't do any updates because i have formatted my computer to run linux + windows (dual boot). hopefully i will be able to work on it again soon.

Subject: Re: Official SBot Thread
Posted by [Dave Anderson](#) on Sat, 17 Mar 2007 08:29:27 GMT
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Its a good thing you backed it up this time.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Sat, 17 Mar 2007 09:12:07 GMT
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i was very lucky i could. my computer wouldn't even start. so now, after a few hours trying. i have linux dual booted with it. this time, i should be able to fix anything wrong without starting windows. i also backed up MVS so i don't have to download again. the last post was from a my linux part. this post is on windows. my computer is on its way to a full recovery

btw, im sorry Sbot is taking so long. there is a crash on the FDS i must fix before i do anything else. Hence my other thread in the other products forum. once thats fixed i can send to BETA testers.

Subject: Re: Official SBot Thread

Posted by [jnz](#) on Sat, 17 Mar 2007 14:06:13 GMT

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Update:

Just finished an automatic updater. this will check for updates on startup and will automatically download a install them. if the Sbot is running when the update takes place then it will automatically restart. it will only download the latest update so you don't have to wait for it to update itself over loads of versions. it checks for updates ever half an hour.

Subject: Re: Official SBot Thread

Posted by [trooprm02](#) on Sun, 18 Mar 2007 20:43:37 GMT

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me=beta tester +1?

Subject: Re: Official SBot Thread

Posted by [jnz](#) on Sun, 18 Mar 2007 22:22:42 GMT

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you could do if you want, ill give it to you over MSN when i fix a few things.

Subject: Re: Official SBot Thread

Posted by [jnz](#) on Sun, 18 Mar 2007 23:08:41 GMT

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just so you know, i added a few commands. this is the complete command list. and suggestions for making it bigger? i may have RG built in soon as well. Thanks to some source code in the mod forum.

!help
!ahelp
!ban <player> <reason>
!build <option>
!buy <option>
!ddef <side>
!donate <player> <amount>
!gameover
!kicka <player> <reason>
!killme
!music
!nextmap

!sethealth <player> <amount>
!sounds
!swearfilteroff
!swearfilteron
!time
!vote <type>
!weather <type>
!website
!getip <player>
!getusedips <player>
!getusednames <player>
!getusednamesfromip <ip>
!kill <player>
!temp <player> <access level>
!untemp <player>

Subject: Re: Official SBot Thread

Posted by [jnz](#) on Mon, 19 Mar 2007 23:42:20 GMT

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hmm.. the SFPS thing was harder than i though at first. meh. i had to make a whole new thread just for it.

yes yes, i know. there are other ways to time 1 second other than using a thread. i <3 threads

i have a secret feature in planning , if i actully see a way of doing it i wil tell you what it is. Im sorry it seems im not going to release this thing, but i am. its just bugs everywhere i look. plus, im having feature requests as well. although the magor bugs have almost gone i still have a few.

File Attachments

1) [gameinfo.PNG](#), downloaded 1863 times

```
<roshambo> !gameinfo
<Sbot> Gameinfo
<Sbot> Map: C&C Field.mix
<Sbot> SFPS: 60
<Sbot> Time Left: 1731.93
<Sbot> GDI: Players:0 Score:0
<Sbot> GDI: Vehicles:0 C4(Proxy):0 C4(Remote):0
<Sbot> Nod: Players:0 Score:0
<Sbot> Nod: Vehicles:0 C4(Proxy):0 C4(Remote):0
```

Subject: Re: Official SBot Thread

Posted by [jnz](#) on Tue, 20 Mar 2007 14:42:33 GMT

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as you can see from my sig, i created a php script to ask the Sbot for the game info. it then displays it in an image.

Subject: Re: Official SBot Thread

Posted by [Dave Anderson](#) on Tue, 20 Mar 2007 21:13:19 GMT

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that is pretty neat.

Subject: Re: Official SBot Thread

Posted by [Ryu](#) on Wed, 21 Mar 2007 06:14:06 GMT

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Dave Anderson wrote on Tue, 20 March 2007 15:13that is pretty neat.

Affirmative.

Subject: Re: Official SBot Thread

Posted by [jnz](#) on Fri, 23 Mar 2007 20:53:55 GMT

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Another idea i had was to make a top down image of the map, like Seye, just as a still image. generated dynamicly by php.

Subject: Re: Official SBot Thread

Posted by [Dave Anderson](#) on Fri, 23 Mar 2007 22:11:37 GMT

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You should do it.

