
Subject: BrenBot Script

Posted by [Syther](#) on Wed, 16 Jan 2008 22:06:57 GMT

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Hi i am wanting a script for brenbot so i can add more mods like Owners ~

Admins &

Division Team Leaders *

Managers ^

Full Mods @

Half Mods %

V.I.P's +

If anyone can help me e-mail me at Darius-1991@hotmail.co.uk or get me on irc at [irc.sa-clan.com](irc://irc.sa-clan.com) or [irc.aohost.co.uk](irc://irc.aohost.co.uk)

Subject: Re: BrenBot Script

Posted by [Genesis2001](#) on Wed, 16 Jan 2008 22:30:45 GMT

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You're talking about a full recoding of BRenBot.... The moderators are embedded deep, afaik. :\

I bid ye good luck with that!

~MathK1LL

Subject: Re: BrenBot Script

Posted by [danpaul88](#) on Wed, 16 Jan 2008 22:44:57 GMT

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Actually moderator levels are simply numerical values, you would probably only need to change about 5 locations in the code. But it would take a while to test it and the commands.xml structure wouldn't work with that very well.

Subject: Re: BrenBot Script

Posted by [Genesis2001](#) on Thu, 17 Jan 2008 04:06:30 GMT

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MathK1LL wrote on Wed, 16 January 2008 15:30I bid ye good luck with that!

Subject: Re: BrenBot Script

Posted by [Creed3020](#) on Thu, 17 Jan 2008 22:30:36 GMT

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The existing levels allow for quite a bit of customization. That is one feature that I loved from BR.Net that BRenBot hasn't had until recently. Now that I have the ability to edit commands individually it really opened up what mod levels I could create.

Maybe in future versions we could be allowed to set more levels up to a maximum number?

Subject: Re: BrenBot Script
Posted by [Syther](#) on Thu, 17 Jan 2008 23:40:08 GMT
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So cant i get a script then that allows me 2 add more mod levels

Subject: Re: BrenBot Script
Posted by [danpaul88](#) on Thu, 17 Jan 2008 23:59:34 GMT
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Not at the moment, it would require rewriting core parts of the program to support it. Maybe a future version will support something like this...

Subject: Re: BrenBot Script
Posted by [Genesis2001](#) on Fri, 18 Jan 2008 03:33:35 GMT
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danpaul88 wrote on Thu, 17 January 2008 16:59 Maybe a future version will support something like this...

BR 2.00?

~MathK1LL
