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Subject: [REQUEST] Brenbot.dll Source  
Posted by [MacKinsey](#) on Mon, 11 Aug 2008 18:49:51 GMT  
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Hey, my actual question is at the Title, but ill write it here too.  
Is there a way to get the latest Brenbot.dll Source?

Greetings MacKinsey

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Subject: Re: [REQUEST] Brenbot.dll Source  
Posted by [Carrierll](#) on Mon, 11 Aug 2008 19:24:17 GMT  
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No. The Renguard protocol would be then made available.

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Subject: Re: [REQUEST] Brenbot.dll Source  
Posted by [=HT=T-Bird](#) on Mon, 11 Aug 2008 20:27:59 GMT  
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Not only that, but doesn't BRenBot.dll hook the FDS in places? If so, than releasing its source would give cheaters a bit of a leg up on hooking the Ren client.

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Subject: Re: [REQUEST] Brenbot.dll Source  
Posted by [Omar007](#) on Mon, 11 Aug 2008 21:51:07 GMT  
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yea but i gives programmers the way to make a new Bot based on BRenBot. I actually wanted to do that

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Subject: Re: [REQUEST] Brenbot.dll Source  
Posted by [Ethenal](#) on Tue, 12 Aug 2008 03:46:23 GMT  
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Since when does BRenBot.dll have anything to do with RG?

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Subject: Re: [REQUEST] Brenbot.dll Source  
Posted by [Omar007](#) on Tue, 12 Aug 2008 09:25:25 GMT  
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BrenBot has a half-reguard mode.

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Subject: Re: [REQUEST] Brenbot.dll Source  
Posted by [Hex](#) on Tue, 12 Aug 2008 13:17:48 GMT  
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BRenBot.dll is nothing to do with RG, but does have some hooks in it that stops the source from being publicly released.

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Subject: Re: [REQUEST] Brenbot.dll Source  
Posted by [Ethenal](#) on Thu, 14 Aug 2008 02:27:34 GMT  
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Hex wrote on Tue, 12 August 2008 08:17BRenBot.dll is nothing to do with RG, but does have some hooks in it that stops the source from being publicly released.

That's what I thought.

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Subject: Re: [REQUEST] Brenbot.dll Source  
Posted by [halo2pac](#) on Mon, 25 Aug 2008 16:03:45 GMT  
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If he'd like that, then I'd like the FDSTalk.dll source >.>

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Subject: Re: [REQUEST] Brenbot.dll Source  
Posted by [marcin205](#) on Tue, 09 Sep 2008 14:25:28 GMT  
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how add some stuff in the SSGM with Perl?

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Subject: Re: [REQUEST] Brenbot.dll Source  
Posted by [Hex](#) on Wed, 10 Sep 2008 06:37:19 GMT  
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marcin205 wrote on Tue, 09 September 2008 15:25how add some stuff in the SSGM with Perl?

you can't, you need to use c++

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