Subject: Re: kambot 3.0 server
Posted by reborn on Tue, 24 May 2011 16:18:33 GMT
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a000clown wrote on Tue, 17 May 2011 14:41Mostly a lot of non-public commands me and the other admins used to mess around with every now and then. Also a few debugging tools.

A big thing I was working on was integrating a lot of the code to a mysql server and a website interface for players to edit some things, such as their custom "me" chars. The plan was to add a full featured control panel to replace the use of irc bots.
I ended up scrapping it though as it seemed more trouble than it was worth...

Not so much the web coding, but the threaded SQL query code, even as a WIP would be excellent to have in the hands of the community.