
Subject: can someone test this please?

Posted by [jnz](#) on Wed, 09 Aug 2006 16:43:32 GMT

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this is a bot made to go along side the windows FDS.

you will need scripts 2.92 (for rlmon)

commands are limited but there is sounds (!sounds)

File Attachments

1) [config.zip](#), downloaded 336 times

Subject: Re: can someone test this please?

Posted by [jnz](#) on Fri, 11 Aug 2006 04:00:47 GMT

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hmm, no one going to comment... too bad, i suppoze it is me and my projects it has been downloaded 7 times. i spent hours writing this but i dont even get thumbs up.

oh well i suppoze there are other communitys...

Subject: Re: can someone test this please?

Posted by [Goztow](#) on Fri, 11 Aug 2006 06:23:14 GMT

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It's maybe because there are enough regulators out there already? I think I told you that when you came with the idea of writing one.

Subject: Re: can someone test this please?

Posted by [Kamuix](#) on Fri, 11 Aug 2006 07:58:37 GMT

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Yeah, and Kambot is supposed to be the shittiest bot out there, it probably is.

Subject: Re: can someone test this please?

Posted by [SODPaddy](#) on Fri, 11 Aug 2006 09:41:34 GMT

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doesnt run

Subject: Re: can someone test this please?
Posted by [Cat998](#) on Fri, 11 Aug 2006 12:20:04 GMT
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works fine (if you set it up right)

The only thing you could make better is to read
the remoteadmindata from server.ini in the FDS-folder,
instead from your own config file.

So you just need FDSpath = bleh in your config

Subject: Re: can someone test this please?
Posted by [jnz](#) on Fri, 11 Aug 2006 13:55:12 GMT
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TGPaddy wrote on Fri, 11 August 2006 10:41 doesnt run

this is what i needed, did it say any errors?

the reason i am writing a bot is because all the other bots out there are not configurable you mite say brenbot will have plugin support but i don't think that will ever come out...
i have also noticed that NR has bugs and will not run in linux although it is a good bot. too bad it was in VB.

Cat998

The only thing you could make better is to read
the remoteadmindata from server.ini in the FDS-folder,
instead from your own config file.

So you just need FDSpath = bleh in your config

thanks! that could be done...

im sorry if my second post seems a bit selfish but i was a little upset. this is a great community

i have nearly finished polls, but i am having a problem which will probable take a few days to fix.
after that i will have added polls, you get paged instead of everyting being public. and your own sounds can be added.

Subject: Re: can someone test this please?
Posted by [Goztow](#) on Fri, 11 Aug 2006 15:25:47 GMT
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the reason i am writing a bot is because all the other bots out there are not configurable you mite say brenbot will have plugin support but i don't think that will ever come out...

LOL wanna bet 50 \$ it comes out before you have a comparable stable release?

Subject: Re: can someone test this please?
Posted by [danpaul88](#) on Fri, 11 Aug 2006 15:28:35 GMT
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Goztow wrote on Fri, 11 August 2006 16:25the reason i am writing a bot is because all the other bots out there are not configurable you mite say brenbot will have plugin support but i don't think that will ever come out...

LOL wanna bet 50 \$ it comes out before you have a comparable stable release?

tut tut gozy, stop making bets on stuff you already know is true

linux, brenbot 1.43 already HAS plugin support, and I am already releasing plugins to work with it. 1.43 has a lot of the major bugs of 1.41 fixed now, so I expect it will be released publically fairly soon.

Subject: Re: can someone test this please?
Posted by [jnz](#) on Fri, 11 Aug 2006 15:32:29 GMT
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cool, but i have already started...

Subject: Re: can someone test this please?
Posted by [danpaul88](#) on Fri, 11 Aug 2006 22:45:58 GMT

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indeed, and I respect you for making the effort to make something to suit your needs, and make it available to the public.

Most people would come on the forums and whine that such and such a program does not jump in circles, do the ironing and clean the windows, and expect someone to do it for them, whereas you just got on with it, and made your own solution.

(EDIT: oh, and there's your thumbs up heh)

Subject: Re: can someone test this please?
Posted by [Crimson](#) on Fri, 11 Aug 2006 23:03:46 GMT
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I did the same thing... all the bots out there suck for one reason or another, so I wrote my own.

