at the moment i am working on a few things.

!temp   - assign an access level to someone for a temperary amount of time.
!untemp   - remove this access
The encryption between Sbot and SbotSS.dll
and another good feature. the Renguard server.

i would also like, its not too bad. some ideas on how i should design the GUI. i have been playing around a bit. im trying to compress the tabs as much as possible.

for spawning, i just send ask scripts.dll to spawn an object. specify the object preset, and a player id and any scripts i want attached to it. then scripts.dll does the rest.