
Subject: Re: New LFDS Bot (PwnageBot)
Posted by [Blazer](#) on Fri, 25 Aug 2006 16:08:26 GMT
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This sounds cool. Good job! If I had the C++ skills I probably would have redone brenbot in this way. One of my main concerns was that since it would be part of scripts.dll, any bugs would crash the entire server, so lots of testing would have to be done to make sure none of the commands could be exploited either accidentally or on purpose.

Few random questions:

Are you building the XWISP functionality in as C++ code as well, or are you going to use XWISP when I release it?

Are you going to build and release updates when new scripts.dll versions come out?

Does it play nice if someone uses SSAOW?

Why stop at linux, wouldn't it work just as well for windows too...I guess some extra libs may be required to do the irc stuff unless you just handled it as a raw TCP connection?

Are you going to release the source?

Thats all I can think of for now
