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Subject: Bots

Posted by [Lone0001](#) on Fri, 08 Dec 2006 17:23:08 GMT

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Is there any free bots out there?

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Subject: Re: Bots

Posted by [Nightma12](#) on Fri, 08 Dec 2006 17:45:04 GMT

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www.NightRegulator.co.uk?

---

---

Subject: Re: Bots

Posted by [Lone0001](#) on Sat, 09 Dec 2006 02:55:48 GMT

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ok thanks i'll check that.

---

---

Subject: Re: Bots

Posted by [danpaul88](#) on Sat, 09 Dec 2006 12:31:00 GMT

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---

All of them are free....

www.brenbot.com for example, is also free

---

---

Subject: Re: Bots

Posted by [Rev](#) on Sat, 09 Dec 2006 17:51:27 GMT

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http://cs.cloudyonestudios.com/

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Subject: Re: Bots

Posted by [Fifaheld](#) on Sat, 09 Dec 2006 18:10:54 GMT

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---

cloudyserv is not really free, cs is based on mirc and mirc is only 30 days free, after 30 days you must buy mirc or?

---

---

Subject: Re: Bots  
Posted by [jnz](#) on Sat, 09 Dec 2006 19:02:36 GMT  
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you dont have to buy mirc just register it...i never did, or will do. it just adds 5 seconds to the time it takes to start.

---

Subject: Re: Bots  
Posted by [BlueThen](#) on Sat, 09 Dec 2006 19:09:51 GMT  
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---

help-linux wrote on Sat, 09 December 2006 13:02you dont have to buy mirc just register it...i never did, or will do. it just adds 5 seconds to the time it takes to start.

\*clicks the register button and it asks "Paypal or cash?"\*

---

Subject: Re: Bots  
Posted by [jnz](#) on Sat, 09 Dec 2006 19:49:37 GMT  
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---

oh, lol...never looked...well, i just prefer to wait for the 5 secs

---

Subject: Re: Bots  
Posted by [AmunRa](#) on Sat, 09 Dec 2006 20:57:50 GMT  
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---

bluethen wrote on Sat, 09 December 2006 14:09help-linux wrote on Sat, 09 December 2006 13:02you dont have to buy mirc just register it...i never did, or will do. it just adds 5 seconds to the time it takes to start.

\*clicks the register button and it asks "Paypal or cash?"\*

please, its not like you ACTUALLY have to pay for it

---

Subject: Re: Bots  
Posted by [Lone0001](#) on Thu, 14 Dec 2006 17:09:30 GMT  
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---

WOW it's funny how one topic can go soo off topic for the most part.

---

Subject: Re: Bots

Posted by [SeargentSarg](#) on Thu, 14 Dec 2006 23:21:27 GMT

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Free Bots -

BRenBot (Recommended) - [www.Brenbot.com](http://www.Brenbot.com)

CloudyServ (Comes with hack for activation..)- [cs.cloudyonestudios.com](http://cs.cloudyonestudios.com)

SBot (Never tried it, downloaded it once, worked nice) - Don't know link

NightRegulator (Don't like it personally, its "Free" with Advertisements, pay \$10+ for 200 loads, not worth it) - [www.NightRegulator.co.uk](http://www.NightRegulator.co.uk)

---

Subject: Re: Bots

Posted by [Nightma12](#) on Thu, 14 Dec 2006 23:26:56 GMT

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---

500 loads

and i might be taking out those ads in next version

---

Subject: Re: Bots

Posted by [danpaul88](#) on Thu, 14 Dec 2006 23:32:40 GMT

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---

You sell the bot by loads? So servers who get crashes regularly will use up their paid subscription faster than those who don't?

---

Subject: Re: Bots

Posted by [SeargentSarg](#) on Thu, 14 Dec 2006 23:35:54 GMT

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---

You know how NR restarts 4 times a day, he did it on purpose so the loads run out. So when the bot:

- Restarts (Purposly)
- Restarts (Manually)
- Crashes
- Intalls updates (even beta, if you turn it all one)

You lose 1 load.

