
Subject: brenbot source

Posted by [Gen_Blacky](#) on Wed, 26 Sep 2007 21:23:06 GMT

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Does brenbot 15.2 have a public source so i can make changes

i Am guessing not

Subject: Re: brenbot source

Posted by [luv2pb](#) on Wed, 26 Sep 2007 21:27:41 GMT

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You are guessing correct.

Subject: Re: brenbot source

Posted by [danpaul88](#) on Wed, 26 Sep 2007 21:59:50 GMT

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What exactly would you want to change? I can always release new builds with additional options...

Subject: Re: brenbot source

Posted by [Goztow](#) on Thu, 27 Sep 2007 06:48:38 GMT

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I bet he wants to take the RG module out .

Subject: Re: brenbot source

Posted by [Cat998](#) on Thu, 27 Sep 2007 08:17:44 GMT

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Gen_Blacky wrote on Wed, 26 September 2007 23:23 Does brenbot 15.2 have a public source so i can make changes

i Am guessing not

Perl = open source

Subject: Re: brenbot source

Posted by [Ethenal](#) on Fri, 28 Sep 2007 22:37:45 GMT

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Goztow wrote on Thu, 27 September 2007 01:48I bet he wants to take the RG module out .

Probably, I would too...

(No offense to BHS, I just don't like not having a choice.)

Subject: Re: brenbot source

Posted by [Goztow](#) on Sat, 29 Sep 2007 07:56:00 GMT

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Ethenal wrote on Sat, 29 September 2007 00:37Goztow wrote on Thu, 27 September 2007 01:48I bet he wants to take the RG module out .

Probably, I would too...

(No offense to BHS, I just don't like not having a choice.)

You can put all renguard related commands and triggers off. It'll just look as if you don't have the renguard module on then.
