Subject: RenScout Concept Posted by =HT=T-Bird on Wed, 06 Jul 2005 11:38:33 GMT View Forum Message <> Reply to Message

This concept is still forming in my head, but I wanted some feedback on my ideas for a Ren bot so far:

Command and Conquer: Renegade Official Forums

Portability (Win32/Linux versions will be available) Extensibility/Flexibility (Write your own commands or modify the built-in ones) Speed (Commands are written in FICL/ANS Forth, while low-level code will be done in C++) Built-in RG support Bi-directional server query mirroring (WOL to GSA AND GSA to WOL) Modular I/O (IRC/ScoutRem SSH/any others?) (Multiple ways to interface to the FDS) One database (that holds ALL player information)

If you have any comments/feature suggestions, post here.

NO SPAMMING

Page 1 of 1 ---- Generated from