So if your NR only restarts (Purposly) after you install the subscription. You have 125 days of NR. Plus the manual restarting, crashes (for some reason, mine use to frequently crash, and allot of

my friends), and Nightma updates like daily.

Pain in the ass.

---

---

Subject: Re: Bots  
Posted by [jnz](#) on Thu, 14 Dec 2006 23:36:17 GMT  
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---

seems like it.

---

---

Subject: Re: Bots  
Posted by [SargentSarg](#) on Thu, 14 Dec 2006 23:40:28 GMT  
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---

Personally, he is just trying to make a fast buck by not warning everyone that you subscription is going to end in like 20 days.

Like I said.

BRenBot or SBot

CloudyServ isn't recommended, cause you might be tempted to change the tags like I have once.

---

---

Subject: Re: Bots  
Posted by [Ryu](#) on Fri, 15 Dec 2006 04:04:34 GMT  
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---

Actually CloudyServ is a kick-ass bot, I wouldn't waste my time changeing the tags to something that wasn't created by me. Unlike you...

NightReg is okay, apart from the un-expected crashes and the add's...

When the new version of BrenBot comes out i'm sure that will be kick-ass aswell.

---

---

Subject: Re: Bots  
Posted by [AmunRa](#) on Fri, 15 Dec 2006 04:52:55 GMT  
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---

Alex wrote on Thu, 14 December 2006 23:04Actually CloudyServ is a kick-ass bot, I wouldn't waste my time changeing the tags to something that wasn't created by me. Unlike you...

NightReg is okay, apart from the un-expected crashes and the add's...

---

When the new version of BrenBot comes out i'm sure that will be kick-ass aswell.  
its coming very soon

---

---

Subject: Re: Bots  
Posted by [Goztow](#) on Fri, 15 Dec 2006 07:40:29 GMT  
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---

The last RC seems to have no more bugs. So amunra is right.

---

---

Subject: Re: Bots  
Posted by [Ryu](#) on Fri, 15 Dec 2006 08:04:02 GMT  
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---

AmunRa wrote on Thu, 14 December 2006 22:52 Alex wrote on Thu, 14 December 2006 23:04 Actually CloudyServ is a kick-ass bot, I wouldn't waste my time changeing the tags to something that wasn't created by me. Unlike you...

NightReg is okay, apart from the un-expected crashes and the add's...

When the new version of BrenBot comes out i'm sure that will be kick-ass aswell.  
its coming very soon

---

---

Subject: Re: Bots  
Posted by [Nightma12](#) on Fri, 15 Dec 2006 16:35:26 GMT  
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---

500 loads....

4 restarts a dayso thats 125 days for £5

if an update is released, it dousnt use any loads

and the latest BETA 99% of the time wont crash - itr will just relay the error to IRC

---

---

Subject: Re: Bots  
Posted by [danpaul88](#) on Fri, 15 Dec 2006 17:52:40 GMT  
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---

why does your bot need 4 restarts a day anyway

---

Subject: Re: Bots  
Posted by [Nightma12](#) on Fri, 15 Dec 2006 18:27:59 GMT  
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---

meh lol as i said before - the ads are most likely getting taken out for when the next build is available public

and i set the 4 restarts a day thing a long time ago lol

---

Subject: Re: Bots  
Posted by [Ryu](#) on Fri, 15 Dec 2006 18:41:36 GMT  
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---

Nightma12 wrote on Fri, 15 December 2006 12:27meh lol as i said before - the ads are most likely getting taken out for when the next build is available public

and i set the 4 restarts a day thing a long time ago lol

Money grubbing B\*\*\*\*\*! (Joking!)

---

Subject: Re: Bots  
Posted by [SeargentSarg](#) on Fri, 15 Dec 2006 20:26:36 GMT  
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---

You said updates don't take loads? lol, k.

How come when I used to reinstall NR, and update it with my license in it, my count always died.

