
Subject: Re: BRenBot

Posted by Sean on Sun, 29 Jul 2012 02:45:00 GMT

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Xpert wrote on Sat, 28 July 2012 18:09: Is stupid stuff like this ever going to be fixed?

Quote:

[20:47:36] <x_X> !msg was kicked

[20:47:37] <JellyMarathon> Host: (x_X@IRC): was kicked

[20:47:37] <JellyMarathon> Host: (x_X@IRC): was kicked

Quote:

[20:47:12] <JellyMarathon> MUDKIPS: [02:00:26] <&JellyMarathon> Player DickClark joined the game

[20:47:12] <JellyMarathon> MUDKIPS: [02:00:26] <&JellyMarathon> Player DickClark joined the game

[20:47:13] <JellyMarathon> Host: [DickClark] every game is a MUST WIN with WINclark

[20:47:13] <JellyMarathon> [Team] Wizard17: so we lost both It tanks in the last go round?

[20:47:13] <JellyMarathon> MUDKIPS: [02:00:26] <&JellyMarathon> Player DickClark joined the game

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[20:47:13] <JellyMarathon> Host: [DickClark] every game is a MUST WIN with WINclark

[20:47:14] <JellyMarathon> [Team] Alphafat: back of the barracks c4-ed in case they try apc rush

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[20:47:17] <JellyMarathon> Host: [BR] DickClark is cooking up some nuclear strike bacon. (672 recommendations)

Basically, if you do things that mimic the bot in or out of game, the bot will respond to it as if it's a legit message coming from the FDS such as when someone joins the server or when someone gets kicked.

Instead of qqing about errors, why don't you get Jelly to run your CloudyServ since it's superior in your opinion.
