

Forum:[Hack Forums](#)

Thread: [\[Beta\] SkypeBot Base - The best of the best.](#)

?????Thr????? - September 5, 2013, 7:00 pm

This does not include any commands. The purpose of this project is so you can write your own with minimal code or knowledge of Skype4COM

Recently, I've been spending my time handling things around Skype, such as the Skype resolver and the SpeedResolve Skype bot. A few days ago, I started writing a library that enables any user (with any knowledge of C#) to make a fully-fledged Skype bot using minimal code.

This base, which is a DLL file, includes the following features:

Use your own project: Import the DLL into your project and have a fully working Skype bot in minutes.

Automatic updater: The Skype bot will automatically check for updates and will update itself if there is any new updates available.

Override common functions: If you want to add an override to make a login framework or something of the sort, you can override the Message_Received function and do your checking, just return true to continue with handling the message, or return false to ignore it.

Accept friend requests automatically or strictly off of your own code: You can decide with your own decisional code whether or not to accept a user, just return true to accept the user, or return false to deny the request.

Ignore users: Simple & Easy to use. Just use Ignore.Add("skypename") anywhere in your code to ignore that user.

Automatically allow Skype access: No more do you have to manually press the "Allow Access" button. My base will automatically click it for you instantly and silently.

Built in logger: Logs messages that are incoming or outgoing as well as any console messages.

Auto-Compression: Compresses logs based off of the max filesize set by your code or 100MB by default.

Automatic parameter parsing: No longer do you have to parse parameters yourself. You can access the parameters in the handler for the command by checking out the "args" array.

Automatic help menu: Generates an automatic help menu based off of pre-defined help entries in each command's instance.

These are just a few features of the many that are included.

Screenshots:

Image of the example project window:

The code required to initialize an instance of the Skype bot:

Code required to override functions:

Example command:

For those who are interested:

If you want to use a copy of this, I am allowing beta testing for the next week.
Just shoot me a PM for a download link and further details pertaining to the bot.

Thanks again guys for all of your support, and I can't wait to get a few people using this! :D

~Thr

NekoLoli - September 6, 2013, 9:03 am

This is pretty cool,
I've already gone through my phase of playing with Skype bots;
But thanks for the contribution. :3

EDIT: Also, I don't think you're allowed to do PM for download links,
correct me if I'm wrong. :s

?????Thr????? - September 6, 2013, 12:24 pm

(Sep 6, 2013 09:03 AM)NekoLoli Wrote: [\[CITE\]](#) This is pretty cool,
I've already gone through my phase of playing with Skype bots;
But thanks for the contribution. :3

EDIT: Also, I don't think you're allowed to do PM for download links,
correct me if I'm wrong. :s
That's Post to PM :P

This is just an opt-in type of thing. If you want to participate in the beta, PM me. If not, then thanks for checking it out.

?M????????? - September 6, 2013, 10:33 pm

Implying a basic API that has [Help Docs](#) requires a base?

Make a base for something complicated.

All you are doing is simplifying the simple, there are plenty of API's that are much more complex and could be dumb'd down to help users.

But that said, It looks very nice.

?????Thr????? - September 6, 2013, 11:01 pm

(Sep 6, 2013 10:33 PM)?M????????? Wrote: [\[CITE\]](#) Implying a basic API that has [Help Docs](#) requires a base?

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So you're saying that an entire command based system with all of the functions above is a simple task? It's not as simple as you think...

?M???????? - September 7, 2013, 1:49 am

(Sep 6, 2013 11:01 PM)Thr??? Wrote: [\[CITE\]](#) So you're saying that an entire command based system with all of the functions above is a simple task? It's not as simple as you think...

No not the code/coding itself.

I mean the need for an API to use an API.

You really really dont need an API to use skype4com. the tutorials explain the basics and the rest is there to learn yourself.

It is an API that helps the user learn to code.

All you need is the basics, this is a tad unnecessary, I would love to see this on usage of the Intagram API/Facebook/Steam/ect.

tweety - September 7, 2013, 3:40 am

(Sep 6, 2013 10:33 PM)?M???????? Wrote: [\[CITE\]](#) Implying a basic API that has [Help Docs](#) requires a base?

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But that said, It looks very nice.

This.

I completely agree with this. The Skype API is extremely easy to use, there isn't a need to make a base for it at all.

?????Thr????? - September 7, 2013, 1:33 pm

(Sep 7, 2013 01:49 AM)?M???????? Wrote: [\[CITE\]](#) No not the code/coding itself.

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I love how you think this is an api of an api...I don't know how to be more clear than I've already been. What you see is an optional override (the message event handler, etc). What I don't think you understand is that this is a type of plugin framework that makes for an easy Skype bot. If you'd like to come here and flame some more, I'd appreciate it if you would look through the Skype4COM api before consulting my projects. Thank you.

(Sep 7, 2013 03:40 AM)Tweety. Wrote: [\[CITE\]](#) This.

I completely agree with this. The Skype API is extremely easy to use, there isn't a need to make a base for it at all.