Subject: Re: Official SBot Thread

Posted by [jnz](#) on Fri, 23 Mar 2007 22:34:36 GMT

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The only thing is that it would take a while to get the mapping from the actual map to the image. meh, ill look into it.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Fri, 23 Mar 2007 23:30:30 GMT
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ok, im fixing bugs tonight. then tommorow, finishing the comands that need doing. i am also scraping the multithreaded system. this will make it faster. also, i (finally) found a way round the fact scripts.dll is sending data so fast to Sbot that it gets backed up in the buffer.

eg:

if the data was send slow it would look like:

gameinfo:bla:bla:bla

pinfo:somname:blabla

someotherinfo:blabla

when it sends it too fast it goes like:

gameinfo:bla:bla:blapinfo:somname:blablasomeotherinfo:blabla

this was causing some problems, because it was showing in chat etc. well now, i got it to append the ascii charater 1 to the end. so i can split the message up by this and parse each message seperatly.

other fixes needed:

start stop. it currently, now stops. whereas before it would just restart. in working on a "restart" so it can detect disconnects etc and automaticly restart.

im still working on the IRC, in-game access level.

also, there is a bug. i cannot fix it though. where sometimes, the damage shown is a little higher than the player actully hit for. this is nothing to worry about. the last damage shouldn't be used a foolproof way of detecting damage hacks.

i have used a makeshift way of stopping duplicate purchase messages. this just times when the last one was send and if another is send withing this time, it is disregaurded.

some more error checking on some of the commands is needed.

i need to finish !temp and !untemp. (these commands adds a specific use to an access level for a temperary amount of time,

i need to add more types of votes to !vote. ill need some suggestions for this.

add some more commands to allow for php(or any language) to connect to Sbot and get infomation about the game. so far its just gameinfo

add teamspeak support

add rengaurd support.

add the plugin support.

most of these shouldn't take too long. some others are going into later versions of Sbot. i need to make a "maps" tab, to change settings for certain maps (eg: minelimit, !rules).

The secret feature is going to be in Sbot, so ill tell you what it is. you will know that most ladders on servers go by score or mabe something else. however, it is always pretty primitive.

im planning on maing a ladder system that encourages all aspects of play (eg: repaing tanks, building. attacking buildings, kills etc). you ern ladder points for certain things like kills. at the end

of the game, the points will be tallied of what you did. then a ratio will be made. EG:
i went in-game and kill whored and did a few other things
the ratio would be 21:2:3:6 these numbers will get processed so you lose points for only doing one thing. im not sure yet on what the formulae will be. also, im scrapping the rank system. instead it will work like World of warcraft, where you have a level instead. you start at level 1, as you progress you get better things like health armour. ammo etc. to progress to level 2 you need # amount of points. to get to level 3 you need levels 2 points * 1.2 (about) EG:
level 2 - 100 points
level 3 - 120 points
level 4 - 144 points
level 5 - 178 points etc...
it will (like WoW) go up to a finite level. so people don't get invincible making it unfair for other players.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Sat, 24 Mar 2007 21:32:59 GMT
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the amount of points each level is worked out like:

$\text{points} = 200 * (1.3^{(\text{level}-1)})$

you will get a gun at level 10. probably repair gun or something. at level 20 you get a shotgun at level 30 you get a weak rocket launcher at level 40 you get an extra bit of c4.

for each level you get your level amount of extra health and armour eg:

my level is 6, i get 6 more health and 6 more armour on any of my charaters.

i am also going to make commands to stop people from buying vehicles, charaters or powerups(beacon).

i still, as of yet, know how to get the vehicle factory build a vehicle on demand. i am going to make a commander for each team.

i have a point system as well.

the charaters are going to have "levels"

the free charaters are going to be level 1

the middle row will be level 2

and the heros will be level 3

the vehicles will start at level 4 and go up like so.

so, if a level 1 charater kills a level 5 vehicle they will get alot of points. if a level 5 vehicle kills a level 1 they get hardly any points.

Subject: Re: Official SBot Thread
Posted by [jurgenf](#) on Mon, 26 Mar 2007 15:31:42 GMT
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Can someone give me a download link to the latest stable version?
i cant find a working link

Jurgen

Subject: Re: Official SBot Thread
Posted by [Dave Anderson](#) on Mon, 26 Mar 2007 15:49:28 GMT
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The SBot is not released yet.

Subject: Re: Official SBot Thread
Posted by [jurgenf](#) on Mon, 26 Mar 2007 15:59:09 GMT
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ok, and hl-bot?

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Mon, 26 Mar 2007 16:24:00 GMT
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HL-Bot is Sbot. just renamed.

Subject: Re: Official SBot Thread
Posted by [jurgenf](#) on Mon, 26 Mar 2007 17:31:42 GMT
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but there are no files?

