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Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [zunnie](#) on Thu, 03 Feb 2005 01:36:13 GMT

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Its amazing what you can do with a simple mIRC script for creating custom commands on the server(s).

Also note that Vloktboky gave out the source code to people who can actually do something with it under the GNU license which basically means that the source code is available to the changes made.

It does no where mention that the code used within the mod should be compatible with other software which is was not created to work with.

The best solution is to run BRenBot. Plain and simple, this is what the code is optimized for and works 100%

BR.net works better on irc? Never heard that one before. BR.net's irc things are pretty much inferior to brenbots output and input handling from IRC.

The things you talk about here actually are GAMELOG specific things. Such as the irc kills, building logging, character logging, vehicle logging, etc. This was designed to work with BRenbot not with BR.net because BR.net is a completely different bot and made by different people.

If you want support for gamelog specific functions you are on the wrong address here. You should visit on <http://www.BlazeRegulator.com> instead and request there if they intend to make BR.net compatible with it.

Why would the maker of a completely different thing make it compatible with software that is not even actively supported by the original authors?

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