Subject: BRenBot being Open Sourced | Maintainer/Developer wanted
Posted by mac on Tue, 24 Jan 2006 12:27:32 GMT
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Since I have been kinda absent from the community and all things renegade for a couple of months now, I'm beginning to think how to deal with projects that I had to discontinue while being absent - say BRenBot.

The next version of brenbot was supposed to be a major rewrite of the current code base, introducting an extensive plugin system, and an permission system, which is mostly done. It's overall about 80% done, and still needs major rewriting and restructing of code, and finding numerous bugs, like memory leaks. It's all in a big mess now, because I left in the middle of it.

I am looking for someone who is capable of finishing/maintaining brenbot as an external "contractor" to BHS, someone who is capable of programming in perl, and is experienced in using POE, the multitasking/multithreading framework used in brenbot.

I'm open to the idea of releasing the work in progress source code of brenbot, but I fear noone would focus on it, and people would just make up their own branches, and never release the source code for the community, that is why I am looking for someone to coordinate the future development.

Thank you for your time.

~mac