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Subject: Re: Official SBot Thread

Posted by [Genesis2001](#) on Tue, 24 Feb 2009 00:19:51 GMT

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renalpha wrote on Sun, 22 February 2009 16:29 in the end it was one big epic failure? too bad, but yeah i think i speak for everyone we already got enough bots. I prefer brenbot and cloudyserv. Nothing against NR, but i like it clean.

Comparison of Regulators (Private and Public) In terms of public regulators,

YaRR: Simple. Awesome.

BRenBot: Simple. Easy to manage. Great extensibility with plugins sytem. Best in terms of looks via IRC.

CloudyServ: Powerful, but cheesy. Easy to mod/etc. Yet because it's written in MSL it's newbie.

NightRegulator: With every subsequent version, something breaks., whether it was touched or not. Newbie as well because it's in VB6.

JB: Don't know enough about this, but the previews look horrible. It's written in MSL like CS so it's newbie.

In terms of private regulators,

DragonServ: Though it's written in MSL, it features powerful relay between the FDS and IRC - namely it's use of UDP packets being sent from the FDS containing in-game events.

St0rmServ: Written in Java, very powerful bot. Features some server-side additions to make it even more powerful. Doesn't quite beat DragonServ, but it's up there.

Earth Serv - looks quite good from irc dont know much about it

EKT Serv - Is private written on MSL edited cs

Pegasus Serv - Is public written on MSL edited cs

Bl's bot - Seen it in action once or twice. I don't usually play there as I've never seen/noticed players there. I've seen it in action one time when they hosted a scudstorm server back when they openly supported SS.

And, since you've brought up some of the less-known bots in my eyes...I'll mention my own bot.

NeoServ - Started as "NgodServ" and transformed into a better named bot "NeoServ". Project status is long but cancelled at this point. Started out as a MSL bot, started recoding it using C# but never got 'round to it

OnOeS (by n00bless) - Built of YaRR 0.5.0, Not much left of poor YaRR though. Features all the same stuff YaRR has, plus lots of bug fixes and extra features. Features include: Connection Broken to <player> (rather than showing player ID, it shows the name); Split minelimits (separate from reb00b and dead6re's dll); Self-Scripted vehicle binding code; Custom Built into Scripts.dll itself; Hex's improved veteran system; etc.

I'll see about typing up a nice webpage for this information.

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