---

Subject: Re: Bots  
Posted by [AmunRa](#) on Fri, 15 Dec 2006 21:11:58 GMT  
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---

I personally find that charging for a bot or even bother advertising is both rude and tacky.

---

Subject: Re: Bots  
Posted by [Ryu](#) on Sat, 16 Dec 2006 10:19:28 GMT  
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---

I like the way CloudyServ Doesn't Advertise, tho When you type !version he should add his website in with it!

---

Subject: Re: Bots

Posted by [SeargentSarg](#) on Sat, 16 Dec 2006 17:14:47 GMT

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---

AmunRa wrote on Fri, 15 December 2006 15:11I personally find that charging for a bot or even bother advertising is both rude and tacky.

Lol, no wonder the only servers using NR are Nightma's servers, and 1% of his customers.  
(Gaylord PSU)

---

Subject: Re: Bots

Posted by [Ryu](#) on Sat, 16 Dec 2006 17:26:08 GMT

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---

SeargentSarg wrote on Sat, 16 December 2006 12:14AmunRa wrote on Fri, 15 December 2006 15:11I personally find that charging for a bot or even bother advertising is both rude and tacky.

Lol, no wonder the only servers using NR are Nightma's servers, and 1% of his customers.  
(Gaylord PSU)

Man your right!

A few servers use NightReg, I bet you just didn't realize because you stick to the servers at the top of the listing.

---

Subject: Re: Bots

Posted by [SeargentSarg](#) on Sat, 16 Dec 2006 17:54:53 GMT

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---

NightRegulator will catch up to BRenBot or CloudyServ.

Lets go over why. (Once again)

1. Unpro Coding (Some responses are immature.. and unprofesional)
2. Ads (If you pay, you get ripped off allot cause the bot purposely gets rid of your count by updating, (versions and beta), crashing, and purposely restarting.
3. GUI hogging cpu (bad for hosting..)

But, it does help set settings easier.. But that is only 1 good thing about it..

---

Subject: Re: Bots

Posted by [SeargentSarg](#) on Sat, 16 Dec 2006 17:56:18 GMT

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---

Lol, Ren-Archive still uses BlazeRegulator.. (Which still crashes less then [NR], and produces less messages in game so you can concentrate better.)

But I used to love the older version of [NR], don't know why it sucks now, lol.

---

---

Subject: Re: Bots

Posted by [Nightma12](#) on Sat, 16 Dec 2006 19:38:25 GMT

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---

tell me one time when the latest BETA has crashed and what you were doing when you were?

Quote:3. GUI hogging cpu (bad for hosting..)

a GUI will hog memory, not CPU

NR uses a up to 6MB.... and when its really busy, can use up to about 24MBish, as far as CPU goes - i havnt had a single complaint from the latest BETA

Quote:(Which still crashes less then [NR], and produces less messages in game so you can concentrate better.)

if your going to enable setjoins..... tank msgs, mine msgs, etc the of coursei ts going to output alot

meh - im not gonna argue anymore, wait untill the latest version is out of BETA, im most likely going to be removing the ads - and trust me, the planned features PWN (Alex, hush )

---

---

Subject: Re: Bots

Posted by [jnz](#) on Sat, 16 Dec 2006 21:19:16 GMT

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---

you could count the SBot but i have given up on that untill i get some time where i am bored. i have lost all motivation for it because of lack of suport.

the Seye? again...im not motivated, and like i have already said, lack of support.

---

---

Subject: Re: Bots

Posted by [Goztow](#) on Mon, 18 Dec 2006 07:36:32 GMT

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---

For the seye you have had a 5 page topic? Seems like some people are intrested in it.

For sbot: I guess that the community doesn't really need yet another bot. i remember you saying

---

that you wanted to do it so you could learn from it .

---

---

Subject: Re: Bots

Posted by [SeargentSarg](#) on Mon, 18 Dec 2006 20:21:18 GMT

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---

When you mean lack of support, what do you mean exactly?

Lack of money, lack of ideas? what? I can always help out.

