This concept is still forming in my head, but I wanted some feedback on my ideas for a Ren bot so far:

Portability (Win32/Linux versions will be available)
Extensibility/Flexibility (Write your own commands or modify the built-in ones)
Speed (Commands are written in FICL/ANS Forth, while low-level code will be done in C++)
Built-in RG support
Bi-directional server query mirroring (WOL to GSA AND GSA to WOL)
Modular I/O (IRC/ScoutRem SSH/any others?) (Multiple ways to interface to the FDS)
One database (that holds ALL player information)

If you have any comments/feature suggestions, post here.

NO SPAMMING