

---

Subject: DarkBot V1.0

Posted by [wittebolx](#) on Fri, 30 Nov 2007 06:49:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

a bot that works only with NR at the moment.

the bot gives moderators with acces3 or higher permission to use commands like:

@petrova <playername> (grants the <playername> the character: Petrova)

@cash <playername> <amount> (grants the <playername> an x <amount> of credits)

@stealth <playername> (grants the <playername> a StealthSuit)

@nod <playername> (transforms the player into a Nod Infiltrator (SPY))

@gdi <playername> (transforms the player into a GDI Infiltrator (spy))

@volt <playername> (grants the player a Volt Rifle)

this is v1.0 our first one.

if you detect any bugs or wanna add some other things, please inform me or Darknes2.

### File Attachments

1) [DarkBOT V1.0 with LuaPlugin V2.rar](#), downloaded 102 times

---

---

Subject: Re: DarkBot V1.0

Posted by [mrÅ£ÅŞÄ-z](#) on Fri, 30 Nov 2007 11:32:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

my !spy command?

---

---

Subject: Re: DarkBot V1.0

Posted by [jnz](#) on Fri, 30 Nov 2007 11:59:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Nice work, now prepare to be flooded by people who can't install it / get it to work.

---

---

Subject: Re: DarkBot V1.0

Posted by [The Elite Officer](#) on Fri, 30 Nov 2007 17:00:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

RoShamBo wrote on Fri, 30 November 2007 06:59Nice work, now prepare to be flooded by people who can't install it / get it to work.

lol

---

---

Subject: Re: DarkBot V1.0

---

Posted by [wittebolx](#) on Fri, 30 Nov 2007 21:34:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

RoShamBo wrote on Fri, 30 November 2007 12:59Nice work, now prepare to be flooded by people who can't install it / get it to work.

lol...  
put files in fds.  
edit SSGM.ini  
Edit the lua file.

if thats so difficult... (theres a readme ;) )

---

---

Subject: Re: DarkBot V1.0

Posted by [Ethenal](#) on Fri, 30 Nov 2007 22:27:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

wittebolx wrote on Fri, 30 November 2007 15:34RoShamBo wrote on Fri, 30 November 2007 12:59Nice work, now prepare to be flooded by people who can't install it / get it to work.

lol...  
put files in fds.  
edit SSGM.ini  
Edit the lua file.

if thats so difficult... (theres a readme ;) )

Just wait for batwat, he's borderline retarded.

---

---

Subject: Re: DarkBot V1.0

Posted by [wittebolx](#) on Fri, 30 Nov 2007 23:23:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

lol thats DCOM stuff  
so dont worry about Batwat here

---

---

Subject: Re: DarkBot V1.0

Posted by [jnz](#) on Sat, 01 Dec 2007 00:28:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

wittebolx wrote on Fri, 30 November 2007 21:34RoShamBo wrote on Fri, 30 November 2007 12:59Nice work, now prepare to be flooded by people who can't install it / get it to work.

---

lol...  
put files in fds.  
edit SSGM.ini  
Edit the lua file.

if thats so difficult... (theres a readme ;):wink::wink: )

I thought extracting a file to a specific folder and then editing an ini just to add one line to it wouldn't be too difficult. Apparently, i was wrong.

---

---

Subject: Re: DarkBot V1.0  
Posted by [Darknes2](#) on Sat, 01 Dec 2007 03:23:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I made the readme

i think its pretty simple, eh?

thnx for positive feedback i didnt know ppl would like it this much

---

---

Subject: Re: DarkBot V1.0  
Posted by [jnz](#) on Sat, 01 Dec 2007 04:09:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Darknes2 wrote on Sat, 01 December 2007 03:23l made the readme

i think its pretty simple, eh?

thnx for positive feedback i didnt know ppl would like it this much

For me, I'm absolutely ecstatic to see something I created put to such good use. It's good to see creativity, you all have the ideas, but couldn't make them until i made this (the LuaPlugin, not the bot).

---

---

Subject: Re: DarkBot V1.0  
Posted by [wittebolx](#) on Mon, 03 Dec 2007 05:31:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

V1.1 is also ready.

we are testing it on the servers at the moment, after the test we are going to release V1.1

-added LuaPlugin V2.2

- Added Defence commands.
- added help file on all commands.
- added Mod file so the Bot works as a standalone version. no extra Regulator needed.
- fixed report messages to the moderator to see if the command was succesfull.
- added easy permission file to change/turnoff permissions of commands used by mods.

---

---

Subject: Re: DarkBot V1.0  
Posted by [silentevil](#) on Sat, 22 Nov 2008 15:45:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

hi  
i use your bot but the will not work on my server ...  
give it a new version this workts wiht brenbot ?

mutsch thanks for replay

---

---

Subject: Re: DarkBot V1.0  
Posted by [ErroR](#) on Sat, 22 Nov 2008 16:06:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

HOW DO I USE IT ONLINE IN GSA? jk duh

---

---

Subject: Re: DarkBot V1.0  
Posted by [mr£ÄŞÄ-z](#) on Sat, 22 Nov 2008 22:25:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dürfte mit brenbot funktionieren wen du SSGM installiert hast, wen hilfe brauchst sag bescheid

---

---

Subject: Re: DarkBot V1.0  
Posted by [samous](#) on Sat, 22 Nov 2008 22:30:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

... forget the translator?

---

---

Subject: Re: DarkBot V1.0  
Posted by [mr£ÄŞÄ-z](#) on Sat, 22 Nov 2008 22:36:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Don t you see he doesnt speak English good ?

---

---

Subject: Re: DarkBot V1.0

Posted by [samous](#) on Sat, 22 Nov 2008 22:44:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

he doesn't... well, he types it fine. (complement)

---

Subject: Re: DarkBot V1.0

Posted by [DeathC200](#) on Mon, 24 Nov 2008 00:24:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

awsome i well be sure to use this for my feature server

---