
Subject: Renstat

Posted by [Deadyoe](#) on Mon, 20 Dec 2004 08:15:56 GMT

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Still.. i downloaded Nightma's bot, and with the results.txt it makes, it works now.. i think its a good bot, its just that its so incomplete.. and that sux a lot but the different mod modes are great, i wanted that and now i got it, but not with CS, while CS is avaiable through IRC, and NR not.. damnit why doesnt the perfect bot excists.. every bot has its own special things, which are great, but they all miss that from eachother..... I wish i could make my own bot, but since i dont know / it will be much too much work, i wont... but NR is going the good way, br.net has the perfect interface, its easy to handle, and easy to add things, NR got the same system (almost). I think it would be better to allow changes via an easier file than .dll files. Like br.net its easy.. but br.net doesnt have !donate / !rec.. they dont have the Deadyoe killed You12345 (NOD Sakura vs GDI Havoc), and it doesnt have the "NOD Refinery has been destroyed by ...", nor it has auto recs after destroyed 2 buildings. Brenbot 1.40 is quite good, but it doesnt have the different mod status like NR has. Plus I was a beta tester, and it messed up my whole computer (server/bot part lol).. so i dont really enjoy that bot. I tryed to replace my old 1.36 with 1.40 public release, but still it messed up things and it uses way too much CPU usage.. I got a pentium 4 hyper threading 3.0 ghz processor, which is being used for about 60 % most of the time, just by brenbot.. also that CP 1 uses way too much space, it should be configurable, cause i dont want it to run.

But we get offtopic, does anybody know how I can make the results to be created again? That way I can continue use CS, and after NG is fully ready to be used, in all ways, which i described a bit above, i will be going to use NR.[/b]