---

---

Subject: Re: Bots

Posted by [SeargentSarg](#) on Mon, 18 Dec 2006 20:22:28 GMT

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---

btw Nightma, how come when I ask you, why you added in the 4x restart daily thing, you always say "i added it in a long time ago" like a little kid would say "mom, i got this 50% on my test, it was a long time ago" instead of giving me a real answer?

---

---

Subject: Re: Bots

Posted by [Nightma12](#) on Mon, 18 Dec 2006 22:41:51 GMT

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---

if you must know, it was added in NR v0.0.2 when NR wasnt the most stable of stable of bots....

it was originally designed to fix a few bugs that were caused by running NR for long periods of time - and it worked

ive also found restarting every 6 hours - helps with any possible memory leaks it may have. and the memdumps i created work perfect for ensuring things such as votes in progress - mods logged in, etc are not interrupted after a restart

also, notice how NR only checks for updates when it connects to the FDS.... it gives NR a chance to check for updates too

ive actually ran a copy of NR myself with the restart disabled and it runs fine, apart from a bug where it seems to lose connection to the FDS after 24 hours and needs to reconnect to fix this - however a simple PING? PONG! would fix this

however as it stands... unless theres a real big reason to remove the restart then theres no reason to remove it

^^ does that answer your question?

---

---

Subject: Re: Bots

Posted by [SeargentSarg](#) on Mon, 18 Dec 2006 23:05:32 GMT

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---

It wasting people's money?

---

Subject: Re: Bots

Posted by [Nightma12](#) on Mon, 18 Dec 2006 23:20:19 GMT

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---

the ads came AFTER the restarts went in

its supposed to use up 4 a day, so you get some sort of timelimit on it

the reason i dont sell by a strict date - is because this way it allows you to send your license.bnr out to other people - i dont mind! but it just means that your license will run out faster as its taking up loads on another pc too

its supposed to expire... of course, if soembodys NR is constantly crashing for whatever reason then i might consider raising there load count if they can provide me significant proof

however - as it stands, the latest BETA does, i admit.. come up with alot of errors sometimes - but i havnt had one single crash report on it. BETA 6 will be out in a few days anyway with 99% of these errors fixed

---

Subject: Re: Bots

Posted by [SeargentSarg](#) on Mon, 18 Dec 2006 23:26:25 GMT

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---

Lol, NightRegulator is good for the following reasons

- GUI Control Panel (Good and bad for some reasons)
- Kick-ASS Support (Nothing like have the bot connect to servers to check for updates, problems, even licenses, and Nightma of course kick-ass programmer and debugger.)

But, unrecommended.

---

Subject: Re: Bots

Posted by [Ryu](#) on Tue, 19 Dec 2006 00:57:10 GMT

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---

I would like to see you program a Bot.

---

---

Subject: Re: Bots

Posted by [SeargentSarg](#) on Tue, 19 Dec 2006 02:09:27 GMT

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---

What good would it do? There is no point in creating a new bot now, renegade is going to die soon, we all know it, we just like to hide it.

---

Subject: Re: Bots

Posted by [Ryu](#) on Tue, 19 Dec 2006 04:40:19 GMT

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---

I would still like to see you program a Bot.

Otherwise stop telling Nightma his bot sucks. Because I really don't think you can make one.

---

Subject: Re: Bots

Posted by [Goztow](#) on Tue, 19 Dec 2006 14:08:48 GMT

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---

SeargentSarg wrote on Tue, 19 December 2006 03:09: What good would it do? There is no point in creating a new bot now, renegade is going to die soon, we all know it, we just like to hide it. I've been hearing this for the last 2-3 years.

---

Subject: Re: Bots

Posted by [Lone0001](#) on Tue, 19 Dec 2006 16:56:41 GMT

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---

as long as there still making new mods (ex. C&C Reborn) and bots renegade will last.

---

Subject: Re: Bots

Posted by [AmunRa](#) on Tue, 19 Dec 2006 17:50:07 GMT

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---

I don't think anyone can blame greg for being himself ^\_^

---