Subject: Re: Official SBot Thread
Posted by [Dave Anderson](#) on Mon, 26 Mar 2007 18:12:57 GMT
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No. The SBot is still in its early stages of development. However, you can plan to see a Beta release soon.

Subject: Re: Official SBot Thread
Posted by [jurgenf](#) on Mon, 26 Mar 2007 18:38:46 GMT
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i like the !build command, wonder how you maked that

Subject: Re: Official SBot Thread
Posted by [Dave Anderson](#) on Mon, 26 Mar 2007 18:52:18 GMT
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I believe it just uses a spawn script in scripts.dll, where you just specify where to spawn the object, and what object to spawn.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Mon, 26 Mar 2007 19:10:32 GMT
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at the moment i am working on a few things.

!temp - assign an access level to someone for a temperary amount of time.

!untemp - remove this access

The encryption between Sbot and SbotSS.dll
and another good feature. the Renguard server.

i would also like, its not too bad. some ideas on how i should design the GUI. i have been playing around a bit. im trying to compress the tabs as much as possible.

for spawning, i just send ask scripts.dll to spawn an object. specify the object preset, and a player id and any scripts i want attached to it. then scripts.dll does the rest.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Mon, 26 Mar 2007 22:14:13 GMT
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Right, finished the encryption. nearly. i actully finished stage one of it. This is where the commands are taken out of the code. if it recives a command that is not valid more than 15 times, the part that recives the data (hidden) will shutdown. stopping the Sbot from working. the second part which i am doing now, shouldn't take too long. is that there is a password going to be embedded in the encryption. the server and Sbot must be set to the right password. it will only allow one try before it will shutdown. if it recives one packet with the wrong password it goes.

The reason it is so strict is because if a hacker managed to shutdown Sbot (through IRC or

someother means) he would be able to completly ruin your server. it is also to stop flooding. the data transmitted back to Sbot will be unencrypted, unless people want this to be.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Tue, 27 Mar 2007 00:19:00 GMT
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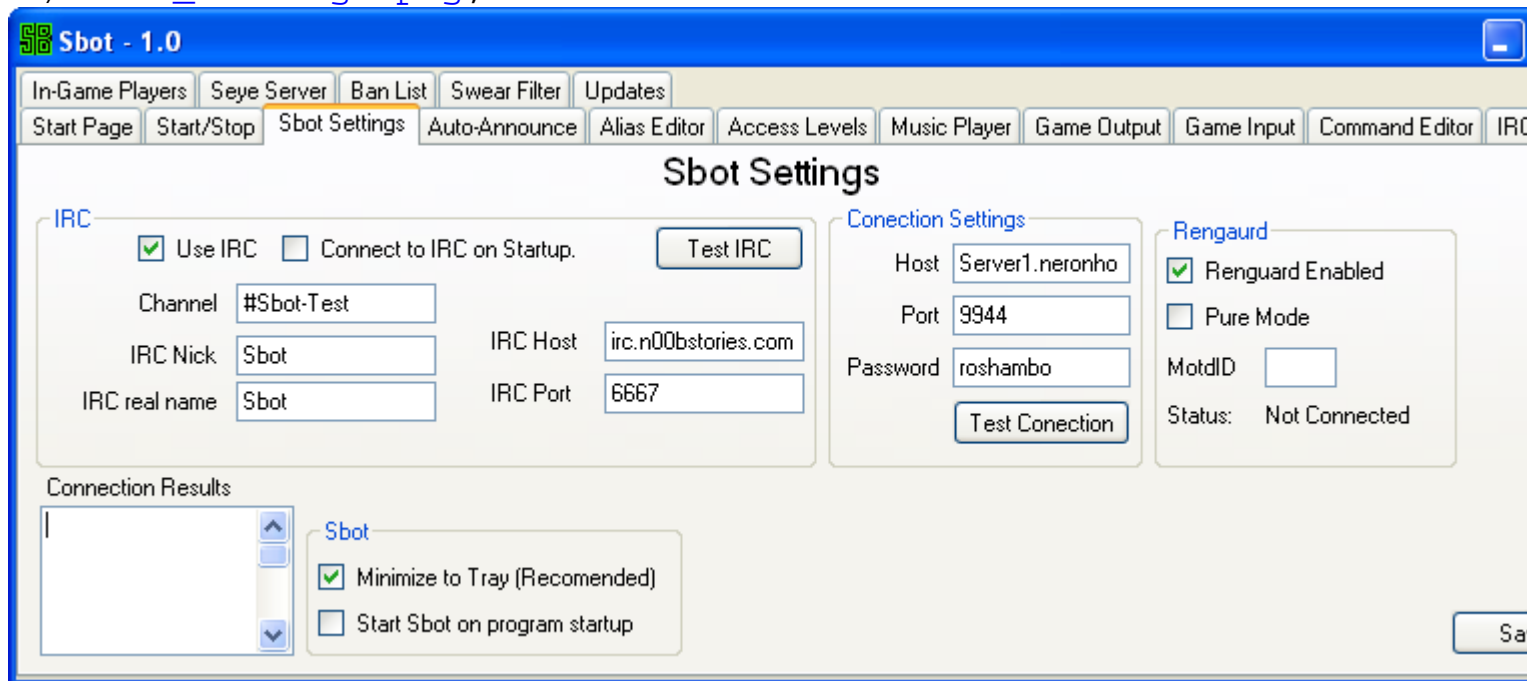
i changed my mind, it wont shut the bot down. just block whoever is trying to h4x.
encryption is finished and passworded.