Subject: Re: can someone test this please?
Posted by [jnz](#) on Fri, 11 Aug 2006 23:24:50 GMT
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cool, did you do it in c++?

Subject: Re: can someone test this please?
Posted by [Goztow](#) on Sat, 12 Aug 2006 20:54:49 GMT
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She did in PHP. And it still uses brenbot at a certain level, Crimy .

Subject: Re: can someone test this please?
Posted by [jnz](#) on Sat, 12 Aug 2006 21:08:38 GMT
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i wanted to do mine in php but i couldn't find a very good compiler that worked.

Subject: Re: can someone test this please?
Posted by [futura83](#) on Sat, 12 Aug 2006 22:34:35 GMT
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yeah, if you could find a good php compiler I'D help you with it, dan.

Subject: Re: can someone test this please?
Posted by [jnz](#) on Sun, 13 Aug 2006 01:48:17 GMT
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hmm, i was expecting to release it again tonight because i have re-written the way the parse function works and i think it may crash if it has alot of requests. but i have had major issues with Cat998's idea of using server.ini to get the infomation but i should fix this soon. i dont think you would want it to crash your computer lol.

i need to know if it is a good idea to use the hooks in scripts.dll to get infomation about the game, if i did, it would use alot less memory and would be faster but you would have to replace your scripts.dll in server directory for it to work. ideas?

Subject: Re: can someone test this please?
Posted by [jnz](#) on Sun, 13 Aug 2006 03:55:31 GMT
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finally fixed it. but there are a few bugs, i will fix them later.

i have added a startup sound which i think is quite cool. it also starts a new thread when ever somthing is recived because if someone says in public chat "!playstartupsound" you hear the startup sound which is quite long, no command will parse untill this is over.

i am also hopefully adding to go along side with sounds.txt sequence sounds, so if you want to play sounds in sequence (startup sound) you can.

EDIT: you will need to change the config file to:

```
[Bot]
fds_path = C:\Westwood\RenegadeFDS\Server (or what ever your path is) no trailing slash
though!
auto_secs = 30
```

also dont forget the "[Bot]" bit or it will not work

File Attachments

1) [H-L_Bot-0.60.zip](#), downloaded 232 times

Subject: Re: can someone test this please?
Posted by [danpaul88](#) on Sun, 13 Aug 2006 09:08:02 GMT

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You do realise that unless you send a copy of the sounds to everyone on the server before they join, only the host will hear the sounds?

Subject: Re: can someone test this please?
Posted by [dead6re](#) on Sun, 13 Aug 2006 10:47:17 GMT
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I think he is using the SNDA command that comes with the bhs.dll so the requirements would be

- 1) Bhs.dll
 - 2) Sound in data/always.dat
-

Subject: Re: can someone test this please?
Posted by [jnz](#) on Sun, 13 Aug 2006 13:00:44 GMT
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yes, i am refering to the SNDA command. that is why if you want to add a sound it says in the readme. allthough hoast only sounds would be a good way to notify the hoast of things

Subject: Re: can someone test this please?
Posted by [danpaul88](#) on Sun, 13 Aug 2006 14:15:44 GMT
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Hmm, I am not sure you understand... the sound file must be in the always.dat (or loose in the data folder) of the CLIENT, as well as the server, for it to work.

Only players with the sound in their data folder will actually hear it, other than the host (as I understand it anyway). So for it to work everyone in the server who wants to hear the sounds must download the sounds it uses...

It will work just fine with the default renegade sounds, as everyone has those, but any sounds you make yourself probably wont work unless people download them. Perhaps someone with a better understanding of the Renegade engine / net code can confirm this, but I am fairly certain thats how it works.

Subject: Re: can someone test this please?
Posted by [jnz](#) on Sun, 13 Aug 2006 14:29:40 GMT
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i understand perfectly well, i already know the client will not hear it unless it is in always.dat(client)

i never said anything about using external sounds... but anyway while we are on this subject is it possible to play your own (without breaching copywrites) music (.mp3's), not just what is in always.dat(client). or is it not even possible... well i know it is possible but you would have to bring out a cp3 for clients and a new scripts and bhs.dll? to stream it.

Subject: Re: can someone test this please?

