Subject: Re: Official SBot Thread
Posted by jnz on Sat, 20 Jan 2007 17:00:14 GMT
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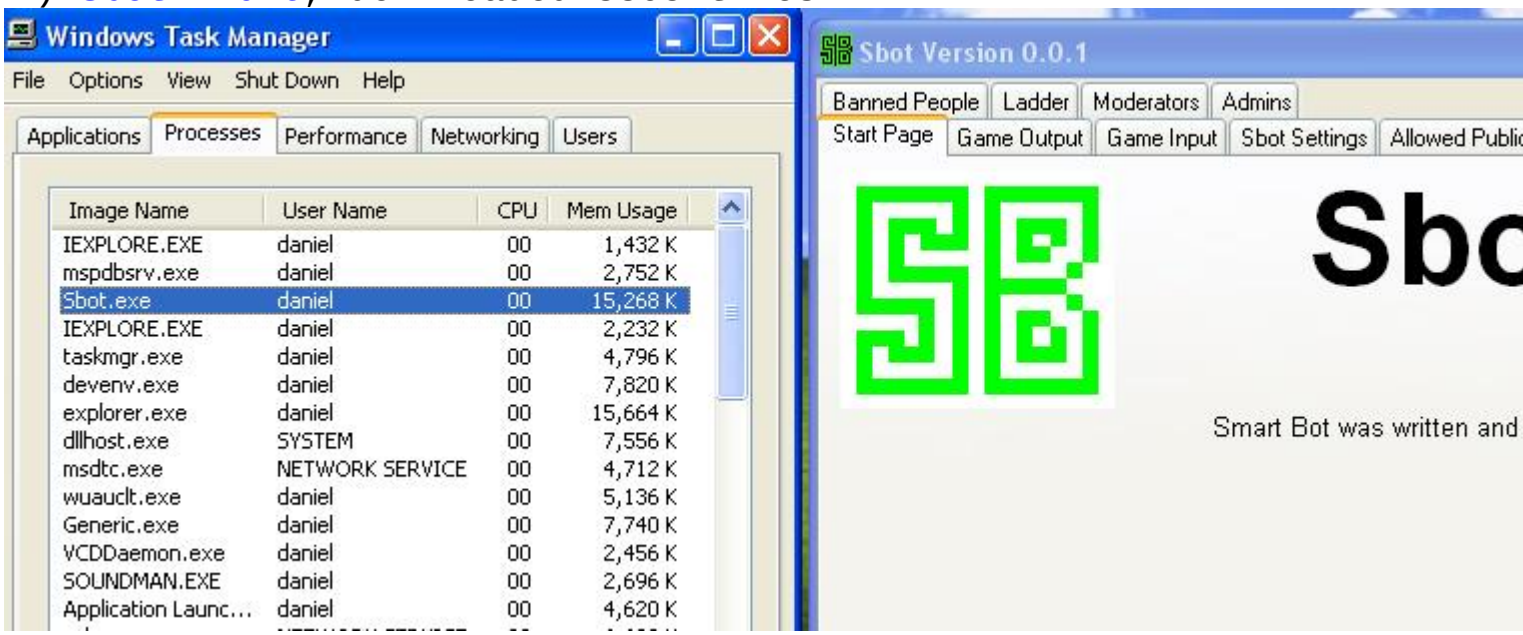
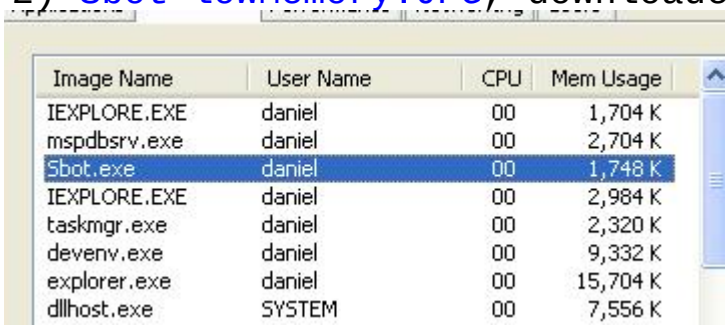
Ok, i thought i would give an update on the Sbot.

First of all, im doing in GUI. like NR. Second of all, its going to be like BR - decreet, uses low memory. its also going to be like NR, very cusomisable and has lots of commands to offer. Your thinking, is he mad!? a GUI, well. i got a way of desroying the GUI and leaving the program running. so when you want to edit anything inGame yo just bring the GUI back and there you have it. when you want to leave it, just minimise it and its using low memory. At the moment, withough any code (just the GUI) it uses 1.5Mb of RAM minimized.

File Attachments

1) Sbot-1.JPG, downloaded 3305 times



2) Sbot-lowMemory.JPG, downloaded 3317 times