Subject: The Smart Bot and Smart Eye programs. Posted by Dave Anderson on Sat, 16 Jun 2007 03:57:23 GMT View Forum Message <> Reply to Message

The Smart Eye and Smart Bot programs are Official DCOM Productions products that are being soley developed by Daniel Astbury here at DCOM Productions.

You can find them on my website at www.dcomproductions.net on the products page. Here is the direct link. The Smart Bot is not released, is in development and has no set release date. As for the Smart Eye, there is a stable release out which you can download on its product page. If you would like to discuss features and whatnot on these products, you can do so on my forums at forums.dcomproductions.net. Use the Trivial Dev. Team forum to discuss these products.

- Dave

Subject: Re: The Smart Bot and Smart Eye programs. Posted by Whitedragon on Sat, 16 Jun 2007 04:07:17 GMT View Forum Message <> Reply to Message

You spelled SSGM wrong in the SBot description.

Subject: Re: The Smart Bot and Smart Eye programs. Posted by Sn1per74\* on Sat, 16 Jun 2007 04:10:28 GMT View Forum Message <> Reply to Message

DCOM = Disney Channel Original Movie ON a more serious note: Does the Smart eye program work only with the smart bot?

Subject: Re: The Smart Bot and Smart Eye programs. Posted by BlueThen on Sat, 16 Jun 2007 04:15:42 GMT View Forum Message <> Reply to Message

Wasn't sbot was canceled?

Subject: Re: The Smart Bot and Smart Eye programs. Posted by Dave Anderson on Sat, 16 Jun 2007 04:28:53 GMT View Forum Message <> Reply to Message

Quote: You spelled SSGM wrong in the SBot description.

Thank you for pointing that out.

Quote:ON a more serious note: Does the Smart eye program work only with the smart bot?

You don't need the Smart Bot to use the Smart Eye, but the server you are connecting to needs to be using the Smart Bot. Although, I will have to confirm this with Daniel.

Quote:Wasn't sbot was canceled?

Sort of. It was never really "canceled", but rather, put on hold.

I will also be talking to Daniel about coding the new server IP into the Smart Eye so it is actually functional. If anyone has anymore questions, please redirect yourself to my forums.

Subject: Re: The Smart Bot and Smart Eye programs. Posted by Sn1per74\* on Sat, 16 Jun 2007 04:57:19 GMT View Forum Message <> Reply to Message

I don't think you understand me. If I'm runnning a server do I need smartbot in order for Seye to work?

Subject: Re: The Smart Bot and Smart Eye programs. Posted by Dave Anderson on Sat, 16 Jun 2007 05:12:57 GMT View Forum Message <> Reply to Message

For your server, yes.

Subject: Re: The Smart Bot and Smart Eye programs. Posted by EvilWhiteDragon on Sat, 16 Jun 2007 12:00:39 GMT View Forum Message <> Reply to Message

then why post?

I mean, you're advertising 2 product here, 2 nice products I suspect, but you don't know when they'll be available. I mean, the currently released Seye only connects to 1 server. That makes it rather useless for us server owners / ppl that run an FDS.

Subject: Re: The Smart Bot and Smart Eye programs. Posted by Goztow on Sat, 16 Jun 2007 13:28:56 GMT View Forum Message <> Reply to Message

EvilWhiteDragon wrote on Sat, 16 June 2007 14:00then why post? I mean, you're advertising 2 product here, 2 nice products I suspect, but you don't know when they'll be available. I mean, the currently released Seye only connects to 1 server. That makes it rather useless for us server owners / ppl that run an FDS. Subject: Re: The Smart Bot and Smart Eye programs. Posted by Dave Anderson on Sat, 16 Jun 2007 16:15:41 GMT View Forum Message <> Reply to Message

People from these forums have been sending me emails and personal messages about these products. You have to realize that I'm not the one in particular developing these two products, Daniel is, and he is banned from the Win32 forum as other support forums here. I can only do so much on my part and we are working hard to sort things out.

Quote:SEye is being recoded to read gamelogs. It doesn't need the SBot to work. SEye, will however work realtime and the server will need SBot for that to work. SEye won't have a built in IP address, it will contact a master server and see how many SEye enabled SBots there are. It will still be possible to enter the info manually.

When SEye has connected to a server, you can enter "god mode" with a password. This is enable you to build objects, get a realtime view, attach scripts, change values.

I have a lot to do at the moment, I cannot do anything on SEye or SBot untill i can finish a few things.

I will not be posting in this topic anymore. Redirect yourself to my forums for discusson.

Thank you.