Posted by [danpaul88](#) on Sun, 13 Aug 2006 15:08:53 GMT

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help-linux wrote on Sun, 13 August 2006 15:29i understand perfectly well, i already know the client will not hear it unless it is in always.dat(client) i never said anything about using external sounds... but anyway while we are on this subject is it possible to play your own (without breaching copywrites) music (.mp3's), not just what is in always.dat(client). or is it not even possible... well i know it is possible but you would have to bring out a cp3 for clients and a new scripts and bhs.dll? to stream it.

Ok, sorry I misunderstood what you meant I was thinking about the startup sound you mentioned you created.

As for playing .mp3 files, I am not sure if the renegade engine supports .mp3, and it certainly does not support streaming them. You could do some kind of addon program which acts like winamp's shoutcast so players can connect to a media stream from the server they are playing on, but that would take a LOT of effort... not to mention the bandwidth considerations.

Slightly different idea would be to run a shoutcast server on winamp, and allow people in the server to vote for the next track or something, that would probably be a lot easier to do. Obviously people would have to connect to the stream via winamp, but an autoannounce message or !showMediaServer command could give out the address for the media stream... again you still need to consider bandwidth....

Subject: Re: can someone test this please?

Posted by [dead6re](#) on Sun, 13 Aug 2006 15:10:55 GMT

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danpaul88 wrote on Sun, 13 August 2006 10:15Hmm, I am not sure you understand... the sound file must be in the always.dat (or loose in the data folder) of the CLIENT, as well as the server, for it to work.

Only players with the sound in their data folder will actually hear it, other than the host (as I understand it anyway). So for it to work everyone in the server who wants to hear the sounds must download the sounds it uses...

It will work just fine with the default renegade sounds, as everyone has those, but any sounds you make yourself probably wont work unless people download them. Perhaps someone with a better

understanding of the Renegade engine / net code can confirm this, but I am fairly certain that's how it works.

Actually, I don't think the server needs the sounds to be able to play them because the SNDA sends the filename over the network.

Why do you need a decent compiler for PHP, you don't compile PHP. You use the PHP.exe to run the script.

Subject: Re: can someone test this please?

Posted by [danpaul88](#) on Sun, 13 Aug 2006 15:13:54 GMT

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dead6re wrote on Sun, 13 August 2006 16:10 Why do you need a decent compiler for PHP, you don't compile PHP. You use the PHP.exe to run the script.

I was going to say that, but I assumed he meant something like PAR for Perl, which creates a .exe file of the Perl scripts, including all the necessary code to run the Perl scripts (so they can be used on machines without Perl installed). I am not aware of any PHP equivalent, but I am sure there will be several available, try looking on google.

Subject: Re: can someone test this please?

Posted by [dead6re](#) on Sun, 13 Aug 2006 17:36:22 GMT

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The Renegade Engine can handle MP3's via a separate command also part of BHS.dll

Looks in the always.dat to find the MP3's it has.

Subject: Re: can someone test this please?

Posted by [jnz](#) on Sun, 13 Aug 2006 18:58:36 GMT

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yes, for the compiler for php i wanted something like par but i couldn't even get that to work .

the command in the fds for .mp3's(in clients always.dat) is musica.

just so you know(unless you know already) the startup sound is a sequence of sounds from always.dat so all players can hear it.

Quote:

i need to know if it is a good idea to use the hooks in scripts.dll to get information about the game, if i did, it would use a lot less memory and would be faster but you would have to replace your scripts.dll in server directory for it to work. ideas?

what do you think?

Subject: Re: can someone test this please?
Posted by [futura83](#) on Sun, 13 Aug 2006 22:45:51 GMT
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so...would coding a bot in PHP only require the php to be in a *.php file or would it need to be able to run as an *.exe

(btw, dan, if you add plug-in support id be happy to code a few commands)

Subject: Re: can someone test this please?
Posted by [chat](#) on Mon, 14 Aug 2006 02:49:42 GMT
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deleted

Subject: Re: can someone test this please?
Posted by [jnz](#) on Mon, 14 Aug 2006 07:50:53 GMT
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you should be able to write it as as .php file. but i think you will need to download php.exe could i could not find it on my computer.

i have 2 questions,

1st: if someone joins my server when it was empty then i join they get an ID of 1 and i get 2 what happens when they leave? do i still have 2?

the 2nd one: should i use the hooks in scripts.dll?

