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Subject: Re: Ingame brenbot don't work

Posted by [Stumpy](#) on Mon, 18 Sep 2006 16:30:45 GMT

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ur funny? what do you want with a program which needs to complete rebuild then for the lfds to read those a bit different renlogs?(other timestamp,doublemessages,no renrem/mactelnet)  
Therefore rebuild it to C++.

Maybe(Not sure yet) I am going to release a LFDS C++ Open Source tool which allows you to login, reading renlogs, and some more stuff which I have stopped working because of my LFDS Scripts.so Bot(this allows me now to do amazing stuff which currently no other public bot or program has)..

Then you can rebuild here your NR.

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