
Subject: Making a bot

Posted by [Distrbd21](#) on Sat, 31 Oct 2009 00:36:14 GMT

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I was wondering how to make a bot for my server, but my problem is idk where to start.

can you guys tell me what program to start out with like.

Visual Studio Pro 2005

VB

?

Subject: Re: Making a bot

Posted by [reborn](#) on Sat, 31 Oct 2009 08:18:13 GMT

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<http://www.renevo.com/files/folders/ren/entry136.aspx>

That's a link to blazeregulator.net 1.5. It's what allot of bots are based on because it includes the source code. Take a look at it and see if any of it makes sense to you. It's the first bot for renegade (AFAIK) that was open source and as such is one of simplest. I believe it evolved into todays current brenbot.

Personally, I think a finished bot written in C++ as a plug-in would be nice.

Subject: Re: Making a bot

Posted by [Sladewill](#) on Sat, 31 Oct 2009 11:15:13 GMT

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Yup i pratically based on in that, but it failed ubberly when reading the ssgm logs so i gave up and coded C++ one

Subject: Re: Making a bot

Posted by [Distrbd21](#) on Mon, 02 Nov 2009 05:52:03 GMT

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so what should i use to open it?

C#

C++

VS 2005?

Subject: Re: Making a bot
Posted by [CarrierII](#) on Mon, 02 Nov 2009 09:42:19 GMT
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VS 2005 should work. (It should also be noted that C# and C++ aren't programs, but programming languages, for the record, I assume this is in C++)

Subject: Re: Making a bot
Posted by [reborn](#) on Mon, 02 Nov 2009 10:10:25 GMT
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If he's writing it as a plug-in for SSGM then VisualStudio will open it for him, but he will need to write it in C++.
If he's trying to modify BR.NET then that will also open in VisualStudio, but I believe it's written in VB.

If it was me, I would go for the plug-in option. It would be better performance wise (not reading log files, too much I/O is a real CPU hitter), and you'll find more support for C++ and writing SSGM plug-in's on this forum.

However, it seems clear that you're a beginner. I would not aim so high for a first project. There's throwing yourself in at the deep end, then there's going for a swim with sharks in a baby seal costume.

Subject: Re: Making a bot
Posted by [Distrbd21](#) on Tue, 10 Nov 2009 02:14:32 GMT
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how would i start the plug in code?

are you ever on msn anymore?

Subject: Re: Making a bot
Posted by [raven](#) on Tue, 10 Nov 2009 02:15:47 GMT
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<http://www.renegadeforums.com/index.php?t=search>

<http://www.google.com/>

Subject: Re: Making a bot
Posted by [Distrbd21](#) on Tue, 10 Nov 2009 02:29:50 GMT

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sorry but i really was not asking you to input anything about what i'm asking for.

my post was for reborn and anyone that can tell me a code to start eh ssgm plug in for my bot..

Subject: Re: Making a bot
Posted by [raven](#) on Tue, 10 Nov 2009 02:38:15 GMT
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Those two links can

But I guess you want the easy way out. Download SSGM2.0.2 from somewhere, there is example plugin source code there. You can strip out the example stuff and use that as a base for one.

Subject: Re: Making a bot
Posted by [reborn](#) on Tue, 10 Nov 2009 06:33:00 GMT
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I would download SSGM2.02 like raven suggested and have a gander at the plug-in example source code. Some links below to help you...

SSGM 2.02 which contains the plug-in example:
<http://black-cell.net/downloads/index.php?act=view&id=30>

Plug-in's that have been released on Black-cell:
<http://black-cell.net/downloads/index.php?act=category&id=7>

Plug-in's that I have released: <http://spencerelliott.co.uk/downloads.html>

Subject: Re: Making a bot
Posted by [Distrbd21](#) on Tue, 10 Nov 2009 14:21:09 GMT
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well I'm a little delayed on everything i want to work on just moved and found a nice PC in the house we moved into so i just got it formatted and all that.

so I'm not gonna be able to start on this until i get my desktop over here.