Subject: Re: can someone test this please?
Posted by [dead6re](#) on Mon, 14 Aug 2006 11:11:32 GMT
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1) I think your Game ID sticks with your per session. It isn't affect by people leaving and joining.

2) If you made your own scripts.dll, the usage of RenegadeServer.exe would increase because it still spits out all the other data.

Subject: Re: can someone test this please?

Posted by [danpaul88](#) on Mon, 14 Aug 2006 11:17:34 GMT

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Also, if player ID 1 leaves when there are 4 players in the server, and then joins again a few minutes later (BEFORE the map changes) they will still be on ID 1, as the server reconnects them to their existing session (thats how you get your money back when you rejoin).

Sessions are only cleared when the map ends, so if ID 1 did not join before gameover then ID 1 would then be free for someone else to take on the next map.

Subject: Re: can someone test this please?

Posted by [jnz](#) on Mon, 14 Aug 2006 12:06:08 GMT

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yes that is what i thought... and hoped.

Subject: Re: can someone test this please?

Posted by [jnz](#) on Tue, 15 Aug 2006 21:20:23 GMT

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after a few days of programming i have finally done something i thought would take me alot longer. but with the way i have done it can it be tested on a server with more than 4 poeple please.

the only command i have added is: !playerid it will get the id of any player from a string.

i will be adding polls next. and maby a ladder, but if not next it will be the one after.

all you will need to do (if you have downloaded the 0.60 version if replace the exe.

File Attachments

1) [H-L_Bot-0\[1\].70.zip](#), downloaded 152 times

Subject: Re: can someone test this please?

Posted by [jnz](#) on Wed, 16 Aug 2006 12:02:14 GMT

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I have finaly got plugins working! i have been working on it for a few days now, well here it is!

will be looking forward to a few comments...

it is easy to create them, just a dll with an exported function in the form:

```
const char * dllparse(char * message)
{
    //blabla
    return some_const_char_star;
}
```

remember to export and return "" if you cannot parse anything or it will be sent the the FDS!

File Attachments

1) [H-L_Bot-0.80.zip](#), downloaded 157 times

Subject: Re: can someone test this please?

Posted by [jnz](#) on Tue, 22 Aug 2006 00:53:32 GMT

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i have a new version that has:

- 1) pollkick.
- 2) mods and admins.
- 3) some memory leakes cleared up.
- 4) a new engine to read files

note in any of the .txt files please make sure the last line is just a newline otherwise the last line will have random chars in it when read.

here it is: http://www.help-linux.com/stuff/H-L_Bot-0.90.zip

Subject: Re: can someone test this please?

Posted by [trooprm02](#) on Mon, 28 Aug 2006 18:49:55 GMT

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How is it diff from other bots?

Does it take less resources?

Does it require IRC?

I think people would like a bot that doesn't need IRC, no installation (just a .exe), has built in RG, and the ability to have plugins like in game ranks etc, and still be low-resource

Maybe it is impossible, but that would be something very interesting

Subject: Re: can someone test this please?
Posted by [jnz](#) on Mon, 28 Aug 2006 21:15:24 GMT
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it doesn't need IRC it supports plugins. i am working on 9.0 to get a ladder as said. RG after that. then just add commands. it uses less resources than any bot that i have tested. but at the moment it has a memory leak that i cannot find do after 10 hours it uses 2MB more.

Subject: Re: can someone test this please?
Posted by [trooprm02](#) on Tue, 29 Aug 2006 04:56:04 GMT
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oMGZ?@Q?!}u ha4xwer1/!

ok, I was just like making up wild dreams not thinking any of that was possible

This is looking like a really promising project

Subject: Re: can someone test this please?
Posted by [jnz](#) on Tue, 29 Aug 2006 17:11:18 GMT
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trooprm02 wrote on Tue, 29 August 2006 05:56oMGZ?@Q?!}u ha4xwer1/!

ok, I was just like making up wild dreams not thinking any of that was possible

This is looking like a really promising project

Thank You.

it will have IRC support but can be disabled. and also it is different from other bots because this one *will* be much more customizable of course not yet.
