

Forum:[Hack Forums](#)

Thread: [PocketMobsters Statement on MobBot & migration of the NecroBot staff to MobBot](#)

Herbert The Pervert - July 31, 2016, 10:00 am

[*Announcement Link*](#)

First and foremost, in regards to the rumors that NecroBot or MobBot has embedded malicious code or viruses into the bots, neither project has ever done such a thing, and if I have heard correctly it was started by another bot developer.

[The payments we received and know for sure were mentioned to people who brought up concerns..](#)

In fact, DirtyFree was paid for LAST WEEKS development by myself personally once we realized Necro wasn't going to pay him the whole \$10 he promised DirtyFree at the end of last week, dodging the questions with odd excuses of PayPal acting up.

We were unhappy with the direction the project was going, instead of putting donation money into bettering the community or creating a forum for better help support and organized discussion.

We are moving forward as a team attempting to build a foundation of community and transparency. We are open about the operations of the project and team, and are constantly in the General voice chat talking with users about any concerns they have. It is currently 6:22 am where I live at the time of this writing and I got home around midnight. The entire time I have been home I have been in voice chat or text chat discussing with users what changes are occurring, where we're going, and what they should expect. I just want to say that I have never once seen Necro talking with the end-users to find out their real feelings or reassure the user-base about concerns or worries.

Necro once asked me to write a tagline for the bot for a website, I told him "The open-source Pokemon Go bot by the community, for the community." but I did not know at the time that his interests would not continue to align with the rest of the community. As such, the staff and I have decided to make that tagline an actual reality, rather than something to stick on a website to make it appear as if we care.

We are working on making this project something that caters to the end-user, rather than something that is poorly organized, lacklusterly managed, and confusing.

PocketMobsters

Edit: In regards to the allegations about us trashing the Necro GitHub that was his "lead dev" Yamashi who was given \$250 in donator money. [Here's the commit where he trashed the GitHub](#)

Scintillation - July 31, 2016, 10:17 am

Well at this point since NecroBot is pretty much fucked in man ways for me, I guess I'll try using this. I'm having an issue at the moment where the Niantic API is breaking and then it's just constant soft ban afterwards.

Ideas?