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Tue, 27 Mar 2007 15:23:07 GMT
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new settings tab.

File Attachments

1) [Sbot_Settings.png](#), downloaded 2035 times



Subject: Re: Official SBot Thread
Posted by [CarrierII](#) on Tue, 27 Mar 2007 16:51:58 GMT

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Don't suppose those tabs could be sorted alphabetically and neatly on to two rows?

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Tue, 27 Mar 2007 16:54:48 GMT
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yes, the finished thing with be alot neater.

Subject: Re: Official SBot Thread
Posted by [SeargentSarg](#) on Tue, 27 Mar 2007 19:57:04 GMT
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Currently, SBot's private beta has been released to NeronHost.com (which is entirely myself) and released to one person..

Subject: Re: Official SBot Thread
Posted by [jnz](#) on Tue, 27 Mar 2007 20:03:36 GMT
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oh, yeah. my GUI is shit. so i am completly gutting it and re designing it. with the greatly apriciated help of Dave Anderson.

Subject: Re: Official SBot Thread
Posted by [Dave Anderson](#) on Wed, 28 Mar 2007 22:55:35 GMT
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DCOM Productions AnnouncementDaniel Astbury, leader of the Trivial Development team here at DCOM Productions has officially stated that he is releasing the SBot in the name of DCOM Productions. Daniel is a solo coder on this project and gets all the credit. He's done an outstanding amount of...

You can read more in this announcement.

You can now discuss any Smart Bot related issues/discussions in the official DCOM Productions forums. Please give Daniel some time to get things situated in his development forums and whatnot as there is a lot to do.

Url if you don't know: <http://forums.dcomproductions.net/>
(Don't use www. in the forums Url, GoDaddy doesn't support www. in subdomains for some reason).

Regards,
Dave

Subject: Re: Official SBot Thread
Posted by [wittebolx](#) on Mon, 25 Jun 2007 03:19:37 GMT
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site is hacked ;(

RoShamBo wrote on Tue, 27 March 2007 18:54yes, the finished thing with be alot neater.

Subject: Re: Official SBot Thread
Posted by [wittebolx](#) on Mon, 25 Jun 2007 03:20:58 GMT
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site is hacked ;(

SeargentSarg wrote on Tue, 27 March 2007 21:57Currently, SBot's private beta has been released to NeronHost.com (which is entirely myself) and released to one person..

Subject: Re: Official SBot Thread
Posted by [wittebolx](#) on Mon, 25 Jun 2007 03:34:50 GMT
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if its not tu much, can you put me on the beta test list?
thx.

greetz

Subject: Re: Official SBot Thread
Posted by [Dave Anderson](#) on Mon, 25 Jun 2007 04:07:56 GMT
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Do you not listen to what I have told you on MSN? The SmartBot is property of Daniel Astbury of DCOM Productions, and only he has the right to put you on this "beta" tester list you speak of. As far as I know SeargentSarg is the only one testing the Smart Bot, and I don't even think he has the latest build of it.

If you want to find out more information, you need to talk to Daniel or myself. You're not going to

get any information in this forum, at least official information, especially since Daniel can't post here. The only place you should be getting information on the Smart Bot is here, here, or here.

Subject: Re: Official SBot Thread
Posted by [ST3ALTH](#) on Mon, 25 Jun 2007 14:53:49 GMT
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I was beta testing it, till I had some dedicated box problems, and he lost access, ive been trying to get to him about that anyway.

Subject: Re: Official SBot Thread
Posted by [Xpert](#) on Tue, 26 Jun 2007 00:06:37 GMT
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You fail to spell Renguard correctly in your settings window.