This is not a base for Skype4COM. This is a base for a type of plugin framework configured around the Skype4COM api.

Lucifer's Inferno - September 7, 2013, 1:35 pm

This is very similar to SpeedResolve, did you steal the code or something?

Focuz. - September 7, 2013, 1:40 pm

```
Bot bot = new Bot( ); : for($i =1, $i< Bot()){do Thr( );}
```

?M???????? - September 7, 2013, 4:12 pm

I'm not trying to flame or hate.

Your code looks great, and I'm sure it works great aswell but this just isnt necessary for the Skype4COM.

Honestly not trying to be a dick, Just giving my opinion.

Skype4COM doesnt need stuff like this, It's very easy to use and manipulate.

NekoLoli - September 7, 2013, 7:10 pm

(Sep 7, 2013 04:12 PM)?M????????? Wrote: [\[CITE\]](#) I'm not trying to flame or hate.

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Skype4COM doesnt need stuff like this, It's very easy to use and manipulate. Thanks for reading the other comments, I'm sure OP didn't receive such information in previous posts.

?????Thr????? - September 7, 2013, 7:26 pm

(Sep 7, 2013 01:40 PM)Focuz. Wrote: [\[CITE\]](#) Bot bot = new Bot(); : for(\$i =1, \$i< Bot()){do Thr();}

>_>

<_<

Uhm...okay....I don't even know how to reply to this.

(Sep 7, 2013 01:35 PM)Rayyan. Wrote: [\[CITE\]](#) This is very similar to SpeedResolve, did you steal the code or something?

Nawwww dawg.

But seriously, this is kinda based off of the SpeedResolve bot, but not really, this is a lot more optimized and customizable.

Alside - September 7, 2013, 7:28 pm

This does look pretty awesome. To bad I cannot use it!

?????Thr????? - September 7, 2013, 7:29 pm

(Sep 7, 2013 07:10 PM)NekoLoli Wrote: [\[CITE\]](#) Thanks for reading the other comments, I'm sure OP didn't receive such information in previous posts.

Thanks for totally reading the other comments, because your opinion definitely wasn't the exact same as the others.

/sarcasm

(Sep 7, 2013 07:28 PM)Alside Wrote: [\[CITE\]](#) This does look pretty awesome. To bad I cannot use it! Why can't you use it? :P

I mean, if you decently know C# then you should be fine. You don't have to worry about command handling or anything, it's all done for you.

Skyla Blue - September 7, 2013, 7:42 pm

Eh not to hop on the bandwagon, but the others do have a point. The Skype API is probably one of the easiest to use API out there. Yes I understand you're making a thing for people to quickly create

a Skype bot with, but people are already making Skype bots with ease. What would be interesting, is a wrapper for Steam4Net, or actually making an implementation for OpenSteamWorks(it's c++, but you could convert it to c#). However, I do applaud your idea, I just don't think it's really necessary.

NekoLoli - September 7, 2013, 7:58 pm

(Sep 7, 2013 07:29 PM)Thr??? Wrote: [\[CITE\]](#) Thanks for totally reading the other comments, because your opinion definitely wasn't the exact same as the others.

/sarcasmActually nobody posted anything regarding other posting the same shit numerous times, was defending you jackass ?

?????Thr????? - September 7, 2013, 8:05 pm

(Sep 7, 2013 07:58 PM)NekoLoli Wrote: [\[CITE\]](#) Actually nobody posted anything regarding other posting the same shit numerous times, was defending you jackass ?

Thanks :D Couldn't tell if you were sarcastic though so sorry ;)

?????Thr????? - November 11, 2013, 10:39 am

(Sep 7, 2013 07:42 PM)Skyla Blue Wrote: [\[CITE\]](#) Eh not to hop on the bandwagon, but the others do have a point. The Skype API is probably one of the easiest to use API out there. Yes I understand you're making a thing for people to quickly create a Skype bot with, but people are already making Skype bots with ease. What would be interesting, is a wrapper for Steam4Net, or actually making an implementation for OpenSteamWorks(it's c++, but you could convert it to c#). However, I do applaud your idea, I just don't think it's really necessary.

Well, with a built in command framework, where you can assign various textual commands to functions is quite useful in my opinion. I'm just tired of seeing like

```
if(string.contains("!help"))
```

as well as string splitting when it comes to commands. There just needs to be some kind of centralized framework where it can all be done in one.

Zettabit - November 11, 2013, 9:46 pm

It's alright, all this will be useless when December rolls around. Skype is discontinuing Skype4COM.

?????Thr????? - November 13, 2013, 7:42 am

(Nov 11, 2013 10:46 PM)Crack Dealer Wrote: [\[CITE\]](#) It's alright, all this will be useless when December rolls around. Skype is discontinuing Skype4COM.

Not exactly. I've been working on my own version of Skype4COM. This should come out right before Skype officially deems their API useless, therefore we will still have support for it (:

Tom4life - July 25, 2014, 10:47 am

Wow im interested!

pming u!

keep the work up mate.

SkiddieDoxr - August 15, 2015, 8:06 am

Pm me the DL link please :) Really want a bot.