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Subject: Re: Kambot on TT server

Posted by [a000clown](#) on Sun, 18 Mar 2012 02:35:15 GMT

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Hi! Mike here

It's great to finally see someone take my code to learn and improve upon it, as that is the reason I made it public in the first place.

When I first began that project I knew absolutely nothing about C++ and only basic web scripting, however, by going through the scripts.dll project and other open-source software I learned quite a bit. It is for this reason that I would like to request you release your modifications to this forum so that others may do the same and maybe I'll learn a thing or two as well. As my hackjob coding probably shows I was (and still am since I've since stopped programming) a novice and am curious to see your style of code achieve the same goals in different ways.

Whatever your decision, I hope my work was able to help you in some small way

I don't spend much time playing games anymore but I'll come check out your server sometime.

If you'd like to join us on Facebook we have a small group of people who either played or helped manage the various Kamuix servers: <https://www.facebook.com/groups/290805244304392/>

robbyke wrote on Sat, 17 March 2012 16:50mike deleted that in the end really lame  
Some features I had removed from the public release because they were either written by someone else (nopol, bluethen, megamoo) or I had significant help in implementing. I was pressed for time so instead of asking for permission to co-release their work I had decided to only include my own code.

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