
Subject: Re: Official SBot Thread

Posted by [jnz](#) on Mon, 05 Mar 2007 17:04:49 GMT

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bans now fully work. although, i got a bug that makes the FDS crash when a banned person tried to join the game. with a different username.

i will make a program to convert the brenbot ban list (the log version) into the Sbot ban system. since both databases work completely differently. (mine being the cheaper way(txt files ftw))

the serial hash fix should be good.

Features - Complete:

- !help
- !ahelp
- !sounds
- !build
- !buy
- !buyhelp
- !buildhelp
- !admins
- !moderators
- !makemod
- !makeadmin
- !kicka
- !music
- !nextmap
- !killme
- !removemod
- !removeadmin
- !myinfo
- !gameover
- !website
- !ddef - destroy defence
- !getinfo
- !sethealth
- !setarmour
- !setmoney
- !setweather
- !ban
- alias editor.

stores all ips / usernames in a txt file.
stores all admins / moderators in a txt file.
stores the music rotation in a txt file.
stores the autoannounce rotation in a txt file.

Seye server, if plugin is installed.
onjoin message.
editable ini file.
commands editor.
IRC output.
IRC client.
Game input - execute commands from the Sbot.
Game output - see the game in txt view.
change permissions needed for commands / disable any of them.
saying "boink" etc in chat will trigger a sound (if enabled)

Features - Still to do:

!vote
!yes
!no
!maketmpmod
!maketmpadmin
!removetmpmod
!removetmpadmin
!swearfilteron
!swearfilteroff
!setmusic
!rank
!getip
!getusednames

Aiming For Today:

i am aiming to get these commands working by the end of the day:

!maketmpmod
!maketmpadmin
!removetmpmod
!removetmpadmin
!swearfilteron
!swearfilteroff

the still to do list is getting smaller. i want to have a BETA this month, but as usual; something will crop up. hopyfuly the BETA testers wont have to report much, if anything at all.