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Subject: Brenbot not important anymore?

Posted by [Renx](#) on Mon, 18 Apr 2005 19:57:10 GMT

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Basicly I'm just wondering why all of a sudden has Brenbot been pushed to the back of the pile, when it's the most important thing BHS produces. 90% or more of all Renegade players use Brenbot, either directly or indirectly.

Some of us would like to have working commands and features, fixes for no name and hostname exploits, commands for new console commands and features, rather than a patch that only puts even more strain on the FDS(not knocking the usefullness of CPs, I just don't think they compare...). It's a pain to have to restart brenbot every second time you look at it because it's using 40% of the cpu, or it's spamming renguard messages and knocking the size of renguard.log up by a mb every minute. I won't bother going on.

The least that could be done is to get a version out the door that will let server admins customize their own brenbot commands(which was promised how long ago..). That would help a lot.

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Subject: Brenbot not important anymore?

Posted by [mac](#) on Mon, 18 Apr 2005 21:30:25 GMT

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I'm in the middle moving appartments, and brenbot is in the middle of a near total rewrite thanks to the new permission and plugin system. Additionally to that, I am being slammed with real work.

I just have no time to finish it, and noone else is doing it. It will be ready for Core Patch 2, though.

So, unless some miracle happens and someone donates me additiional time each day, I'm afraid its gonna stay like that for a while. At least until I find free time, and have the motivation to continue..

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Subject: Brenbot not important anymore?

Posted by [WNxCABAL](#) on Mon, 18 Apr 2005 21:46:03 GMT

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Yea, try juggling 10 balls at once.

Not easy is it?

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Subject: Brenbot not important anymore?

Posted by [Renx](#) on Mon, 18 Apr 2005 22:25:31 GMT

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Well, you're not the only person out there that knows PERL. Is it possible to recruit some else to lend a hand since you seem so busy?

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Subject: Brenbot not important anymore?

Posted by [mac](#) on Tue, 19 Apr 2005 05:35:10 GMT

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The only person familiar with the brenbot codebase is Blazer, and I don't see him doing anything, as he has been virtually absent in all things BHS.

A while ago, I asked for help to test brenbot's new plugin system. Some people applied, but I never got back any feedback, thus they never used it (needs perl knowledge).

I asked 2 personal friends to test the plugin system, but knowing how to write plugins, and knowing how to write brenbot are two different matters. brenbot is huge and complex..

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