Subject: BRenBot being Open Sourced | Maintainer/Developer wanted
Posted by mac on Tue, 24 Jan 2006 12:27:32 GMT
View Forum Message <> Reply to Message

Since I have been kinda absent from the community and all things renegade for a couple of months now, I'm beginning to think how to deal with projects that I had to discontinue while being absent - say BRenBot.

The next version of brenbot was supposed to be a major rewrite of the current code base, introducing an extensive plugin system, and an permission system, which is mostly done. It's overall about 80% done, and still needs major rewriting and restructing of code, and finding numerous bugs, like memory leaks. It's all in a big mess now, because I left in the middle of it.

I am looking for someone who is capable of finishing/maintaining brenbot as an external "contractor" to BHS, someone who is capable of programming in perl, and is experienced in using POE, the multitasking/multithreading framework used in brenbot.

I'm open to the idea of releasing the work in progress source code of brenbot, but I fear noone would focus on it, and people would just make up their own branches, and never release the source code for the community, that is why I am looking for someone to coordinate the future development.

Thank you for your time.

~mac

Subject: Re: BRenBot being Open Sourced | Maintainer/Developer wanted
Posted by havocide3 on Tue, 24 Jan 2006 22:58:11 GMT
View Forum Message <> Reply to Message

Perl

As long as it will work on my server, I'd be fine. Expecially if it will run while Perl is installed/in use.

Subject: Re: BRenBot being Open Sourced | Maintainer/Developer wanted
Posted by dead6re on Tue, 31 Jan 2006 17:01:21 GMT
View Forum Message <> Reply to Message

I not sure if anyone here knows perl to the extent you would, so I think it might be a loseing battle, though from your orginal coding I might to able to release a version of bugfixes and maybe a few new features. (I learn well off examples, thats how I learnt php)

While you have gone replacement bots have been made (None released though), but if no one can take this project on, I might have a go if you want.

It's a shame you left our active community, but wether those be personal or other reasons, i'm sure they were good.

I hope you have a good time with other communties in the future.

Subject: Re: BRenBot being Open Sourced | Maintainer/Developer wanted
Posted by PackHunter on Tue, 31 Jan 2006 17:49:09 GMT
View Forum Message <> Reply to Message

Well, I have taken on this job as of yesterday. Funny thing is I have never seen this thread before or I would have stepped up sooner. Dunno if Mac wants more then 1 programmer on this though. I'll let Mac decide.

Anyway, programming is my job, and I loved Brenbot from the start. So I'll dedicate myself to this project to the best of my abillities, getting a stable 1.43 out as soon as possible.

Subject: Re: BRenBot being Open Sourced | Maintainer/Developer wanted
Posted by EA-DamageEverything on Sun, 05 Feb 2006 16:11:31 GMT
View Forum Message <> Reply to Message

Would be nice if I can have a link for download when 1.43 is finished then.