Subject: Re: Making a bot

Posted by [reborn](#) on Tue, 10 Nov 2009 14:24:39 GMT

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I wish you the best of luck. However, I still urge you to consider a smaller task first. You're aiming very high.

Subject: Re: Making a bot

Posted by [Hex](#) on Tue, 10 Nov 2009 15:11:59 GMT

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Grab a copy of YaRR.

Subject: Re: Making a bot

Posted by [raven](#) on Tue, 10 Nov 2009 15:18:14 GMT

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reborn wrote on Tue, 10 November 2009 08:24 I wish you the best of luck. However, I still urge you to consider a smaller task first. You're aiming very high.

What he said. If you have to be shown even the smallest stuff, you may want to consider trying simple things first. Starting on something like a bot will require you to have full understanding of SSGM (since you're doing it in a plugin) and some windows API stuff like threading or winsock.

How much experience do you have in doing this kind of stuff?

Subject: Re: Making a bot

Posted by [Distrbd21](#) on Tue, 10 Nov 2009 16:08:20 GMT

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raven wrote on Tue, 10 November 2009 09:18 reborn wrote on Tue, 10 November 2009 08:24 I wish you the best of luck. However, I still urge you to consider a smaller task first. You're aiming very high.

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How much experience do you have in doing this kind of stuff?
none

Subject: Re: Making a bot

Posted by [Omar007](#) on Tue, 10 Nov 2009 18:02:20 GMT

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Distrbd21 wrote on Tue, 10 November 2009 17:08raven wrote on Tue, 10 November 2009 09:18reborn wrote on Tue, 10 November 2009 08:24I wish you the best of luck. However, I still urge you to consider a smaller task first. You're aiming very high.

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How much experience do you have in doing this kind of stuff?

none

If you dont even know some basics this definately isnt a good idea to start on.

If i where you i would take something easier first and then make a bot.

Maybe start with a basic script or something if you want to start with renegade coding?

PS. This is not to demotivate you or anything and you may ignore all i said

PSPS. Did you ever program in another language???

Subject: Re: Making a bot

Posted by [Distrbd21](#) on Tue, 10 Nov 2009 18:52:28 GMT

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Omar007 wrote on Tue, 10 November 2009 12:02Distrbd21 wrote on Tue, 10 November 2009 17:08raven wrote on Tue, 10 November 2009 09:18reborn wrote on Tue, 10 November 2009 08:24I wish you the best of luck. However, I still urge you to consider a smaller task first. You're aiming very high.

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i made a small program with VB 6 can't say what it is cus its not allowed on the forums.

Subject: Re: Making a bot

Posted by [Omar007](#) on Tue, 10 Nov 2009 21:54:09 GMT

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Quote StackDistrbd21 wrote on Tue, 10 November 2009 19:52Omar007 wrote on Tue, 10 November 2009 12:02Distrbd21 wrote on Tue, 10 November 2009 17:08raven wrote on Tue, 10 November 2009 09:18reborn wrote on Tue, 10 November 2009 08:24I wish you the best of luck. However, I still urge you to consider a smaller task first. You're aiming very high.

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PSPS. Did you ever program in another language???

i made a small program with VB 6 can't say what it is cus its not allowed on the forums.

Ah k

Well if you wrote VB and you do want to start a project like this (with no knowledge on C++, winsock etc) i would suggest building in on of BR.NET

Subject: Re: Making a bot

Posted by [Hex](#) on Tue, 10 Nov 2009 22:09:44 GMT

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Hex wrote on Tue, 10 November 2009 15:11Grab a copy of YaRR.

Subject: Re: Making a bot

Posted by [Sladewill](#) on Tue, 10 Nov 2009 22:16:36 GMT

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Maybe it might be an idea to learn VB.net first it makes things easier when translating stuff from one language to another.

Subject: Re: Making a bot
Posted by [Distrbd21](#) on Wed, 11 Nov 2009 02:50:02 GMT
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right now I'm trying to get all the programs i had again

and yes i saw yarr it is a nice but i would like to have more on it though maybe i can learn how to add stuff to it.
