
Subject: Re: Official SBot Thread

Posted by [jnz](#) on Sat, 10 Mar 2007 21:18:16 GMT

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Update:

Ok, IRC. What i am going to do is, use the same engine that parses the players in game. However, if someone logs-in in-game; someone in IRC with the same name will have the commands. EG:

i am roshambo in-game.
someone in IRC is also called roshambo.

i !login in-game.
the person in IRC will have the same commands i have. so, in my server it will be an admin. i suggest that you make a password for your in-game nick on the IRC channel.

Now that i am dealing with access levels. it would be nice if someone could crash course me in how to make someone have an "@" or "~" prefixed the their name; and what they mean.

Sbot is coming along pretty well, I'm just creating the !vote command, cleaning up. finishing IRC script. Then sending off to BETA testers.

After the testers have cleaned up all of the bugs for me with the most powerful bug spray they have to offer, i will release publicly.

Don't expect it to come with loads of Uber features because it wont. its capable of directly communicating with scripts.dll, this makes it very powerful. Remember if there is a feature you wont in a next release just say, or talk to me on msn. Don't ask untill the first publicly available release is out