Subject: Re: Official SBot Thread
Posted by [Dave Anderson](#) on Tue, 26 Jun 2007 01:15:11 GMT
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The old GUI doesn't exist. Its built into SSGM now, and has a Native GUI for some features.

Subject: Re: Official SBot Thread
Posted by [Genesis2001](#) on Fri, 29 Jun 2007 03:45:12 GMT
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Yea, someone bumped the topic =/

The GUI doesn't exist anymore, mainly because he didn't really know how to design a GUI and now he is making it a SSGM modification.

-MathK1LL

Subject: Re: Official SBot Thread
Posted by [silentevil](#) on Sat, 31 Jan 2009 23:08:42 GMT
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hi all

who can i download it ?

greatz ...

Subject: Re: Official SBot Thread

Posted by [MackKinsey](#) on Mon, 02 Feb 2009 21:24:24 GMT

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Miklo wrote on Sat, 31 January 2009 17:08hi all
who can i download it ?

greatz ...

Hey

Its not possible to download Sbot anymore.

As far as i know the Program is called YaRR and hasnt a GUI.

Here you can download YaRR

<http://www.dcomproductions.com/downloads/yarr/>

Es ist nicht möglich Sbot zu downloaden.

Soweit ich weiss heisst das Programm jetzt YaRR und hat kein Graphisches User Interface
(Grafisches Bedienelement)

Hier kannst du YaRR downloaden

<http://www.dcomproductions.com/downloads/yarr/>

Pass mal mit deiner who/where verwechselung auf

Who ist NICHT Wo, sondern Wer

Where ist NICHT Wer, sondern Wo

Subject: Re: Official SBot Thread

Posted by [renalpha](#) on Sun, 22 Feb 2009 23:29:00 GMT

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in the end it was one big epic failure?

too bad, but yeah i think i speak for everyone we already got enough bots.

I prefer brenbot and cloudyserv.

Nothing against NR, but i like it clean.

Subject: Re: Official SBot Thread

Posted by [Lone0001](#) on Sun, 22 Feb 2009 23:43:14 GMT

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I hate all of the other bots the only bot I like is YaRR

Subject: Re: Official SBot Thread
Posted by [Genesis2001](#) on Tue, 24 Feb 2009 00:19:51 GMT
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renalpha wrote on Sun, 22 February 2009 16:29 in the end it was one big epic failure?
too bad, but yeah i think i speak for everyone we already got enough bots.
I prefer brenbot and cloudyserv.
Nothing against NR, but i like it clean.

Comparison of Regulators (Private and Public) In terms of public regulators,

YaRR: Simple. Awesome.

BRenBot: Simple. Easy to manage. Great extensibility with plugins sytem. Best in terms of looks via IRC.

CloudyServ: Powerful, but cheesy. Easy to mod/etc. Yet because it's written in MSL it's newbie.

NightRegulator: With every subsequent version, something breaks., whether it was touched or not. Newbie as well because it's in VB6.

JB: Don't know enough about this, but the previews look horrible. It's written in MSL like CS so it's newbie.

In terms of private regulators,

DragonServ: Though it's written in MSL, it features powerful relay between the FDS and IRC - namely it's use of UDP packets being sent from the FDS containing in-game events.

St0rmServ: Written in Java, very powerful bot. Features some server-side additions to make it even more powerful. Doesn't quite beat DragonServ, but it's up there.

Earth Serv - looks quite good from irc dont know much about it

EKT Serv - Is private written on MSL edited cs

Pegasus Serv - Is public written on MSL edited cs

Bl's bot - Seen it in action once or twice. I don't usually play there as I've never seen/noticed players there. I've seen it in action one time when they hosted a scudstorm server back when they openly supported SS.

And, since you've brought up some of the less-known bots in my eyes...I'll mention my own bot.

NeoServ - Started as "NgodServ" and transformed into a better named bot "NeoServ". Project status is long but cancelled at this point. Started out as a MSL bot, started recoding it using C# but never got 'round to it

OnOeS (by n00bless) - Built of YaRR 0.5.0, Not much left of poor YaRR though. Features all the same stuff YaRR has, plus lots of bug fixes and extra features. Features include: Connection Broken to <player> (rather than showing player ID, it shows the name); Split minelimits (separate from reb00b and dead6re's dll); Self-Scripted vehicle binding code; Custom Built into Scripts.dll itself; Hex's improved veteran system; etc.

I'll see about typing up a nice webpage for this information.

Subject: Re: Official SBot Thread
Posted by [Catalyst](#) on Fri, 06 Mar 2009 13:41:20 GMT
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What about EVA?

you can have a look at that at irc.xd-gaming.com
