Subject: DarkBot V1.0
Posted by wittebolx on Fri, 30 Nov 2007 06:49:14 GMT
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a bot that works only with NR at the moment.
the bot gives moderators with acces3 or higher permission to use commands like:
@petrova <playername> (grants the <playername> the character: Petrova)
@cash <playername> <amount> (grants the <playername> an x <amount> of credits)
@stealth <playername> (grants the <playername> a StealthSuit)
@nod <playername> (transforms the player into a Nod Infiltrator (SPY))
@gdi <playername> (transforms the player into a GDI Infiltrator (spy))
@volt <playername> (grants the player a Volt Rifle)

this is v1.0 our first one.
if you detect any bugs or wanna add some other things, please inform me or Darknes2.

File Attachments
1) DarkBOT V1.0 with LuaPlugin V2.rar, downloaded 135 times

Subject: Re: DarkBot V1.0
Posted by mrÃ£Ã§Ä·z on Fri, 30 Nov 2007 11:32:02 GMT
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my !spy command?

Subject: Re: DarkBot V1.0
Posted by jnz on Fri, 30 Nov 2007 11:59:48 GMT
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Nice work, now prepare to be flooded by people who can't install it / get it to work.

Subject: Re: DarkBot V1.0
Posted by The Elite Officer on Fri, 30 Nov 2007 17:00:31 GMT
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RoShamBo wrote on Fri, 30 November 2007 06:59Nice work, now prepare to be flooded by people who can't install it / get it to work.

lol

Subject: Re: DarkBot V1.0

Posted by wittebolx on Fri, 30 Nov 2007 21:34:24 GMT
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RoShamBo wrote on Fri, 30 November 2007 12:59Nice work, now prepare to be flooded by people who can't install it / get it to work.

lol...
put files in fds.
edit SSGM.ini
Edit the lua file.

if thats so difficult... (theres a readme ;);))

Subject: Re: DarkBot V1.0
Posted by Ethenal on Fri, 30 Nov 2007 22:27:44 GMT
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wittebolx wrote on Fri, 30 November 2007 15:34RoShamBo wrote on Fri, 30 November 2007 12:59Nice work, now prepare to be flooded by people who can't install it / get it to work.

lol...
put files in fds.
edit SSGM.ini
Edit the lua file.

if thats so difficult... (theres a readme ;))

Just wait for batwat, he's borderline retarded.

Subject: Re: DarkBot V1.0
Posted by wittebolx on Fri, 30 Nov 2007 23:23:15 GMT
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lol thats DCOM stuff
so dont worry about Batwat here

Subject: Re: DarkBot V1.0
Posted by jnz on Sat, 01 Dec 2007 00:28:43 GMT
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wittebolx wrote on Fri, 30 November 2007 21:34RoShamBo wrote on Fri, 30 November 2007 12:59Nice work, now prepare to be flooded by people who can't install it / get it to work.

lol...
put files in fds.
edit SSGM.ini
Edit the lua file.

if thats so difficult... (theres a readme ;):wink::wink:)

I thought extracting a file to a specific folder and then editing an ini just to add one line to it wouldn't be too difficult. Apparently, i was wrong.

Subject: Re: DarkBot V1.0
Posted by Darknes2 on Sat, 01 Dec 2007 03:23:59 GMT
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I made the readme

i think its pretty simple, eh?

thnx for positive feedback i didnt know ppl would like it this much

---

Subject: Re: DarkBot V1.0
Posted by jnz on Sat, 01 Dec 2007 04:09:36 GMT
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Darknes2 wrote on Sat, 01 December 2007 03:23I made the readme

i think its pretty simple, eh?

thnx for positive feedback i didnt know ppl would like it this much

For me, I'm absolutely ecstatic to see something I created put to such good use. It's good to see creativity, you all have the ideas, but couldn't make them until i made this (the LuaPlugin, not the bot).

Subject: Re: DarkBot V1.0
Posted by wittebolx on Mon, 03 Dec 2007 05:31:18 GMT
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V1.1 is also ready.
we are testing it on the servers at the moment, after the test we are going to release V1.1

-added LuaPlugin V2.2

-Added Defence commands.
-added help file on all commands.
-added Mod file so the Bot works as a standalone version. no extra Regulator needed.
-fixed report messages to the moderator to see if the command was succesfull.
-added easy permission file to change/turnoff permissions of commands used by mods.

Subject: Re: DarkBot V1.0
Posted by silentevil on Sat, 22 Nov 2008 15:45:01 GMT
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hi
i use your bot but the will not work on my server ...
give it a new version this workts wiht brenbot ?

mutsch thanks for replay

Subject: Re: DarkBot V1.0
Posted by ErroR on Sat, 22 Nov 2008 16:06:36 GMT
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HOW DO I USE IT ONLINE IN GSA?   jk duh

Subject: Re: DarkBot V1.0
Posted by mrÃ£Ã§Ä·z   on Sat, 22 Nov 2008 22:25:38 GMT
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Dürfte mit brenbot funktionieren wen du SSGM installiert hast, wen hilfe brauchst sag bescheid

---

Subject: Re: DarkBot V1.0
Posted by samous on Sat, 22 Nov 2008 22:30:55 GMT
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... forget the translator?

Subject: Re: DarkBot V1.0
Posted by mrÃ£Ã§Ä·z   on Sat, 22 Nov 2008 22:36:56 GMT
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Don t you see he doesnt speak English good ?

Subject: Re: DarkBot V1.0
Posted by samous on Sat, 22 Nov 2008 22:44:36 GMT
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he doesn't... well, he types it fine. (complement)

Subject: Re: DarkBot V1.0
Posted by DeathC200 on Mon, 24 Nov 2008 00:24:29 GMT
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awsome i well be sure to use this for my feature server